

4. BASIC RESPONSES

Jump raises - minors	Shows fit in m, <7 points, distributional hand
Jump raises - Majors	4+ card support, <7 points, distributional hand
Jump shifts after minor opening	See inside card
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	Over 2♣: 2♦ = negative; Over 2♦: 2NT = forcing
Responses to 2NT opening	Puppet Stayman, transfers (also over 2NT equivalents)

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	REO count (see green below)	
Count	REO (see green below)	
Signal on partner's lead:	Low encourage, REO count	
Signal on declarer's lead:	REO count, suit preference in trump suit	
Notes	REO count: odd number = odd card or high/low in even cards even number = even card or high/low in odd cards	
	Negative inferences in discards, McKenney signals where obvious	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Minorwood 1430

Slam Notes 5NT after RKCB or Minorwood is specific K ask

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Unassuming cue bids	Jump cue raises
Competitive X in many situations	Jump splinter bids show voids
Splinter bids in many situations	5NT after agreeing suit is grand slam force

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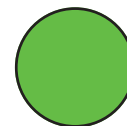
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	155489	Lyn Carter
& Names:	1078682	Jennifer Carter
Basic System:	Modified 2 over 1, transfer responses 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♣ 2+♣, 11+ points 1♥ 5+♥, 11+ points

1♦ 4+♦, 11+ points 1♠ 5+♠, 11+ points

1NT 14-17 HCP, balanced may contain 5 card Major

1NT Responses 2♣ Extended Stayman - for shape and range

2♦ Transfer to 2♥ 2♠ Transfer to 3♣

2♥ Transfer to 2♠ 2NT Transfer to 3♦

other Super-accepts are possible

2♣ Game force in unspecified suit or 24+ HCP, balanced

2♦ Weak 2 in ♥ or ♠, 6-10 points; or balanced 22-23 HCP

2♥ 5♥+, 4+ in minor, shortage in at least one suit, 7-11 points

2♠ 5♠+, 4+ in minor, shortage in at least one suit, 7-11 points

2NT 20-21 HCP, may include 5 of any suit 3NT Long solid m, max K outside suit

other 4NT specific A ask (5♣ = none, 5♦, ♥, ♠, 6♣ = A of that suit, 5NT = 2 aces)

2. PRE-ALERTS

1NT response to 1 of suit is not forcing Negative free bids up to 2♠ and over jumps

Transfer responses to 1♣ Inverted raises

Variable jump overcalls Many artificial bids after 1M opening

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls Variable

Responsive doubles through 3♠ Unusual NT 5+/5+ with at least one minor

1NT overcall - immediate 15-18 HCP, w/stop Immediate cue of minor 5+/5+ in majors

1NT overcall - re-opening 10-12 HCP Immediate cue of Major 5+/5+ in other M & one m

Over weak twos X, with Lebensohl Over opening threes X

Over opponent's 1NT Capaletti: X = sgl suited minor, 2♣ = majors, 2♦ = sgl suited major,

