

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Inverted + criss cross
Jump raises - Majors	Preempt	Other: Bergen (weak)
Jump shifts after minor opening	Very weak 6+ card suit (Jordan) 0-5 pts	
Jump shifts after Major opening	Bergen; 4 level minors are voids	
Responses to strong 2 suit open.	2♦ = waiting	
Responses to 2NT opening	3♣ puppet, trfs, 3♠=minor suit stayman Texas transfers 4 M trfs to m	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	attitude (high-low = 2; Mud etc)	attitude (high-low = 2; Mud etc)
Discards	Low Encourage	McKenney 1st only
Count	Low-High = Even	High-Low = Even
Signal on partner's lead:	Low Encourage	Low encourage
Signal on declarer's lead:	reverse count	
Notes Lead of a king count against NT asks for unblock of honour /count		
Lead of Q against Nt asks for unblock of K or J or count		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? minorwood (MSK)
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

2♣ / 2♦ = 2 way checkback	Jacoby 2NT; Minor Suit Key Card
4th suit forcing ; Texas Transfers	Inverted minors;
Lebensohl + extension	Puppet stayman; Bergen
Support X & XX ; Multi Landy	Unassuming cue bids
Walsh style over 1m opening	Splinters (both void & x)

xx at 1 level 10+ no sup 2 level bids after x nonforcing no sup

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PDF Form Rev. 13F21 by RoL

MyRev. 2023-05-17 19:37

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	213543 (944)	Janeen Solomon
& Names:	466328 (771)	Maha Hoenig
Basic System:	2 over 1 GF	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input checked="" type="checkbox"/>
1♣ 11+ HCP, 2+♣	1♥ 11+ HCP, 5+♥	
1♦ 11+ HCP, 4+♦	1♠ 11+ HCP, 5+♠	
1NT 15(14) - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman Other: 3♣ Puppet stayman		
2♦ To ♥	2♠ To ♣	
2♥ To ♠	2NT To ♦	
other Various Super accepts; Texas Trans; Smolen: 3♦ = 5/5minors GF; 3M = 3145 or 1354		
2♣ Any GF or 22+ Balanced		
2♦ 6 card ♥/♠, 6 - 10 HCP; 2NT asks		
2♥ 5♥ + 5(4) another; 5-10 HCP; 2NT asks		
2♠ 5♠ + 5(4) minor; 5-10 HCP; 2NT asks		
2NT 20(19)-22 Bal	3NT Specific Ace Ask	
other 2NT = 20 -22 Bal (3♣ puppet; trfs; minor suit stayman; Texas transfers 4 level min transfers		

2. PRE-ALERTS

Bergen Raises; Splinters (void and singletons)	Support X, XX; Scrambling 2NT
Multi 2 openings; Inverted minors + criss cross	1NT:4♣/♦ = Texas Trans & over 2NT
Weak Jump Shifts in majors over 1 minor	XX of 1NT = 5+ minor & system on

