

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 4-6 hcpts; 4/5+raise (poss. weaker in comp.)
Jump raises - Majors	Preempt	Other: 5-8 hcpts; 4+raise (poss. weaker in comp.)
Jump shifts after minor opening	2M = weak; minor-jumps = criss-cross (7-9); GF splinters at 3-level	
Jump shifts after Major opening	Natural 6c suits 9-11 invitational	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	3♣/3♦ = to play; 3♥/3♠ = Natural forcing; 4♣/4♦ = invite save	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	top
In partner's suit	low from an Hon	low from an Hon
Discards	natural (hi = like; lo = neutral))	natural (hi = like; lo = neutral)
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encouraging	Low Encouraging
Signal on declarer's lead:	Reverse count	
Notes		

When defending we try to use trump suit and 1st played NT-suit as Suit Preference.

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	minorwood 4♣/4♦ after minor suit agreement	
Cue Bids <input checked="" type="checkbox"/>	First or second round control	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Support doubles	Lebensohl in some cases
Cue raises in competition	4th suit = artificial GF
2-over-1 = GF	Blackout = cheaper 4th suit & 2NT
Michaels = any range 6+ hcpts	Inverted & criss-cross minor raises
Leaping Michaels in many cases	Drury 2♣ (3-card) and 2♦ (4-card)

2-way checkbacks over opener's 1NT rebid
 Most artificial bids off in competition
 Exceptions: splinters; 2♣ Drury after T/O dble

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	7765	Peter Buchen
& Names:	7226	Terry Brown
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

1♣ 11-20; 3+	1♥ 11-20; 5+
1♦ 11-20; 3+	1♠ 11-20; 5+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 5 card Major enquiry	Other:
2♦ Transfer to Hearts	2♠ Transfer to Clubs	
2♥ Transfer to Spades	2NT Transfer to Diamonds	
other 3-suit = natural slam interest (with xx Opener bids 3NT; o/wise cues)		

- 2♣ Game Force (with artificial responses)
- 2♦ Weak two 6-10 hcpts in Major or 20-22 balanced
- 2♥ 5-Hearts and 4+minor (6-10 hcpts)
- 2♠ 5-Spades and 4+minor (6-10 hcpts)
- 2NT 55+ both minors (6-10 hcpts; 9-12 unfav v♣) 3NT Minor suit (non-solid) pre-empt
- other

2. PRE-ALERTS

- 2♦ to 2NT openings above do not apply in 3rd seat openings may be light
- 4th seat 1M-2♣ = artificial 4-way (most GF)
- 4♣/4♦ = Namyats (strong Major preempts)

3. COMPETITIVE BIDS / OVERCALLS

- Negative doubles through 4♥ Jump overcalls Weak
- Responsive doubles through 4♥ Unusual NT Two-lower suits
- 1NT overcall - immediate 15-18 Immediate cue of minor 6+hcpts; both Majors
- 1NT overcall - re-opening 12-14 Immediate cue of Major 6+hcpts; O. Mjor + minor
- Over weak twos X = T/O Over opening threes X = T/O
- Over opponent's 1NT Multi-Landy (Over both weak & strong)
- X = Penalty; 2♣ = both Majors ; 2♦ = one Major; 2M = 5M & 4+minor; 2NT = minors
- After X: next double = T/O; 3rd double = penalty (CTP)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ Criss-Cross 7-9 hcpts	3♦ GF splinter
1♥ natural	2♥ weak 4-7/8 hcpts	3♥ GF splinter
1♠ natural	2♠ weak 4-7/8 hcpts	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ inverted 10+ hcpts	3♣ inverted 4-6 hcpts	4♣ pre-emptive
other		
1♦ 1♥ natural	2♥ weak 4-7 hcpts	3♥ GF splinter
1♠ natural	2♠ weak 4-7 hcpts	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ natural; F. to 3♣	3♣ Criss-Cross 7-9 hcpts	4♣ GF splinter
2♦ inverted 10+hcpts	3♦ inverted 4-6 hcpts	4♦ pre-emptive
other 1♦-2♣ GF unless Responder rebids 3♣		
1♥ 1♠ natural	2♥ 6-9 hcpts 3/4-card raise	3♦ 6c suit; 9-11 hcpts
1NT natural SF; 5-11 hcpts	2♠ 6c suit; 9-11 hcpts	3♥ 4-6 hcpts 4-card raise
2♣ Art. 4-way	2NT 4c limit raise in Hearts	3♠ GF splinter (11-13)
2♦ natural 4+ GF	3♣ 6c suit; 9-11 hcpts	3NT Spl raise; short ♦
other 2♣ = 3c limit; GF H-fit; GF-bal. or GF Clubs; 1NT may contain weak H-raise		
1♠ 1NT natural NF; 5-11 hcpts	2♠ 6-9 hcpts 3/4-card raise	3♥ 6c suit; 9-11 hcpts
2♣ Art. 4-way	2NT 4c limit raise in Spades	3♠ 4-6 hcpts 4-card raise
2♦ natural 4+ GF	3♣ 6c suit; 9-11 hcpts	3NT Spl raise; short ♥
2♥ natural 5+ GF	3♦ 6c suit; 9-11 hcpts	4♣ GF splinter
other 2♣ = 3c limit; GF S-fit; GF-bal. or GF Clubs; 1NT may contain weak S-raise		
1NT 3♣ natural slam interest	3♠ natural slam interest	4♦ Texas transfer to 4♠
3♦ natural slam interest	3NT to play	4♥ to play
3♥ natural slam interest	4♣ Texas transfer to 4♥	4♠ to play
other Texas + 4NT = KCB; Texas + suit = Exclusion KCB		
2♣ 2♦ 5-8 not good 1-suited	2NT 5-8 some good 1-suiter	3♥ 9+pts; good ♠ suit
2♥ 0-4 any	3♣ 9+ pts; good ♦ suit	3♠ 9+pts; good ♣ suit
2♠ 9+ not good 1-suited	3♦ 9+pts; good ♥ suit	3NT
other 9+ hands force to 4NT; after 2♣-2NT: 3♣ = asks via transfer		
2♦ 2♥ P/C	3♣ natural 1-round force	3♠ P/C
2♠ P/C	3♦ natural 1-round force	3NT (& 4♠) to play
2NT Strong enquiry	3♥ P/C	4♣
other 4♥ = P/C; 4♠ = to play		