2♥/♠ = suit bid + minor, 2NT = minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 4+ pts	2♦ 5+♦, GF, unbalanced	3♦ Splinter
1♥ 4+♠, 4+ pts	2♥ 5+♥, GF, unbalanced	3♥ Splinter
1♠ no major, 6+ points	2♠ 5+♠, GF, unbalanced	3♠ Splinter
1NT 12+ HCP, bal, GF	2NT 5+M, bal, 12+ HCP	3NT
2♣ 5+♣, GF, unbalanced	3♣ 5+♣, 2-7 points	4♣ Preemptive
other System is ON after takeout X or 1♦ overcall; 1♣ - 2♣ - 2♦ = balanced hand		
1♦ 1♥ 4+♥, 5+ points	2♥ 6+♥, GF, unbalanced	3♥ Splinter
1♠ 4+♠, 5+ points	2♠ 6+♠, GF, unbalanced	3♠ Splinter
1NT 6-11 points, not forcing	2NT 5+M, bal, 12+ HCP	3NT 13-15 HCP, balanced
2♣ 4+♣, 12+ points, GF	3♣ 4+♦, 10-12 points	4♣ Splinter
2♦ 4+♦, 12+ points, GF	3♦ 4+♦, weak, unbal	4♦ Preemptive
other 1♦ - 2♦ - 2♥ shows stop		
1♥ 1♠ 4+♠, 5+ points	2♥ 3+♥, 6-9 points	3♦ Splinter
1NT 6-11 points, not forcing	2♠ Splinter	3♥ 4+♥, weak, unbal
2♣ 10-12 HCP	2NT 4+♥, 6-12 points	3♠ Splinter void
2♦ 13+ points, GF	3♣ Splinter	3NT Bal, 13-15 HCP, 2♥
other 2♣ and 2♦ are artificial responses with many artificial sequences		
1♠ 1NT 6-11 points, not forcing	2♠ 3+♠, 6-9 points	3♥ Splinter
2♣ 10-12 HCP	2NT 4+♠, 6-12 points	3♠ 4+♠, weak, unbal
2♦ 13+ points, GF	3♣ Splinter	3NT Bal, 13-15 HCP, 2♠
2♥ 5+♥, unbal, 13+ HCP	3♦ Splinter	4♣ Splinter showing void
other 1♠ - 2NT = no shortage		
1NT 3♣ 6+♣, slam try	3♠ 6+♠, slam try	4♦ 6+♦, Minorwood
3♦ 6+♦, slam try	3NT To play	4♥ 6+♥, to play, weak
3♥ 6+♥, slam try	4♣ 6+♣, Minorwood	4♠ 6+♠, to play, weak
other		
2♣ 2♦ 0-3 HCP or 10+ HCP	2NT 5+♣, 7-9 HCP	3♥ 5+♠, 7-9 HCP
2♥ 4-6 HCP, GF	3♣ 5+♦, 7-9 HCP	3♠
2♠ 7-9 HCP, bal	3♦ 5+♥, 7-9 HCP	3NT
other transfer responses in many situations		
2♦ 2♥ Correctible	3♣ 6+♣, not forcing	3♠ Correctible
2♠ Correctible	3♦ 6+♦, not forcing	3NT To play
2NT Forcing enquiry	3♥ Correctible	4♣ Bid 4♦ = ♥ or 4♥ = ♠
other 4♦ = You bid your suit		

Notes 3NT after major suit agreement is mild slam try

System in ON after takeout X, but XX = 10+ points, at most xx in partner's suit

2♥ 2♠ 5+♠, values	3♦ Correctible	3NT To play, 16+ HCP
2NT Asks for minor	3♥ To play	4♣ Correctible
3♣ Correctible	3♠ 6+♠, strong	4♥ To play
other		
2♠ 2NT Asks for minor	3♥ 5+♥, strong	4♣ Correctible
3♣ Correctible	3♠ To play	4♥ To play
3♦ Correctible	3NT To play, 16+ HCP	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5♠, 4♥, forcing	4♦ 6+♦, Minorwood
3♦ Transfer to 3♥	3NT To play	4♥ 6+♥, to play
3♥ Transfer to 3♠	4♣ 6+♣, Minorwood	4♠ 6+♠, to play
other Resp to Puppet Stayman: 3♦ = 4M, 3♥/♠ = 5M, 3NT denies M		

9. CONVENTIONS

Unusual NT: 2NT = 5+/5+ with at least one minor; also some 1NT bids

4th Suit Forcing One round Game force

NT Checkback Priorities: Show range and major suit features

Defence to 3NT opening X

Defence to Opening Twos X

Multi 2♦ X = 5+♦, 10+ points; 2M = takeout with shortage in M; 2NT = minors

RCO style 2-s X = general values; 2NT = 15-18 HCP all suits stopped, suit = shortage

Other 2-s X = general values, 2NT = 15-18 HCP, stops; bid of implied suit is take-out

Defence (1♣): X = majors, 1NT = minors (including over 1♣ - 1♦)

to Strength depends on vulnerability

strong (2♣): X = shows clubs

1♣/2♣ Strength depends on vulnerability

Over 1NT Interference Over natural 2♣, X = Extended Stayman; Lebensohl

Lebensohl - other uses After take-out X of weak 2 level openings and 1NT overcalls

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

4♥ X shows values 4♠ X shows values

10. OTHER NOTES

Change of suit is forcing

Minor suit Stayman: 3♣ after response to Extended Stayman

All Splinter bids show slam interest and confirm fit