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	Majors over 1 minor; Minors over 1 Major
1NT overcall - immediate	15 -18	Immediate cue of minor	Other min + M any strength
1NT overcall - re-opening	11-14(15)	Immediate cue of Major	Other M + minor any strength
Over weak twos X = 16+ (Lebensohl)		Over opening threes	X = T/O
Over opponent's 1NT			
(weak) Multi Landy; X = Penalty. 2♣ = Majors; 2♦ = single suit in a Major; 2M = 5+M/4+minor			
(strong) Multi Landy: X = 4M longer minor; 2♣ = Majors; 2♦ = single suit in a Major; 2M = 5+M/4+♠			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 5+ HCP	2♦ 5+♣ 9-11 pts	3♦ splinter
1♥ 4+♥ 5+HCP	2♥ 6 weak (Jordan) 0-5 pts	3♥ splinter
1♠ 4+♠ 5+HCP	2♠ 6 weak (Jordan) 0-5 pts	3♠ splinter
1NT 6-9(10) no major	2NT 11-12	3NT 13-15 bal - no major
2♣ Inverted	3♣ 5+♣ 5-8 pts	4♣ preemptive (0+)
other 4♣ =weak; 4♦ = void; 4 of a Major To Play		
1♦ 1♥ 4+♥, 5+HCP	2♥ 6 weak (Jordan) 0-5 pts	3♥ splinter
1♠ 4+♠ 5+HCP	2♠ 6 weak (Jordan) 0-5 pts	3♠ splinter
1NT 6-10 no major	2NT 11-12	3NT 13-15 bal - no major
2♣ 3+, 12+HCP GF usually	3♣ 5+♦ 9-11points	4♣ Splinter
2♦ Inverted	3♦ 5+♦ 5-8 points	4♦ preemptive (0+)
other 4♣ splinter; 4M to play		
1♥ 1♠ 4+♠ 5+pt ≤2♥ unless GF	2♥ 5-9 3♥	3♦ 10-11 ; 4+♥
1NT 5-11 NF	2♠ unknown splinter 6-9pts	3♥ 4+♥ & 0-5
2♣ 2+♣ GF	2NT Game force 4+♥	3♠ 10-11 unknown splinter
2♦ 5+♦ GF	3♣ 6-9 4+♥ or 10-11 3♥	3NT 10-11 &♠ void
other 4 of minor = Void Splinter		
1♠ 1NT 5-11 NF	2♠ 5-9 3♠	3♥ 10-11 & 6+♥
2♣ 2+♣ GF	2NT Game Force 4+♠	3♠ 4+♠ & 0-5
2♦ 5+♦ GF	3♣ 6-9 4+♠ or 10-11 3♠	3NT 10-11 unkn splinter
2♥ 5+♥ GF	3♦ 10-11; 4+♠	4♣ Void Splinters
other 4 level Void Splinters		
1NT 3♣ Puppet Stayman GF	3♠ 5/4 minors, 1♠ & 3♥ GF	4♦ Texas Transfer to ♠
3♦ 55 minors GF	3NT To Play	4♥ transfer to ♣
3♥ 5/4 minors, 1♥ & 3♠ GF	4♣ Texas Transfer to ♥	4♠ transfer to ♦
other		
2♣ 2♦ Waiting	2NT minor 2 suiter 6-10	3♥
2♥ 8+HCP & 5+♥ s of tricks	3♣ 8+HCP & 5+♣ s of tricks	3♠
2♠ 8+HCP & 5+♠ s of tricks	3♦ 8+HCP & 5+♦ s of tricks	3NT
other		
2♦ 2♥ Pass or Correct (P/C)	3♣ To play	3♠ P/C, inv to 4♥
2♠ P/C, inv to 3♥	3♦ To play	3NT To play
2NT Ask(3m = max, 3M =min)	3♥ P/C, inv to 3♠	4♣ tranfer to suit
other 4♦ bid game in suit		

Notes

2♥ 2♠ Pass or Correct	3♦ own suit	3NT To Play
2NT Ask	3♥ To play	4♣ pass or correct
3♣ own suit	3♠ own suit	4♥ To play
other To create GF ask then bid again		
2♠ 2NT Ask	3♥ own suit	4♣ pass or correct
3♣ Pass or correct	3♠ To play	4♥ To play
3♦ own suit	3NT To Play	4♠ To play
other To create GF ask then bid again		
2NT 3♣ puppet stayman	3♠ Minor suit stayman	4♦ Trf to ♠
3♦ Trf to ♥	3NT To play	4♥ transfer to ♣
3♥ Trf to ♠	4♣ Trf to ♥	4♠ transfer to ♦
other		

9. CONVENTIONS

Unusual NT:	MM over a minor; both minors over 1M
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: 2 way checkback; 2♣ forces 2♦
Defence to 3NT opening	4♣ & 4♦ = both MM over gambling 3NT (better ♥/♠resp)
Defence to Opening Twos	
Multi 2♦	X = T/O + Lebensohl 2NT= 15-18 system on
RCO style 2-s	X = 16++ Lebensohl ; X = Values 2nd X = T/O & 3rd X = penalty
Other 2-s	X = Values 2nd X = T/O & 3rd X = penalty
Defence to	Cappelletti X = SS; 1♦ =MM; 1♥ = ♥/m; 1♠ = ♠/m; (2NT asks) 2NT mm
strong	2 bids are natural. Constructive Responder asks for str etc with 2NT!
♣	2♣ : Natural

Over 1NT Interference lebensohl

Lebensohl - other uses Over weak two openings

Take out of 4 level pre-empts	4♣/4♦ X
4♥ X	4♠ 4NT

10. OTHER NOTES

1♥ - 2♠ = 4+♥ 6-9 unknown singleton. Then 2NT = enquiry <GF reponse low mid high
1♥ - 3♠ = 4+♥ 10-12 unknown singleton. Then 3NT = singleton enquiry reponse low mid high
1♥ - 3NT= 4+♥ with ♠ void.
1♠ - 3♥ = 6♥ natural 9-11
1♠ - 3NT= 4+♠ 10-12 with unknown singleton. Then 4♣ = singleton enquiry reponse low mid high
1M 4 level bid void splinter Slam interest