

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Limit 7-10	Other:
Jump shifts after minor opening	Varies - see Item 8 Responses to Opening Bids	
Jump shifts after Major opening	Varies - see Item 8 Responses to Opening Bids	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	4 card Stayman & transfers	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	including interior sequences
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle Up Down	
In partner's suit	4th highest etc	
Discards	Odd=Enc., Even=McKenney	
Count	High low = even number	
Signal on partner's lead:	high encourage	
Signal on declarer's lead:	n/a	
Notes lead of an honour or a high card including 9 and 10 does not deny	higher honour	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? NO
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	cue bids 1st or 2nd round control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

3 Under jumps	
UNUSUAL 1NT weak take out if already passed	Jacoby 2NT GF 4+ card fit
Negative Free Bids	Good/bad 2NT in competitive auction
Texas transfers after 1NT	Rubinsohl
DOPI/ROPI DEPO	Checkback(2way NMF)

Fit showing jumps at 3 level in competitive auction
Kokish after 2C-2D

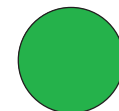
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	182958	Fiona Hickey
& Names:	305405	Alaine MacMorran
Basic System:	Standard 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♣ 3+, 11+ hcp	1♥ 5+, 11+ hcp	
1♦ 4 (3+), 11+ hcp	1♠ 5+, 11+ hcp	
1NT 15-17 hcp	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses		
2♣ Stayman	Other:	
2♦ transfer to ♥	2♠ transfer to clubs or NT range ask	
2♥ transfer to 2s	2NT transfer to diamonds	
other 4NT quantitative invite		
2♣ 22+ hcp- Game Force except 2c-2h-2NT (22-23 bal)		
2♦ 5/6-card diamond suit - 5-10 hcp		
2♥ 5/6card ♥ suit - 5-10 hcp		
2♠ 5/6 card spade suit - 5-10 hcp		
2NT 20-21 hcp balanced	3NT gambling (solid 7 card minor)	
other		

2. PRE-ALERTS

1M-1NT semi forcing	ve 3M)
Negative free bids	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3s	Jump overcalls	weak
Responsive doubles through	N/A	Unusual NT	other 2 unbid suits or two lowest suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels 0+hcp (5+H) &(5+S)
1NT overcall - re-opening	11+ hcp bal	Immediate cue of Major	Michaels 0+hcp 5+other M & 5+m
Over weak twos	X = T/O else natural 11+, hcp 5+	Over opening threes	X=T/O else natural 5+
Over opponent's 1NT	over strong NT: Multi Landy...(see Item 10 OTHER NOTES)		
Over weak NT-	Modified Multi Landy (see Item 10 OTHER NOTES)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural 5+ HCP	2♦ Exclusion (0-7hcp)	3♦ splinter
1♥ natural 5+ HCP	2♥ Exclusion (0-7hcp)	3♥ splinter
1♠ natural 5+ HCP	2♠ Exclusion (0-7hcp)	3♠ splinter
1NT 6-11 HCP	2NT BAL GF	3NT ???
2♣ Limit raise or better	3♣ 5+ clubs 7-10 total pts	4♣ Slam try
other		
1♦ 1♥ natural 5+ HCP	2♥ Exclusion (0-7hcp)	3♥ splinter
1♠ natural 5+ HCP	2♠ Exclusion (0-7hcp)	3♠ Splinter
1NT 6-11 HCP	2NT BAL GF	3NT ???
2♣ 2+ clubs game force	3♣ invitational 6+clubs	4♣ splinter
2♦ limit raise or better	3♦ 4+ D 7-10 total pts	4♦ slam try
other xxxxxxx		
1♥ 1♠ natural 5+ HCP	2♥ 3 hearts 8-10 total points	3♦ 4+ hearts 11-12 hcp
1NT 6-11 semi-forcing	2♠ Exclusion (0-7hcp)	3♥ 4 hearts 7-10 total points
2♣ 2+ clubs game force	2NT BAL GF	3♠ splinter
2♦ 5+ diamonds game force	3♣ invitational 6+clubs	3NT good raise 5+ hearts
other 4c/4d splinter		
1♠ 1NT 6-11 semi-forcing	2♠ 3 spades 8-10 total points	3♥ Splinter
2♣ 2+ clubs game force	2NT BAL GF	3♠ 4 spades 7-10 total points
2♦ 5+ diamonds game force	3♣ invitational 6+clubs	3NT good raise 5+ spades
2♥ 5+ hearts game force	3♦ 4+spades 11-12 hcp	4♣ splinter 4D splinter
other		
1NT 3♣ 5 card stayman	3♠ Spade shortage	4♦ diamond slam try ??
3♦ GF 5/5 in minors	3NT to play	4♥ n/a
3♥ Heart shortage	4♣ club slam try??	4♠ n/a
other		
2♣ 2♦ Waiting 4+ HCP	2NT 8+ hcp 5+hearts	3♥ n/a
2♥ less than 4 HCP no K	3♣ 8+ HCP 6 + clubs	3♠ n/a
2♠ 8+ hcp 5+spades	3♦ 8+ HCP 6 + diamonds	3NT n/a
other		
2♦ 2♥ to play	3♣ Forcing	3♠ splinter
2♠ to play	3♦ preemptive	3NT to play
2NT strong enquiry	3♥ splinter	4♣ splinter
other		

Notes

2♥ 2♠ to play	3♦ F one round	3NT to play
2NT strong enquiry	3♥ preemptive	4♣ splinter
3♣ F one round	3♠ splinter	4♥ to play
other		
2♠ 2NT strong enquiry	3♥ F one round	4♣ splinter
3♣ F one round	3♠ preemptive	4♥ splinter
3♦ F one round	3NT to play	4♠ to play
other		
2NT 3♣ 5 card stayman	3♠ transfer to 3NT (slam try)	4♦ Texas trans to Hearts
3♦ transfer to H	3NT to play	4♥ Texas trans to Spades
3♥ transfer to S	4♣ slam try	4♠ n/a
other		

9. CONVENTIONS

Unusual NT: two lowest/2 unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: partners major

Defence to 3NT opening 4c= majors 5/5 4 d =majors 5/4

Defence to Opening Twos as ones

Multi 2♦ natural2nt is strong balanced x=16+hcp any shape

RCO style 2-s XXX (Points Take out Penalty)

Other 2-s as above

Defence 1C : x = majors...5/4. 1NT is minors 5/5

to

strong 2♣ : XXX

♣

Over 1NT Interference Rubinsohl

Lebensohl - other uses by responder after Ps take out x of weak twos

Take out of 4 level pre-empts 4♣/4♦ x = take out

4♥ x = take out 4♠ x is penalty; 4NT is take out for 2 suits

10. OTHER NOTES

COMPETITIVE BIDS OVER OPPONENTS WEAK and STRONG 1NT- Multi-Landy:

2C = Majors (5/4); 2D = One major 6+suit; 2H = H + Minor (5/4)

2S = S + Minor (5/4) 2NT = 5/5 Minors, 3c = 6+clubs; 3D = 6+ diamonds;

Double Over strong NT= 4+ Major and 5+ Minor; Double over weak NT = 16+ hcp balanced

2H = Hearts + Minor; 2S = Spades + other; 2NT = Minors 5/5