

## 4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 5+ cards
Jump raises - Majors	Pre-empt 0-5 hcp, 4+ suit
Jump shifts after minor opening	2 major is 6 card suit, 3-7 hcp. Jump other minor is limit raise
Jump shifts after Major opening	Reverse Bergen, other major is weak
Responses to strong 2 suit open.	Kokish, 2♦ waiting, suit = 5+ with 2 of top 3 honours, 8+hcp
Responses to 2NT opening	Puppet Stayman (3♥=no M, 3NT=♥s), transfers

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	A-Count K-Attitude or unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Low	
In partner's suit	3rd if not supported, else top	
<b>Discards</b>	Odd=Enc., Even=McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Reverse Attitude	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	Odds & evens applies on 1st discard only, thereafter reverse count	
	Count is always present count. If suit has been discouraged, odd card in that suit not enc	
	Overlead interior sequences except that 9 shows shortage or Q109.	

## 6. SLAM CONVENTIONS

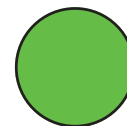
4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Scroll after splinter. Minorwood if control in all suits already shown	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control, pivot cues. If cue X, XX=1st round, P=2nd round	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Leaping Michaels	After 1M - 2♣, 2♦ rejects invite, all else
DOPI & ROPI	natural & FG
Blackout after reverse (step)	After 1M - 1NT - 2♣ is enquiry. 2♦ =5-8
Over weak NT, X is penalties. Over strong	2M = 3-5, 3 of M, all else natural 9-11, GF
NT, X = 4M/5m	After 1M - 1NT - 2♦ = either minor
<b>www.abf.com.au</b>	After 2NT response to 1M, 3♣ = minimum, 3♦ = 17+ NS
PDF Form Rev. 15F06 by RoL	then LS, MS, HS (14-16). After 3♣, 3♦ enquires then step
MyRev. 30 October 2023	is shortage somewhere, other is cue, no shortage
Copyright © ABF 2015	After 1M-X, XX & P have conventional meanings.



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	197025	Russel Harms
& Names:	198390	Zoli Nagy
Basic System:	Standard 2 over 1	
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+♣s	1♥ 11+ hcp, 5+ ♥s
1♦ 11+ hcp, (3)4+ ♦s	1♠ 11+ hcp, 5+ ♠s
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman 2♦ Transfer to ♥s 2♠ Transfer to ♣s 2♥ Transfer to ♠s 2NT Transfer to ♦s other Super accepts used . 4 level bids are transfers.	
2♣ 23+ Balanced or any game force	
2♦ 4+ ♥s & 4+ ♠s, less than 11hcp (bottom end depends on vulnerability & shape)	
2♥ 6+ ♥s, less than 11hcp (may be 5 nv)	
2♠ 6+ ♠s, less than 11hcp (may be 5 nv)	
2NT 20-22 balanced	3NT Gamble any suit (1&2), to play (3&4)
other After 3NT open (1/2) 4m is p/c.	

## 2. PRE-ALERTS

Reverse Bergen & preemptive raises	Cue raises in competition
Inverted minor raises by unpassed hand	Jumps are splinters unless o/wise defined
2♣ over M is 3cd limit+ raise or GF with ♣s	X of strong NT = 4M/5+m