Notes After 2♦-2NT Enquiry: 3♣/3♦ = min Hearts/Spades; 3♥/3♠ = max Hearts/Spades
3NT = 20-22 bal.

2♥ 2♠ Natural NF	3♦ To play	3NT To play
2NT Strong relay	3♥ Preemptive	4♣ P/C (also 5♣)
3♣ P/C	3♠ Natural forcing	4♥ To play
other After 2NT: 3m = min; 3♥/3♠ = max (♣/♦); After 2♥-(2♠/X)-2NT = asks for minor		
2♠ 2NT Strong relay	3♥ Natural forcing	4♣ P/C (also 5♣)
3♣ P/C	3♠ Preemptive	4♥ To play
3♦ To play	3NT To play	4♠ To play
other After 2NT: 3m = min; 3♥/3♠ = max (♣/♦); After 2♠-(X)-2NT = asks for minor		
2NT 3♣ Sign-off	3♠ Natural, forcing	4♦ invites save
3♦ Sign-off	3NT To play	4♥ To play
3♥ Natural, forcing	4♣ invites save	4♠ To play
other 4NT = Ace ask (5♣ = 0; 5♦ = 1, etc.)		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits (1m)-2m = Majors; (1M)-2M = O.Major+minor

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = invitational (puppet to 2♦); 2♦ = Art. GF

Defence to 3NT opening All suits natural; X = strong balanced

Defence to Opening Twos X = T/O

Multi 2♦ X = 15+ unbal; 2NT = 15-18 bal; suits = natural; Pass then X = T/O 12-15 hcpts

RCO style 2-s as above (CTP applies)

Other 2-s

Defence (1♣) : X/1♦/1NT = RCOs 1♥/1♠ natural; jumps = weak

to Also after 1♣-1♦: X/1NT/2♣ = RCO's

strong After (2♣) : natural overcalls

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After (2A)-X ; (1NT)-X-(2A); (1A)-1NT-(2A/B)

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

4♥ X = T/O 4♠ X = cards

10. OTHER NOTES

1. After inverted minors: 2NT/3m = sign-off; all other = GF, 3NT = 18-19 bal.

2. After 1M-2♣: 2♦ = min w. 5cM; 2M = min w. 6cM; 2OM = Art. 16+hcpts

3. After 4♣/4♦ openings (Namyats): step = slam try

4. Blackout after Opener's reverse: cheaper of 2NT & 4th suit; Resp. repeat suit = F1

5. 1m-1M:2M-2NT = Artificial GF Enquiry

6. Mini-splinters by Opener (13-15 hcpts+ 4-card fit) or super-maxi spl = 19+

7. FSJ's apply only by Passed hand (in competition or o/wise)