

## 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	normally weak in major, inv in a minor
Jump shifts after Major opening	see inside card
Responses to strong 2 suit open.	2♣ then 2♦ 0-1 or 4+ controls, 2♥ = 2 controls, 2♠ = A+K, 2N=3K
Responses to 2NT opening	3♣ enquiry then 3♦ = equal length in majors, 3♥/♠ preference

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	AQ ask attitude K count	AQask attitude K count
Four or more with an honour	4th	4th
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	MUD	Top
<b>Discards</b>	reverse count & attitude	reverse count & attitude
<b>Count</b>	reverse	reverse
<b>Signal</b> on partner's lead:	reverse count & attitude	reverse count & attitude
<b>Signal</b> on declarer's lead:	reverse count and McKenny, Smith Peter at NT	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 14/30
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
1st and 2nd

## 7. OTHER CONVENTIONS

Garozzo trial bids after simple major raise	1♣ (1N) then we play as if they opened 1N
Fit-showing jumps in competition	otherwise after 1♦♥♠ (1N) we play natural
Transfers by opener after 1 Major -1N	
Leaping and non-leaping Michaels 55	

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If 1N doubled for penalties then we play SWINE  
2N after we overcall a major suit is a 4-card raise  
Cue raise shows 3+card support  
If we overcall 1N natural then system is on



AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	63541	Neil Ewart
& Names:	138371	Simon Henbest
Basic System:	Two over One (June2021)	
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, min.length, or specific meaning Canapé

1♣ 2+♣ 11-20 HCP	1♥ 5+♥ 11-20 HCP
1♦ 4+♦ 11-20 HCP	1♠ 5+♠ 11-20 HCP
1NT 14-16 hcp semi bal	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Invitational ask	
2♦ transfer 2♥	2♠ transfer 3♣
2♥ transfer 2♠	2NT transfer 3♦
(Dbl)	other 3♣=<2♦ GF, 3♦=<2♥ GF, 3♥=<2♠ GF

2♣ GF or 23+bal	
2♦ 20-22 bal or Weak two in a Major	
2♥ 5+♥ & 5+ minor 8-11 hcp	
2♠ 5+♠ & 5+ minor 8-11 hcp	
2NT 5+♥ & 5+♠ 8-11 hcp	3NT Gambling (no outside Ace or King)
other	

## 2. PRE-ALERTS

2NT Both Majors 8-11
Transfers over 1♣ opening
TWERB over strong ♣ and 2♣

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Generally takeout. Support x/xx compulsory at one level	Negative DBL thru 4♥
Optional at 2 level	Responsive DBL thru 4♠
Jump overcalls Roman (not over 1C that is < 3♣)	Unusual NT GF touching 2-suiter
1NT overcall: (immediate) 15-18	(re-opening) 10-12 hcp semi bal
Immediate cue: (minor) 55 surrounding suits (Not if sh) (Major) surrounding suits 55	
Over: Weak Twos X for takeout	Opening Threes X for takeout