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Intermediate if vul, weak if not vul
Responsive doubles through	4♥	Unusual NT	Highest & lowest unbid suits
1NT overcall - immediate	15-18 balanced	Immediate cue of minor	Majors
1NT overcall - re-opening	10-14, 13-16 if M	Immediate cue of Major	Other major & ♦s
Over weak twos	2NT= 16-18, T/O X	Over opening threes	X for takeout
Over opponent's 1NT	2♣ = Majors 5/4. 2♦ = Single suited M. 2♥ & 2♠ = 5M & 5(4)m		
After 2♣, 2♦ asks for best M. 2NT is forcing enquiry-3♣ min, 3♦ is 5/5, 3M max 5/4.			
3 level preemptive. After 2M, 2NT is enquiry. 3♣ is correctable, 3♦ to play. 4m is p/c			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ hcp, 4+♦s 1♥ 5+ hcp, 4+♥s 1♠ 5+ hcp, 4+♠s 1NT 6-10 hcp bal, no major 2♣ 10+ hcp, 5♣s, no major other Other 4 level to play	2♦ 9-11, 5+♣s, prob unbal 2♥ 6♥s, 3-7 hcp 2♠ 6♠s, 3-7 hcp 2NT 11-12, bal, no major 3♣ 6-9, 5+ ♣s, prob unbal	3♦ Splint, 12-14, 5+ solid 3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Pre-emptive
1♦ 1♥ 5+ hcp, 4+♥s 1♠ 5+ hcp, 4+♠s 1NT 6-11 hcp, no major 2♣ 4+ ♣s, GF 2♦ 10+hcp, 4+ ♦s, no M other Other 4 level to play	2♥ 6♥s, 3-7 hcp 2♠ 6♠s, 3-7 hcp 2NT 11-12 bal, no major 3♣ 5+ ♦s, 9-11, no M 3♦ 6-9 hcp, 4+ ♦s	3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Splint, 12-14, 5+ solid 4♦ Pre-emptive
1♥ 1♠ 5+ hcp, 4+♠s 1NT 6-11 or 3-5 with 3♥s 2♣ 4+♠s, GF or 3cd limit+ 2♦ 4+ ♦s, GF other 4♣, 4♦ are splinters, 12-14 hcp, 4♠ to play	2♥ 6-9, 3♥s 2♠ Weak, 6+ suit, 3-7 hcp 2NT GF, 4+♥s 3♣ 10-12 hcp, 4♥s	3♦ 6-9 hcp, 4♥s 3♥ 0-5 hcp, 4+ support 3♠ Splinter, 12-14 hcp 3NT 13-15, 4333, 3cd supp
1♠ 1NT 6-11 or 3-5 with 3♠s 2♣ 4+♠s, GF or 3 cd limit+ 2♦ 4+ ♦s, GF 2♥ 5+ ♥s, GF other 4♦, 4♥ are splinters, 12-14 hcp	2♠ 6-9 hcp, 3♠s 2NT GF, 4+ ♠s 3♣ 10-12 hcp, 4♠s 3♦ 6-9 hcp, 4♠s	3♥ Weak, 3♥ opening 3♠ 0-5 hcp, 4+ support 3NT 13-15, 4333, 3cd supp 4♣ Splinter, 12-14 hcp
1NT 3♣ Slam try broken suit 3♦ Slam try broken suit 3♥ Slam try broken suit other 4NT is quantative, 4333 shape	3♠ Slam try broken suit 3NT To play 4♣ Transfer to ♥s	4♦ Transfer to ♠s 4♥ Transfer to ♣s 4♠ Transfer to ♦s
2♣ 2♦ Kokish, waiting 2♥ 5+ suit, 8+ hcp 2♠ 5+ suit, 8+ hcp other	2NT N/A 3♣ 5+ suit, 8+ hcp 3♦ 5+ suit, 8+ hcp	3♥ N/A 3♠ N/A 3NT N/A
2♦ 2♥ To play 2♠ To play 2NT Enquiry - see notes other 4NT = RKCB in ♥s, 4NT after 2NT enquiry = RKCB in ♠s	3♣ Natural, non forcing 3♦ Natural, non forcing 3♥ To play but raisable	3♠ To play but raisable 3NT To play 4♣ N/A

**Notes** After 2NT enquiry to 2♦ 3♣ = minimum, then 3♦ is further ask.

Responses with non-min hands in steps: 5/5 no void, ♥s longer, ♠s longer, 3NT = 4/4

4m =5/5, void in bid suit. After 3♦ ask, M is longer, 4m is shortage 5/5, 3NT = 4/4

2♥ 2♠ Nat, nf, constructive 2NT Enquiry - see below 3♣ Nat, nf, constructive other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage	3♦ Nat, nf, constructive 3♥ To play, but raisable 3♠ N/A	3NT To play 4♣ N/A 4♥ To play
2♠ 2NT Enquiry - see below 3♣ Nat, nf, constructive 3♦ Nat, nf, constructive other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage	3♥ Natural, non forcing 3♠ To play, but raisable 3NT To play	4♣ N/A 4♥ To play 4♠ To play
2NT 3♣ Puppet Stayman 3♦ Transfer to ♥s 3♥ Transfer to ♠s other 4NT is quantative. After Puppet Stayman, 3♥ denies 4 or 5M. 3NT = 5♥s	3♠ Tfr to 3NT, or set minor 3NT 4/4 ms, values for 5m 4♣ Transfer to ♥s	4♦ Transfer to ♠s 4♥ Transfer to ♣s 4♠ Transfer to ♦s

## 9. CONVENTIONS

**Unusual NT:** Highest & Lowest unbid suits

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

**NT Checkback** ☒ Priorities: 2 way checkback, Major length priority

**Defence to 3NT opening** X = Penalties, bid is as after 1NT opening

**Defence to Opening Twos** 2NT = 16-18 balanced, X for takeout

Multi 2♦ X = Values, 2NT = 16-18 bal, leaping Michaels, otherwise natural

RCO style 2-s 2NT =16-18 bal, X = values, leaping Michaels, otherwise natural

Other 2-s As above

**Defence** 1♣ : X= ♦s or Ms, 1 of suit = suit above or 2 suits above that  
to 1NT = 1♥s & ♠s, 2♣ = ♦s & ♠s. X or XX after bid by R shows fit for 1 of 2 suits  
strong if 2 suited. After 1♣-P-1♦-, X =Ms, 1NT = ms  
♣ Same over strong 2♣, including after 2♦ response

**Over 1NT Interference** X=T/O or values if artificial, 2NT = minors, bids up to 3♦ nat & nf

**Lebensohl - other uses** N/A

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Notes on 1NT Opening:After reponse to 2♣, 2NT is baron, 3 suit is shortage.

NS after transfer & no super accept is natural & GF. If m, NS nat, super accept or not.

After response to 2♣, 2♠ shows 4 with longer m & weak.

If they X, XX says bid 2♣, bid is lower of non-touching suits, pass asks for XX to play or then bid touching suits, 3 level pre-empt, 2NT GF 2 suiter, 4 level transfers.

System on after 1NT overcall. Respond to 2NT overcall same as for 2NT opening.

If they X 2♣, bid shows stopper, pass denies. If tfr X, accept shows 3 cd support