

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Preempt
Jump shifts after minor opening	Weak 0-6, but 1♣-2♦ & 1♦-3♣ = limit raise
Jump shifts after Major opening	Bergen, but 1♥-2♠ & 1♠-3♥ = 3 card limit raise
Responses to strong 2 suit open.	2♦ negative 0-6(7), others 7+, 5+ suit
Responses to 2NT opening	3♣ Puppet Stayman & Transfers, 3♠=5♠ & 4♥

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A/Q=attitude, K=count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	xXx	
In partner's suit	xxX unsupported	
Discards	Low encourage	
Count	Reverse present	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	voidwood responses 0, 1, 1+Q, 2, ...	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Bergen raises	Support X and XX
2 way checkback	Non serious 3NT
Blackout (traditional)	4 of a minor usually minorwood 1430)
Drury	Superaccept minor transfer in suit
1m - (1♥) : X denies 4♠, 1♠ = 4+S	Bourke relay

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XYZ

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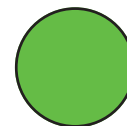
1, 2, 3 Doubles (values, T/O, Pen)

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	44318	Kim Morrison
& Names:	402974	Andy Braithwaite
Basic System:	2 over 1 Game Force	
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+, 3+	1♥ 11+, 5+	
1♦ 11+, 4(3)+	1♠ 11+, 5+	
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥'s (2N =4+♥ max & retr) 2♠ Transfer to ♣'s (then shortage)

2♥ Transfer to ♠'s (2N =4+♠ max & retr) 2NT Transfer to ♦'s (then shortage)

other 3♣ = Puppet, 3♦/♥/♠ = splinter, no 5M, 4♣/♦ - Texas to ♥/♠

2♣ Game Force

2♦ 6-11, (5)6 card ♦ suit, (9-12 4th seat, good 6+ suit)

2♥ 6-11, (5)6 card ♥ suit, (9-12 4th seat, good 6+ suit)

2♠ 6-11, (5)6 card spade suit, (9-12 4th seat, good 6+ suit)

2NT 20-22 HCP balanced

3NT Gambling no outside A

other

2. PRE-ALERTS

X of strong 1♣ = Majors, 1NT = minors

weak 2's may be v weak in 1st seat fav vul

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak

Responsive doubles through 4♠ Unusual NT Lower unbid suit

1NT overcall - immediate 15-18 Immediate cue of minor (1m) 2♦ = 5♥/5♠ (wide range)

1NT overcall - re-opening 11-14 Immediate cue of Major Mich - 55 OM + minor (wide)

Over weak twos Takeout X & Lebensohl Over opening threes Takeout X

Over opponent's 1NT X=Penalty, 2♣=Both Majors, 2♦=One Major, 2M=M+m, 2NT=minors

(1NT) - X - (P) - 2♣ = scramble, else nat weak

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+ suit	2♦ Limit raise in ♣	3♦ Splinter
1♥ 5+, 4+ suit	2♥ 0-6, 6+ suit	3♥ Splinter
1♠ 5+, 4+ suit	2♠ 0-6, 6+ suit	3♠ Splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 5+ suit	3♣ Pre-emptive	4♣
other		
1♦ 1♥ 5+, 4+ suit	2♥ 0-6, 6+ suit	3♥ Splinter
1♠ 5+, 4+ suit	2♠ 0-6, 6+ suit	3♠ Splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 4+ suit	3♣ Limit raise in ♦	4♣ Splinter
2♦ 12+ GF, 4+ suit	3♦ Pre-emptive	4♦
other		
1♥ 1♠ 5+, 4+ suit	2♥ 6-10, 3(4) card support	3♦ Bergen 10-12, 4 card <input checked="" type="checkbox"/>
1NT 5-11, natural	2♠ 8-11, 3♥	3♥ Pre-emptive
2♣ 12+ GF, 4+ suit	2NT GF raise	3♠ Splinter
2♦ 12+ GF, 4+ suit	3♣ Bergen 6-9, 4 card sup <input checked="" type="checkbox"/>	3NT 13-15, bal
other 4♣/♦- splinter		
1♠ 1NT 5-11, natural	2♠ 6-10, 3(4) card support	3♥ 8-11, 3♠
2♣ 12+ GF, 4+ suit	2NT GF raise	3♠ Pre-emptive
2♦ 12+ GF, 4+ suit	3♣ Bergen 6-9, 4 card sup <input checked="" type="checkbox"/>	3NT 13-15 bal
2♥ 12+ GF, 5+ suit	3♦ Bergen 10-12, 4 card <input checked="" type="checkbox"/>	4♣ Splinter
other 4♦ - splinter; 4H - to play		
1NT 3♣ Puppet Stayman	3♠ short S!, GF no 5♥	4♦ Transfer to ♠; 4NT=KC
3♦ short ♦, GF no 5M	3NT To play	4♥ To play
3♥ short ♥, GF no 5♠	4♣ Transfer to H 4NT=KC	4♠ To play
other 4NT = quantitative		
2♣ 2♦ 0-6(7), negative	2NT 8+ bal	3♥ 1/0 losers opp A/K/Q.
2♥ 7+, 5+ suit	3♣ 7+, 5+ suit	3♠ 1/0 losers opp A/K/Q.
2♠ 7+, 5+ suit	3♦ 7+, 5+ suit	3NT
other		
2♦ 2♥ Natural forcing	3♣ Natural forcing	3♠ Splinter
2♠ Natural forcing	3♦ Pre-emptive	3NT To play
2NT Range/shortness ask	3♥ Splinter	4♣ Splinter
other		

Notes

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To play
2NT Range/shortness ask	3♥ Pre-emptive	4♣ Splinter
3♣ Natural forcing	3♠ Splinter	4♥ To play
other 4♦ - splinter		
2♠ 2NT Range/shortness ask	3♥ Natural forcing	4♣ Splinter
3♣ Natural forcing	3♠ Pre-emptive	4♥ To play
3♦ Natural forcing	3NT To play	4♠ To play
other 4♦ - splinter		
2NT 3♣ Puppet Stayman	3♠ 5♠ & 4♥	4♦ Natural, slam interest
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Natural, slam interest	4♠ To play
other 4NT - quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any strength

4th Suit Forcing One round 1♣-1♦-1♥-1♠ Game force

NT Checkback Priorities: 2 way checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = TO of ♠ or 18+; 2♥ = TO of ♥.

RCO style 2-s X = 1, 2, 3 doubles (values, T/O, Pen)

Other 2-s

Defence X = Majors, 1NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl (slow shows)

Lebensohl - other uses Weak two's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

- 1M - 2NT: 3any = shortness, 3M = 5M 2+KC, 3NT = 6M 2+KC
- 1M (X) sys on, 1m (X) sys off
- 1NT - (Xpen) - XX = 1 minor or both majors, 1NT - (2♣/♦majors) - X = I can X 1+M
- 1m (1NT) 2om = both majors
- 1M-1NT-2NT = GF with 4m (or 3/4♥ after 1♠)