Opponent's transfers  
Opponent's 1NT 2♣=H+S, 2♦=1 Major, 2♥/♠=M+m, X(strongNT)=m+M, 2N=good 2-suiter  
2♣ is both Majors, 2♦ is single suited in a major  
2♥/2♠ shows that suit and a minor, 2N is 5/5 minors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 6+♥ Weak or 17+Solid	3♦ SPL raise
1♥ 4+♠	2♥ 6+♠ Weak or 17+Solid	3♥ SPL raise
1♠ 6-8Bal no M or ♦ any	2♠ 6+♣ 8-11	3♠ SPL raise
1NT 4-11 hcp	2NT 12-13 no major NF	3NT 14-15 bal
2♣ GF 5+♣	3♣ preemptive raise	4♣ Tfr to ♥
other		
1♦ 1♥ 4+♥ 5+HCP	2♥ 6+♠ Weak or 17+Solid	3♥ SPL raise
1♠ 4+♠ 5+HCP	2♠ GF 5+♣	3♠ SPL raise
1NT 5-11 hcp no major	2NT 12-13 no major GF	3NT 14-15 bal
2♣ ♦ raise	3♣ 6+♣ 9-11	4♣ SPL raise
2♦ 6+♥ Weak or 17+Solid	3♦ preemptive raise	4♦ minorwood
other		
1♥ 1♠ 4+♠	2♥ 5-9 hcp 3+card raise	3♦ 4+H 6-8 hcp
1NT 5-11 hcp	2♠ WJS	3♥ 4+H 0-6 hcp
2♣ inv 3-card raise or GF	2NT 4+H GF 13+hcp	3♠ 13+ undisclosed SPL
2♦ GF ♦	3♣ 4+H 8-11 hcp	3NT ♠ SPL 9-12 hcp
other		
1♠ 1NT 4-11 hcp	2♠ 4-10 3+S card raise	3♥ 6+♥ Invitational
2♣ Inv 3S or GF C or bal	2NT 4+S GF 13+hcp	3♠ 4+S 0-6 hcp
2♦ GF ♦	3♣ 4+S 8-11 hcp	3NT 13+ undisclosed SPL
2♥ GF ♥	3♦ 4+S 6-8 hcp	4♣ ♣ SPL 9-12 hcp
other		
1NT 3♣ <2♦ GF <5♥<5♠	3♠ <2♣ GF <5♥<5♠	4♦ transfer to 4♠
3♦ <2♥ GF <5♠	3NT to play	4♥ to play
3♥ <2♠ GF <5♥	4♣ transfer to 4♥	4♠ to play
other		
2♣ 2♦ 0-1 or 4+ controls	2NT 3 controls 3 Kings	3♥ 1-loser suit
2♥ 2 controls	3♣ 1-loser suit	3♠ 1-loser suit
2♠ 3 controls A+K	3♦ 1-loser suit	3NT
other		
2♦ 2♥ Pass or correct	3♣ Nat 1RF	3♠ Pass or correct
2♠ Pass or correct	3♦ Nat 1RF	3NT 4♥/4♠ no slam interest
2NT Enquiry	3♥ Pass or correct	4♣
other		

**Notes** If we overcall 1N natural then system is on as if we opened 1N  
if opps play transfers over 1C then X= t/o, bidding t/f suit shows 4M + 5 m

2♥ 2♠ Nat NF	3♦ Pass or correct	3NT to play
2NT Enquiry	3♥ To Play	4♣ Pass or correct
3♣ pass or correct	3♠ GF ♠	4♥ to play
other		
2♠ 2NT enquiry	3♥ Nat 1RF	4♣ Pass or correct
3♣ pass or correct	3♠ To play	4♥ To play
3♦ Pass or correct	3NT To play	4♠ To play
other		
2NT 3♣ relay	3♠ to play	4♦ equal majors
3♦ equal length in majors	3NT to play	4♥ to play
3♥ to play	4♣ slam try	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** GF touching 2-suiter

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

**NT Checkback**  Priorities: XYZ

**Defence to 3NT opening** X= values, 4♣ = majors, 4♦ = one major, 4♥/♠ = major/minor

**Defence to Opening Twos** weak twos X= take with Lebensohl

Multi 2♦ X=takeout with Lebensohl

RCO style 2-s X=15+

Other 2-s X=take out if suit bid has been shown

**Defence** X=♦ or ♥+♠, 1♦=♥ or ♠+♣, 1♥=♠ or ♣+♦, 1S = odd suits, 1N=♣ or ♦+♥ etc

**to** Applies at any level and over (1♣) P (1♦ neg) below game

**strong** (2♣) : as above for strong 1♣ opening

1♣/2♣ TWERB

**Over 1NT Interference** over 1♣ (1N) normal defence to 1N opening, otherwise natural

**Lebensohl - other uses** after weak two by opponents and interference over 1NT

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

4♥ X

4♠ 4N

## 10. OTHER NOTES

Fit-showing jumps in competition

Garozzo trial bids after simple major raise

2N in competition after we overcall a major suit is a 4-card raise, otherwise 2-places to play

Transfers by opener after 1 Major -1N sequences

After a reverse 2♠ is always Blackout, rebid major at 2-level is weak, other bids are GF

SWINE after 1N(X) (direct bids are Non-touching), XX=1-suiter, P forces XX

Leaping and non-leaping Michaels 55