

## 4. BASIC RESPONSES

Jump raises - minors	mixed
Jump raises - Majors	pre
Jump shifts after minor opening	weak except 1♦-3♣ = limit in ♦; 1♣-2♦ = limit in ♣
Jump shifts after Major opening	Nat invit, except 1♥-2♠=weak
Responses to strong 2 suit open.	
Responses to 2NT opening	puppet with 3♥ and 3NT responses switched

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	nat count	
<b>Discards</b>	low encourage	McKenney
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Reverse Attitude	
<b>Signal</b> on declarer's lead:	reverse count, suit preference possible	
<b>Notes</b>	Reverse Smith in NT; lead in partner's suit=natural count	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? 1NT, 1430
<b>Slam Notes</b>	DOPI, ROPI, Exclusion Key Card (0123), Josephine 5NT		
Cue Bids <input checked="" type="checkbox"/>	from 4 level, from 3♠ when ♥ are agreed, below that semi-natural.		
Asking Bids <input checked="" type="checkbox"/>	only after 2♣ opening.		

## 7. OTHER CONVENTIONS

Over Gambling 3NT 4♦ asks shortness; and	4NT asks about length (bid 6 with 8-cd suit)
Opponents overcall 1NT then if 1minor then	system on; over 1Major all transfers.
Opponents playing transfers over 1♣ then	DBL is t/o of suit shown; bidding suit is NAT
Black out; 1♠ 4♥ is SPL; Poormans KC	Fit showing jumps in competition.
1m-1x-1M =54xx	Support X and XX

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New minor forcing (e.g. 1♦-1♠-2♦-3♣=GF, 5+♠)

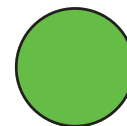
possible overcall on 4 card, longer minor possible

1♣-(1NT)-2♣=both Majors; rest NAT; x=PEN

3m-4m & 3M-4C->Poor KCB 0,1,1+Q,2,2+Q then 4NT to play.



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	122122	Val BILTOFT
& Names:	327395	Karol MILLER
Basic System:	Two over One (sort of) 18 Oct 2021	
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+, 3+ (rebid of M shows 5+m,4M)	1♥ 11+, 5+(4 3rd seat)	
1♦ 11+, 4+ (unless 4432)	1♠ 11+, 5+(4 3rd seat)	
1NT reasonable 14-17 bad	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ 5 card M enquiry, used sparingly

2♦ TRF ♥

2♠ TRF ♣

2♥ TRF ♠

2NT Invitational

other 3♣ TRF to ♦ weak or GF. 3♦ NAT inv, 3♥/♠ 5431, 1NT-2♣-2♦-2♥/♠=scrambling

2♣ Strong. Can stop in 2NT, 3M or 4m in some auctions
2♦ 6 - 10, 6♥/♠, weak 2, then 2NT asks, 4♣ asks for M by trf
2♥ 6 - 10, 5♥+4m, then 2NT asks for m, 3♦ invit in ♥, 3♣ pass or correct
2♠ 6 - 10, 5♠+4m, then 2NT asks for m, 3♦ invit in ♠, 3♣ pass or correct
2NT 20-22 Puppet (3♥ and 3NT switched) 3NT Gambling. No side Stop. 4♦ & 4NT ask.
other 3 level preempts may be very weak nonvul 1st in hand, wide ranging 3rd in hand

## 2. PRE-ALERTS

weak/off shape 3rd in hand op's 1H/S/NT possible	Rubens TRF in defence
2♣ Reverse Drury;	TRF after 1♦/♥ O/C. After 1M-(X); 1♥-(1♠)
1♣-(1NT)-2♣ = both Majors (4+-4+)	TRF after 1M-(2x) from 2NT

