

4. BASIC RESPONSES

Jump raises - minors	pre-emptive, 5-7 HCP
Jump raises - Majors	Limit, 10-12 with 4-card support
Jump shifts after minor opening	Jump to 2M = 0-6, 6 card suit; Jump in Om = 8-11, 5-card raise
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	Natural, 2♦ = waiting, 2NT = 8+ with no A or K
Responses to 2NT opening	Puppet stayman, Transfers to M, 3♠ = Baron

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Usually highest, but 4th with H	
Discards	Odd enc / Even suit pref	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st and second round controls
Minorwood			

7. OTHER CONVENTIONS

Cue raises	Lebensohl
1M : 1NT = semi forcing	1M : 1NT = semi forcing
Long suit try	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	188999	Ann Clarke
& Names:	1001566	Ingrid Cooke

Basic System: 2/1

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

1♣ 3+ 11-20	1♥ 11-20 HCP 5+♥
1♦ 11-20 HCP, 3+♦	1♠ 11-20 HCP 5+♠
1NT 15-18	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥ 2♠ Transfer to ♣

2♥ Transfer to ♠ 2NT Transfer to ♦

(Dbl) other

2♣ 21+ unbalanced, 23+ balanced, or 8 playing tricks

2♦ 4+/4+ Majors, less than opening hand

2♥ 5+ ♥, less than opening

2♠ 5+ ♠, less than opening

2NT 20-22 bal

3NT Gambling, solid minor

other

2. PRE-ALERTS

Inverted minor raises 2♦ opening = Weak both Majors

Drury

3. COMPETITIVE BIDS / OVERCALLS

Doubles Take-out X's to 4♥, Negative doubles to 2♠, Negative DBL thru 2♠

Support x's and XX's Responsive DBL thru 2♠

Jump overcalls 6+ Weak Unusual NT 2 lowest unbid suits

1NT overcall: (immediate) 15-18 BAL (re-opening) 11-14, system on

Immediate cue: (minor) Spades and another (Major) Other Major + a minor

Over: Weak Twos X = TO Opening Threes X = TO

Opponent's transfers

Opponent's 1NT 2♣ = both M's, 2♦ = single suited M, 2M = 5M and 4+m, 2NT = minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 8-11 HCP, 5+♣	3♦ Splinter
1♥ 6+ HCP, 4+♥	2♥ 0-6, 6♥	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ 0-6, 6♠	3♠ Splinter
1NT 6-9 HCP, Not 4M	2NT 11 - 12, bal, Not 4M	3NT 13-16, Not 4M
2♣ 12+ HCP, 5+♣	3♣ 5-7, 5+♣	4♣ Minorwood
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 0-6, 6♥	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ 0-6, 6♠	3♠ Splinter
1NT 6-9, Not 4M	2NT 11 - 12 bal, Not 4M	3NT 13-15, Not 4M
2♣ 12+ HCP, 5+♣	3♣ 8-11, 5+♦	4♣ Splinter
2♦ 12+ HCP, 4+♦	3♦ 5-7, 5+♦	4♦ Minorwood
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-10 HCP, 3+♥	3♦ Splinter
1NT 6-11 HCP, not 4♣	2♠ Splinter	3♥ 10-12 HCP, 4♥
2♣ 12+ HCP, 4+♣	2NT 13+ HCP, 4+♥	3♠
2♦ 12+ HCP, 4+♦	3♣ Splinter	3NT 13-15 HCP, 3♥
other		
1♠ 1NT 6-11 HCP	2♠ 6-10 HCP, 3+♠	3♥ Splinter
2♣ 12+ HCP, 4+♣	2NT 13+HCP, 4+♠	3♠ 10-12 HCP, 4♠
2♦ 12+ HCP, 4+♦	3♣ Splinter	3NT 13-15 HCP, 3♠
2♥ 12+ HCP, 5+♥	3♦ Splinter	4♣
other		
1NT 3♣ 6+♣, 2/3 top honours	3♠ 6+, slam try	4♦ Minorwood
3♦ 6+♦, 2/3 top honours	3NT To play	4♥
3♥ 6+, slam try	4♣ Minorwood	4♠
other		
2♣ 2♦ Waiting	2NT 8+ HCP, no A or K	3♥
2♥ 8+ HCP, 5+♥	3♣	3♠
2♠ 8+ HCP, 5+♠	3♦	3NT
other		
2♦ 2♥ To play	3♣ To play (natural)	3♠
2♠ To play	3♦ To play (natural)	3NT To Play
2NT Ask, 14+ HCP	3♥	4♣
other Over 2NT, 3♣=weak, 3♦=4/4 max, 3M=5+M and 4OM, 3NT=5/5		

Notes 1M ; 1NT - semi forcing

2♥ 2♠ Forcing	3♦ Forcing	3NT To play
2NT Ogust enquiry	3♥ Pre-empt	4♣
3♣ Forcing	3♠	4♥ To play
other		
2♠ 2NT Ogust enquiry	3♥ Forcing	4♣
3♣ Forcing	3♠ Pre-empt	4♥
3♦ Forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ Baron	4♦ Minorwood
3♦ Transfer to ♥	3NT To play	4♥
3♥ Transfer to ♠	4♣ Minorwood	4♠
other		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: 2♦ = GF checkback

Defence to 3NT opening

Defence to Opening Twos X= 16+

Multi 2♦ 2NT=15-18,

RCO style 2-s

Other 2-s

Defence (1♣) : X=Majors, 1NT=minors, 1♦= single suit

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥

4♠

10. OTHER NOTES