

4. BASIC RESPONSES

Jump raises - minors	Pre-empt <good 6 hcp
Jump raises - Majors	Pre-empt <good 6 hcp
Jump shifts after minor opening	Weak 0-6 if M, Criss - Cross if minor: good 6-bad 10 hcp
Jump shifts after Major opening	Bergen 3♣ 6-9, 3♦ 10-12 4c support
Responses to strong 2 suit open.	2♦ weak or waiting/Other constructive
Responses to 2NT opening	3m to play, 4m Minorwood, 3M forcing (raise with dbleton)

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	A or Q -unblock, K-attitude
Four or more with an honour	low	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count / Attitude	
Notes lead of the 9 promises the 10 and no higher hnr, or is a singleton or top of dbltn		
lead of the 10 promises the Q or above, or is a singleton or top of dbltn		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	5NT K ask, reply gives K count 0123	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls up the line	
Asking Bids <input checked="" type="checkbox"/>	control asks after RKCB - responses are 0/AKQ, Q/AK, K/AQ, A/KQ	

7. OTHER CONVENTIONS

Jacoby	Minorwood
Puppet Stayman after 20+ NT, and 1NT	Bergen Raises
2-way Checkback & XYZ	
Over interference to RKCB pass F1, X pen	
Support X & XX	

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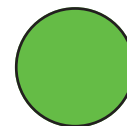
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	143502	Kitty Muntz
& Names:	700223	Kim Frazer
Basic System:	2 Over 1 with transfer responses to 1C	
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♣ 2+♣ 11+	1♥ 5+♥ 11+	
1♦ 4+♦ 11+	1♠ 5+♠ 11+	
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Puppet Stayman		
2♦ Transfer ♥ superacc with 4♥	2♠ Transfer ♣ 3c super accept	
2♥ Transfer ♠ superacc with 4♠	2NT Transfer ♦ 3d super accept	
other		
2♣ Strong		
2♦ Weak 2 in ♥/♠ or 20 - 22 balanced (may have 5 card Major)		
2♥ 5+♥/5+Other less than 11 points		
2♠ 5+♠/5+Minor less than 11 points		
2NT 5/5 minors	3NT Any 7+ solid suit, no outside A or K	
other		

2. PRE-ALERTS

Transfer responses over 1♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest 2 suits wk or strng, not intermediate
1NT overcall - immediate	15-18	Immediate cue of minor	Top & another wk or strong
1NT overcall - re-opening	11-14	Immediate cue of Major	Top & another wk or strong
Over weak twos	2NT 15 - 18; T/O x with leb	Over opening threes	x - T/O
Over opponent's 1NT	X=top of range over weak NT, 2 non-touching suits over strong NT, suit =TWERB (suit above or the 2 suits below the bid suit) regardless of NT strength		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 6+HCP	2♦ 5+♣ good 6- bad 10	3♦ Splinter
1♥ 4+♠ 6+HCP	2♥ 6+♥ 3-7 HCP	3♥ Splinter
1♠ tfr to 1NT, or ♦ suit	2♠ 6+♠ 3-7 HCP	3♠ Splinter
1NT 11-12 may have 4cd M	2NT 10-12 no M, 5+♣	3NT 13-15 To play, no M
2♣ GF 5♣ raise	3♣ 5+♣ 0-bad 6	4♣ ♣ weak
other 4♥ / 4♠ to play		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 3-7 HCP	3♥ splinter
1♠ 4+♠ 6+HCP	2♠ 6+♠ 3-7 HCP	3♠ splinter
1NT 6-12 denies M	2NT 10-12/16+, 4♦, no M	3NT 13 - 15 to play, no M
2♣ 4+♣ 13+HCP	3♣ 5+♦ good 6- bad 10	4♣ splinter
2♦ GF 5+♦	3♦ 5+♦ 0-bad 6	4♦ Pre-emptive
other 4♥ / 4♠ to play		
1♥ 1♠ 4+♠ 6+HCP	2♥ 3♥ 6-9(10)	3♦ 4+♥ 10-12
1NT 6-12	2♠ 3♥ 10 - 12 TP	3♥ 4+♥ <6
2♣ 4+♣ 13+ HCP	2NT 4+♥ GF	3♠ Splinter
2♦ 4+♦ 13+HCP	3♣ 4+♥ 6-9	3NT 3♥ 13-15; offer to play
other 4♥ Weakish (less than 10hcp) 5+♥		
1♠ 1NT 6-12	2♠ 3♠ 6-9(10)	3♥ 3♠ 10-12
2♣ 4+♣ 13+HCP	2NT 4+♠ GF	3♠ 4+♠ <6
2♦ 4+♦ 13+HCP	3♣ 4+♠ 6-9	3NT 3♠ 13-15; offer to ply
2♥ 5+♥ 13+HCP	3♦ 4+♠ 10-12	4♣ splinter
other 4♦ splinter; 4♥ splinter		
1NT 3♣ Slam Try	3♠ Slam Try	4♦ minorwood Diamonds
3♦ Slam Try	3NT To play	4♥ To Play
3♥ Slam Try	4♣ Minorwood Clubs	4♠ To Play
other after 1N-3x opener bids 3N with small dblton, else cues		
2♣ 2♦ 0-7, or waiting	2NT 8+ HCP bal, 3♣ Baron	3♥ One Loser 6cd suit
2♥ 5+♥ 3+ controls	3♣ One Loser 6cd suit	3♠ One Loser 6cd suit
2♠ 5+♠ 3+ controls	3♦ One Loser 6cd suit	3NT n/a
other		
2♦ 2♥ pass/correct	3♣ Natural NF	3♠ pass/correct, 4+♥
2♠ pass/correct, 3+♥	3♦ Natural NF	3NT 4/4 majors, no slam
2NT Forcing enquiry	3♥ pass/correct, 3+ Ms	4♣ not used
other		

Notes

2♥ 2♠ pass/correct	3♦ pass/correct	3NT n/a
2NT Forcing enquiry	3♥ pass/correct	4♣ pass/correct
3♣ pass/correct	3♠ pass/correct	4♥ pass/correct
other		
2♠ 2NT Forcing enquiry	3♥ 6+♥, to play, NF	4♣ pass/correct
3♣ pass/correct	3♠ normal raise	4♥ to play
3♦ pass/correct	3NT n/a	4♠ to play
other to force in H go via 2NT enquiry		
2NT 3♣ To play	3♠ F1 (P raises with xx)	4♦ KCB in ♦
3♦ To Play	3NT To Play	4♥ To play
3♥ F1 (P raises with xx)	4♣ KCB in ♣	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣-forces 2♦, next bid invitation; 2♦ Game force

Defence to 3NT opening X - T/O

Defence to Opening Twos VTP doubles

Multi 2♦ VTP doubles, first dbl 15+

RCO style 2-s VTP doubles, first dbl 15+

Other 2-s VTP doubles

Defence 1♣ : Tverb, also after 1♦ negative response

to

strong 2♣ : Tverb, also after 2♦ negative response

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after weak 2's, or dbl of opps' single raise (1x)P(2x)X

Take out of 4 level pre-empts 4♣/4♦ X - T/O

4♥ X - T/O 4♠ X-Penalty; 4NT T/O

10. OTHER NOTES