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Two lower unbid suits full range
1NT overcall - immediate	(15)16-18	Immediate cue of minor	MM (use 1♣-2♦ if short club)
1NT overcall - re-opening	11-16	Immediate cue of Major	Other M+m full range
Over weak twos X=t/o, 2NT=16(15)-18, Rub'sohl		Over opening threes	X= T/O
Over opponent's 1NT	Weak: X=13+ t/o oriented; 2♣=MM(<15PC); 2♦=M; 2♥/♠=5M+4m;		
2NT = mm		Strong: X=4M+5m; rest as for weak NT	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4	2♦ Limit Raise clubs	3♦ SPL 12-15
1♥ 5+, 4	2♥ 5-9, 5+♥, 4♠	3♥ SPL 12-15
1♠ 5+, 4	2♠ 11-13(14) Trf to NT	3♠ SPL 12-15
1NT 8-10 no Major	2NT 11-12 no Major	3NT 13-15
2♣ 5(4)+, weakish	3♣ preempt/Mixed Raise	4♣ Preemptive
other 4M to play		
1♦ 1♥ 5+, 4	2♥ 5-9, 5+♥, 4♠	3♥ SPL 12-15
1♠ 5+, 4	2♠ 11-13(14) Trf to NT	3♠ SPL 12-15
1NT 6-10	2NT 11-12 no Major	3NT 13-15
2♣ GF unless C rebid	3♣ Limit Raise diamonds	4♣ SPL 12-15
2♦ 4+, weakish	3♦ Preempt/Mixed Raise	4♦ Preemptive
other 4M to play		
1♥ 1♠ 5+, 4	2♥ 8(7)-10, 3(4)	3♦ 9-11, 6
1NT 6-11 or 3-6 + 3cd supp	2♠ 3-7, 6	3♥ Preemptive
2♣ GF clubs, BAL, Fit	2NT Limit Raise Hearts	3♠ Mini SPL
2♦ 12+, 5, GF	3♣ 9-11, 6	3NT
other after minisplinter 3NT asks for singleton (use only when interested in slam)		
1♠ 1NT 6-11 or 3-6 + 3cd supp	2♠ 8(7)-10, 3(4)	3♥ 9-11, 6
2♣ GF clubs, BAL, Fit	2NT Limit Raise Spades	3♠ Preemptive
2♦ 12+, 5 GF	3♣ 9-11, 6	3NT Mini SPL
2♥ 9+, 5 F1	3♦ 9-11, 6	4♣ SPL 12-15
other 4♦ SPL 12-15; 4♥ SPL 12-15. After minisplinter 4♣ asks for singleton		
1NT 3♣ TRF ♦ weak or GF	3♠ 13(54)	4♦ TRF ♥
3♦ Natural, Invitational	3NT To play	4♥ TRF ♠
3♥ 31(54)	4♣ Gerber	4♠ Minors game only
other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♣/4♣/♦ - autosplinter		
2♣ 2♦ 0-1 or 4+ controls	2NT 2-3 cntrls Hearts	3♥ 6+, v good suit, 2-3 cntr
2♥ 2-3 cntrls no suit	3♣ 2-3 cntrls Clubs	3♠ 6+, v good suit, 2-3 cntr
2♠ 2-3 cntrls Spades	3♦ 2-3 cntrls Diamonds	3NT
other Kokish after 2♣-2♦=> 2♣-2♦-2♥-2♠(automat)-2NT=25+ flat, now Puppet		
2♦ 2♥ pass or correct	3♣ F1, NAT	3♠ pass or correct
2♠ pass or correct (NOT INV)	3♦ F1, NAT	3NT To Play
2NT strong enquiry	3♥ pass or correct	4♣ Bid Major by TRF
other 4♥/♠ to play; 4♦=bid your Major; 2♦-2NT->3♣=better hand, 3♦/♥=weak TRF		

**Notes** 1♦-2♣ -> 2♦=15+ GF; everything else 12-14 NAT, can then pass 3♣

1NT-2♣ Lavings; 2NT-3♣-3♥=no 4M; 2NT-3♣-3♥-3♠=trf to 3NT; 2NT-3♣-3NT=5♥

1♥/♠-2NT->limit rise, now opener's 3♣ asks for type of rise; 2NT-3♣-3♥-3NT=5♠4♥

2♥ 2♠ F1, NAT	3♦ invit in ♥	3NT To Play
2NT ask for minor	3♥ natural not invit	4♣ pass or correct
3♣ pass or correct	3♠ nat GF	4♥ to play
other 4♠ to play; 4♦ pass or correct. After opps x -> 2NT asks for m, 3m = OWN suit		
2♠ 2NT ask for minor	3♥ F1, NAT	4♣ pass or correct
3♣ pass or correct	3♠ natural not invit	4♥ to play OWN suit
3♦ invit in ♠	3NT To Play	4♠ to play
other 4♦ pass or correct. After opps x -> 2NT asks for minor, 3♣/♦ OWN suit		
2NT 3♣ Puppet (3♥/3N switch)	3♠ asks for 4-cd minor	4♦ ♥ no ambition
3♦ H	3NT to play	4♥ ♠ no ambition
3♥ S	4♣ Gerber	4♠ wild minors no ambition
other with slam interest in ♣/♦ bid 3♣ first and then 4♣/4♦, then 4NT negative to play		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  At level Two bid economically Game force

**NT Checkback**  Priorities: 2♣ is trf to ♦ or any invite; 2♦ = GF; 2NT=trf to ♣

**Defence to 3NT opening** X=T/O of ♦

**Defence to Opening Twos** X=T/O

Multi 2♦ X=T/O of ♠

RCO style 2-s X=T/O of single suited option; then x=T/O of what they are in

Other 2-s

**Defence** 1♣ : X=Lead Directing. suit bids NAT. 1NT = 54 any, then scrambling.

**to** After Precision 1♦ opening -> 2♦=NAT; 3♦=NAT PRE

**strong** (1♣)-1NT-(X) -> now bid = own suit, pass asks partner to bid their lower suit.

♣ (1♣)-1NT-(pass) -> now suit bids are pass or correct.

**Over 1NT Interference** Rubensohl; x = penalty (old fashioned!!)

**Lebensohl - other uses** Rubensohl over weak 2s. Over 1♥/♠ - pass - 2♥/♠ - DBL

**Take out of 4 level pre-empts** 4♣/4♦ X = 70% T/O, 30% PEN

4♥ X = 70% T/O, 30% PEN 4♠ X = 30% T/O, 70% PEN

## 10. OTHER NOTES

Over 2♣ opening play second negative after 2M rebid (cheapest minor)

2♣-2♠-3♠ -> asks for quality of trumps (step resp); 2NT-3♣-3♥-3♠=trf to NT...3NT=5♠4♥

2♣-2♠-4NT -> asks for KINGS; 2NT-3♣-3♥-4♥ = 55Majors, slam-going

psyche - rare; Weak or off shape overcalls facing passed partner possible

1NT-4NT -> quantitative, opener passes, conditionally accepts

by bidding a 5 card suit, or accepts by bidding at 6 level

After reverse: Blackout (rebid of own suit at 2 level can also be weak)