

## 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: -
Jump raises - Majors	Limit 10-12	Other: -
Jump shifts after minor opening	Very weak 6+ card suit (Jordan) 0-5 pts	
Jump shifts after Major opening	mini Splinters	
Responses to strong 2 suit open.	2♦ = 8+; 2♥ = 0-4; 2♠ = 5-8 Bal; 2NT/3♣/3♦/3♥ = Trfs 4-7	
Responses to 2NT opening	3♣ /3♦ To play. 3♥ = Shape Ask. 4♣/♦ = Minorwood	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	4th highest	4th highest
From 3 cards (no honour)	Bottom	Bottom
In partner's suit	xx (H.L) : xxx (small) : Hxx (small)	
<b>Discards</b>	Natural Count	Natural Count
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	Natural Count	
<b>Signal</b> on declarer's lead:	Natural Count	
<b>Notes</b>	Ace Count King Count, Carding is natural count	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? Never
<b>Slam Notes</b>	minorwood (MSK)		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

2♣ /3♣ checkback	Jacoby 2NT; Minor Suit Key Card
4th suit forcing . Support X & XX ;	Blackout; Scrambling 2NT
Lebensohl + extension	Puppet stayman;
Splash over strong 1♣; DONT over Strong 1NT	Unassuming cue bids
Walsh style over 1 minor opening	Splinters (mini & maxi)

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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	249 (407496)	Sue O'Brien
& Names:	471 (106135)	Margaret Millar
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 type="checkbox"/>
1♣ 11+ HCP, 3+	1♥ 11+ HCP, 5+	
1♦ 11+ HCP, 3+	1♠ 11+ HCP, 5+	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other: 3♣ Puppet stayman GF
2♦ To ♥	2♠ To ♣	
2♥ To ♠	2NT To ♦	
other Super accepts (4+ support jump in 3M = min; 3m = max & a cue); 2NT = 3 & (2 hon) + max		
2♣ Any GF or 23+ Bal		
2♦ 6 card ♥/♠, < opening or 20-22 Bal; 2NT asks		
2♥ 5♥ + 4+ another Not Vul; 5/5 Vul; < opening. 2NT asks		
2♠ 5♠ + 4+ minor Not Vul; 5/5 Vul; < opening. 2NT asks		
2NT 5/5 minors weak	3NT Kabel (CRO responses)	
other Over 2NT opening 3♥ asks for shape		

## 2. PRE-ALERTS

All carding is natural count	Support X, XX, Splinters
Jordan (weak jump shifts in over minor opening)	2NT:3♥ = shape ask
Multi 2 openings	XX of 1NT = forces 2♣

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	2 lower unbid suits
1NT overcall - immediate	15 - 18 system on	Immediate cue of minor	5/5 Majors & weak
1NT overcall - re-opening	10 - 14 system on	Immediate cue of Major	Other M + minor
Over weak twos X = T/O + Lebensohl	Over opening threes		X = T/O
Over opponent's 1NT			
(weak) Splash (X = strong penalty orientated, Suit bid = that suit + a higher suit)			
(strong) DONT (X = single suiter, Suit bid = that suit + a higher suit)			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 6 weak (Jordan) 0-5 pts	3♦ splinter
1♥ 4+♥ 6(5)+HCP	2♥ 6 weak (Jordan) 0-5 pts	3♥ splinter
1♠ 4+♠ 6(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♣ 5+♣ 6-10	3♣ Invitational	4♣ MSK
other -		
1♦ 1♥ 4+♥, 6(5)+HCP	2♥ 6 weak (Jordan) 0-5 pts	3♥ splinter
1♠ 4+♠ 6(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♣ 10+HCP	3♣ Splinter (mini)	4♣ Splinter
2♦ 5+♦ 6-9(10)	3♦ Invitational	4♦ MSK
other 4♣ splinter; 4M to play		
1♥ 1♠ 4+♠, 5+pts	2♥ 3♥ & 8-10pts	3♦ mini splinter
1NT F1	2♠ mini splinter	3♥ 3+♥ Limit Raise
2♣ 4+♣ GF	2NT Jacoby	3♠ splinter
2♦ 4+♦ GF	3♣ mini splinter	3NT 13-15Bal & 3♥
other -		
1♠ 1NT F1	2♠ 3♠ & 8-10pts	3♥ mini splinter
2♣ 3+♣ GF	2NT Jacoby	3♠ 3+♠ Invitational
2♦ 4+♦ GF	3♣ mini splinter	3NT 13-15 bal & 3♠
2♥ 5+♥ GF	3♦ mini splinter	4♣ GF Splinters
other -		
1NT 3♣ Puppet Stayman GF	3♠ sing ♠. 3♥. 5/4 minors	4♦ MSK
3♦ 5/5 minors GF	3NT To Play	4♥ To Play
3♥ sing ♥. 3♠. 5/4 minors	4♣ MSK	4♠ To Play
other		
2♣ 2♦ 8+	2NT 4-7 & 5+♣	3♥ 4-7 & 5+♠
2♥ 0-3 unbal or 0-4 bal	3♣ 4-7 & 5+♦	3♠ NA
2♠ 5-8 bal	3♦ 4-7 & 5+♥	3NT NA
other		
2♦ 2♥ Pass or Correct (P/C)	3♣ To play	3♠ Pass or correct
2♠ P/C, likes ♥ better. 3+♥	3♦ To play	3NT To play
2NT Asking	3♥ Pass or correct	4♣
other 2NT is Asking (3m = max, 3M = min)		

### Notes

2♥ 2♠ Pass or Correct	3♦ To Play	3NT To Play
2NT Asking	3♥ To play	4♣ To Play
3♣ To play	3♠ pass or correct	4♥ To play
other Most bids are P/C. 4NT = RKC		
2♠ 2NT Asking	3♥ To play	4♣ pass or correct
3♣ pass or correct	3♠ To play	4♥ To play
3♦ pass or correct	3NT To Play	4♠ To play
other Most bids are P/C. 4NT = RKC		
2NT 3♣ To play	3♠ To play	4♦ minorwood
3♦ To play	3NT To play	4♥ To play
3♥ Shape Ask	4♣ minorwood	4♠ To play
other 4NT Bid best minor; 5♣/5♦ To play		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	-
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/>	Priorities: Over 2♣ show strength & 3 card support or OM
<b>Defence to 3NT opening</b>	Over gambling 4♣ & 4♦ = both MM better ♥/♠ resp	
<b>Defence to Opening Twos</b>		
Multi 2♦	X; 2nd T/O; 3X = penalty; suit bids = 10-15 & 5+ suit	
RCO style 2-s	X = 16+. 3♣ = 2 suits not ♣	
Other 2-s	X for T/O	
<b>Defence to strong ♣</b>	X = ♣ + higher suit, 1♦ = ♦ + higher suit; 1♥ = both Majors (SPLASH) 2 bids are natural. Responder asks for strength etc with 2NT!	
<b>strong ♣</b>	2♣ : {Replace with your defence to strong 2♣ openings}	

### Over 1NT Interference lebensohl

**Lebensohl - other uses** Over weak two openings

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

## 10. OTHER NOTES

Over a Michaels cue bid X by responder = any GF except limit raise (or better), and 3 minor is NF

Over 2♣:2♦:2NT now 3♠ = 5+♠ & 4+♥

Blackout over a reverse cheapest bid is a bad hand

After the X of our 1NT overcall or 1NT penalty doubled XX = 5+ suit & suit bids are splash

When opponents bid 2 suits - bidding of either suit = michaels with singleton in that suit

Over any of our 3 level preempts 4♣ = RCKB in bid suit

04/04/2023