

## 4. BASIC RESPONSES

Jump raises - minors 0-5 hcp 5+♣ or 4+♦

Jump raises - Majors 0-5 hcp, 4+ cards

Jump shifts after minor opening 1♣ 2♦ and 1♦-3♣ = LR, other = splinters

Jump shifts after Major opening Bergen raises

Responses to strong 2 suit open. show controls, 3♥ or 3♠ is 6 cards with 2 of top 3 hrs

Responses to 2NT opening 3♣ pup staym, 3♦ tfr to ♥, 3♥ tfr to ♠ 3♠ is minor suit staym

## 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	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	Standard	Standard
<b>Discards</b>	rev attitude or count	rev attitude or count
<b>Count</b>	reverse attitude	reverse attitude
<b>Signal</b> on partner's lead:	Low encourage	low encourage
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b> low encouraging on first discard		
suit preference if applicable		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 30/14 4♣ Gerber  when? After NT opening or rebid

### Slam Notes

Cue Bids  Shows 1st or second round control

Asking Bids

## 7. OTHER CONVENTIONS

Jacoby 2NT	Ogust after weak 2
2 way checkback	Ogust after jump weak shift
4th Suit forcing to game	

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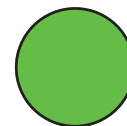
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 962813 Lori Smith  
& Names: 195804 David Cherry  
Basic System: 2 over 1  
Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11-20 hcp 1♥ 5+ 11-20 hcp

1♦ 3+, 11-20 hcp 1♠ 5+ 11-20 hcp

1NT 15-17 hcp. may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ transfer to ♥ 2♠ transfer to 3♣

2♥ transfer to ♠ 2NT transfer to 3♦

other 3♣ is Puppet Stayman,

2♣ 23+ balanced. or 81/2 tricks

2♦ 6-10 hcp 6+♦

2♥ 6-10 hcp 6+♥

2♠ 6-10 hcp 6+♠

2NT 20-22 hcp bal

3NT Gambling

other

## 2. PRE-ALERTS

1M 2♣ = 3 way - see notes

Support X and XX

X of strong NT = 4 cd M, 5cm

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT lowest 2 unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor both majors

1NT overcall - re-opening 10-14 Immediate cue of Major other major + a minor

Over weak twos X for takeout with values Over opening threes X for takeout (values)

Over opponent's 1NT X of str NT is 5m/4M, X of weak NT is 14+ 2♣ both M, 2♦ 6 card major

2♥/♠ is 5M/4m. 2NT trf to 3♣, may have second five card suit

3♣ transfer to 3♦, may have second five card suit

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP (4+♦)	2♦ 10-12 hcp 5+ ♣	3♦ Splinter
1♥ 5+HCP (4+♥)	2♥ 6+♥ <7 hcp	3♥ Splinter
1♠ 5+HCP (4+♠)	2♠ 6+♠ <7hcp	3♠ Splinter
1NT 6-11HCP(No 4cMajor)	2NT 15+ hcp, 5+ ♣	3NT 12-14HCP balanced
2♣ 6-9 HCP (5+♣)	3♣ 0-6 HCP 5+ ♣	4♣ Preemptive
other		
1♦ 1♥ 5+HCP (4+♥)	2♥ 6+♥ <7 hcp	3♥ Splinter
1♠ 5+HCP (4+♠)	2♠ 6+♠ <7hcp	3♠ Splinter
1NT 6-11HCP(No 4c Major)	2NT 15+ HCP 4+ ♦	3NT 12-14HCP balanced
2♣ GF 4+ ♣	3♣ 10-12 hcp 4+ ♦	4♣ Splinter
2♦ 6-9 HCP 4+♦	3♦ 0-6 HCP (♦ support)	4♦ Preemptive
other		
1♥ 1♠ 6+HCP 4+♠	2♥ 6-9 HCP 3C support	3♦ 10-12 HCP(4♥sup)
1NT 6-11HCP (No 4♠)	2♠ weak 6 card ♠	3♥ 3-5 HCP (4♥ support)
2♣ 3 way*	2NT GF (4♥ sup)	3♠ Splinter
2♦ GF 4+ ♦	3♣ 6-9 HCP 4♥ sup	3NT 12-14HCP (3♥ sup)
other 4♣ and 4♦ splinters 4♥ weak with a shortage		
1♠ 1NT 6-10 HCP	2♠ 6-9 HCP 3♠	3♥ splinter
2♣ 3 way *	2NT GF (4+♠)	3♠ 3-6 HCP(4♠ sup)
2♦ 4+♦ GF	3♣ 6-9 HCP (4♠)	3NT 12-14HCP(3♠ sup)
2♥ 5+♥(11+HCP)	3♦ 10-12 HCP(4♠)	4♣ Splinter
other 4♦ splinter and 4♥ to play 4♠ weak with a shortage		
1NT 3♣ Puppet Stayman	3♠ 1/3/(5/4) shape	4♦ trf to ♥
3♦ 5-5 minors	3NT To play	4♥ trf to ♠
3♥ 3/1/(5/4) shape	4♣ Gerber	4♠ to play
other		
2♣ 2♦ 0 control	2NT 3 controls	3♥ 6+ cards, 2 top hons
2♥ 1 controls	3♣ 4 controls	3♠ 6+ cards, 2 top hons
2♠ 2 controls	3♦ 5 controls	3NT
other		
2♦ 2♥ F1	3♣ F1	3♠ splinter
2♠ F1	3♦ To Play	3NT To Play
2NT Ogust	3♥ splinter	4♣ splinter
other 4♦ to play		

**Notes** 1 major 2♣ is 3 way bid. Either a Limit Raise or better with 3 card M, or balanced GF, or 4+♣ GF

2♥ 2♠ F1	3♦ F1	3NT to play
2NT Ogust	3♥ preemptive	4♣ splinter
3♣ F1	3♠ splinter	4♥ to play
other 4♦ is splinter		
2♠ 2NT Ogust	3♥ F1	4♣ splinter
3♣ F1	3♠ preemptive	4♥ splinter
3♦ F1	3NT to play	4♠ to play
other 4♦ splinter		
2NT 3♣ Puppet Stayman	3♠ Minor stayman	4♦ 6♦ RKCB
3♦ Tfr to ♥	3NT To Play	4♥ to play
3♥ Tfr to ♠	4♣ 6♣ RKCB	4♠ to play
other 5♣ and 5♦ to play		

## 9. CONVENTIONS

**Unusual NT:** Minors

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** double values, 4♣ for the majors

**Defence to Opening Twos** First X T/O, 2nd X Penalty

Multi 2♦ X Values, then t/o, then penalty

RCO style 2-s X Values, then t/o, then penalty

Other 2-s X Values, then t/o, then penalty

**Defence** 1♣ : X for Majors NT for minors

to

**strong** 2♣ : X for Majors NT for minors

♣

**Over 1NT Interference** Lebensohl, X T/O Values

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ double = takeout

4♥ Double = takeout 4♠ X = penalties

## 10. OTHER NOTES

Gerber responses 0 or 4,1,2,3