

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Mixed 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; 3S=slam try in minor/s	

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	Minorwood for clubs/hearts	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control, Serious 3NT, last train.	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

1D /1H /1S/- 3c=invitational with clubs;	2c Drury by passed hand
UNUSUAL 1NT =weak take out if already passed	Jacoby 2NT (Majors) GF 4+ card fit
Leaping Michaels	Good/bad 2NT in competition
Texas transfers to 4M after 1NT/2NT opening	Transfer Lebensohl
DOPI/ROPI DEPO	Checkback (2way NMF)

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PDF Form Rev. 13F21 by RoL
MyRev.

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Fit showing jumps at 3 level in competition
Kokish relay after 2C-2D = 24+Bal or 22+ & 5+ hearts



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	182958	Fiona Hickey
& Names:	305405	Alaine MacMorran
Basic System:	Standard 2 over 1 GF	2025
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 (14+) 15-17 hcp May have singleton honour	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♦ 6-cards (5/6 in 3rd seat) -5-9 hcp	
2♥ 6 cards (5/6 in 3rd seat) 5-9 hcp	
2♠ 6 cards (5/6 in 3rd seat) -5-9 hcp	
2NT 20-21 hcp (semi) balanced	3NT gambling (solid 7 card minor)
other -	

2. PRE-ALERTS

1M-1NT semi forcing	1c/1d - 2nt	= Bal GF 12-15 or 18-19 may have Major
Transfers after 1M x		
Smolen after Stayman, Kokish after 2c-2d (No. 7)		

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	ALL	Jump overcalls	weak
Responsive doubles through	ALL	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	MMichaels 0+hcp 5+other M &5+H
Over weak twos X = T/O;		Over opening threes	X=T/O else natural
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♦ weak (0-7hcp)	3♦ splinter
1♥ natural 5+ HCP	2♥ weak (0-7hcp)	3♥ splinter
1♠ natural 5+ HCP	2♠ weak (0-7hcp)	3♠ splinter
1NT 6-11 HCP no M	2NT BAL GF* see Pre alerts	3NT ???
2♣ Limit raise or better	3♣ 5+ clubs 7-10 total pts	4♣ Slam try
other		
1♦ 1♥ natural 5+ HCP	2♥ weak (0-7hcp)	3♥ splinter
1♠ natural 5+ HCP	2♠ weak (0-7hcp)	3♠ Splinter
1NT 6-11 HCP no M	2NT BAL GF * see Pre alerts	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 xxxxxx		
1♥ 1♠ natural 5+ HCP	2♥ 3 hearts 8-10 total points	3♦ 4+ hearts 11-12 hcp
1NT 6-11 semi-forcing	2♠ weak (0-7hcp)	3♥ 4 hearts 7-10 total points
2♣ 2+ clubs game force	2NT BAL GF (Jacoby)	3♠ splinter
2♦ 5+ diamonds game force	3♣ invitational 6+clubs	3NT GF 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 (Jacoby)	3♠ 4 spades 7-10 total points
2♦ 5+ diamonds game force	3♣ invitational 6+clubs	3NT GF 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♦ Texas transfer to 4H
3♦ GF 5/5 in minors	3NT to play	4♥ Texas transfer to 4S
3♥ Heart shortage	4♣ 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= both majors

Defence to Opening Twos

X = TAKE OUT 2nt = 15-18 BAL else natural

Multi 2♦

X=13-15 BAL OR STRONG..2nt=15-18 bal with stop in 1/both majors

RCO style 2-s

2nt= 15-18 BAL, 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

Transfer Lebenso

Systems on over X and 2C

Lebensohl - other uses

Lebensohl after take out x of weak 2

Take out of 4 level pre-empts

4♣/4♦

x = take out

4♥

x = take out

4♠

x is optional; 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 = Single 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+ M plus 5+m; Double over weak NT = 16+ hcp balanced