4. BASIC RESPONSES Jump raises - minors weak Jump raises - Majors Limit 10-12 HCP, 3+ cards 3♣ after 1♦: Natural, reasonably solid suit, not enough for 2/1 Jump shifts after minor opening Natural, reasonably solid suit, not strong enough hand for 2/1 Jump shifts after Major opening 2 ♦ waiting, others bids show good suit with 5+ cards Responses to strong 2 suit open. Responses to 2NT opening stayman, transfers 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) Overlead, A-Attitude K-Count Sequences: Leads Four or more with an honour 4th highest 2nd highest From 4 small middle (MUD) top of nothing From 3 cards (no honour) In partner's suit MUD or top of nothing Low Encourage Discards High-Low = Even Count Low Encourage **Signal** on partner's lead: Signal on declarer's lead: count **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber X when? NT only Blackwood 4NT: **Slam Notes** X Cue Bids Asking Bids 7. OTHER CONVENTIONS Jacoby 2NT cue raises Ogust 4th suit forcing to suit agreement **New Minor Forcing** splinters www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

		ANDAILD	OTOTEM	OAIID					
ABF Nos.	394912	Philip Hassall							
& Names:	597155	Eileen Boocock							
Basic System: 2/1 Game Forcing									
Brown Sticker	Clas	sification: Green	X Blue	Red Yellow					
1. OPENING BIDS									
Describe strength, minimum length, or specific meaning Canape									
1♣ 12+ HCP	, 3+♣		1♥ 5+ ♥ 12-	-					
1♦ 12+, 3+ ♦			1♠ 5+ ♠ 12+	-					
1NT 15 -17 H	CP			may contain 5 card Major					
1NT Responses	2♣ simple	e stayman							
2♦ transfe	2♦ transfer to ♥			2♠ transfer to ♣					
2♥ transfe	2♥ transfer to ♠			2NT 8 - 9 HCP, balanced, semi-balanced					
other 3C, tra	ansfer to 🔷								
2♣ strong, artificial, forcing to game. 2D response waiting									
2 ♦ weak, 6-1	0 HCP, 6+								
2♥ weak, 6-1	0 HCP, 6+ \	•							
2 ♠ weak, 6-1	0 HCP, 6+ 4								
2NT 20-22 HO	CP		3NT 27+ ba	3NT 27+ balanced					
other									
		2. PRE	-ALERTS						
	3. 0	OMPETITIVE	BIDS / OVE	RCALLS					
Negative doubles the	rrough 3		weak						
Responsive double	s through 3	◆ Unusual NT	at least 5-5 in	lowest two unbid suits					
1NT overcall - imm	ediate 15 -18	3 Im	mediate cue of minor	Top+ (highest unbid & another)					
1NT overcall - re-op	pening 11 -	14 Im	mediate cue of Major	5 other major + another					
Over weak twos DBL - takeout, cue = Top+ Over opening threes DBL - takeout									
Over opponent's 1NT Multi Landy (2♣ shows majors, 2♦ = one long major, 2♥ = ♥ & a minor,									
2♠ = ♠ & a minor, 2NT = both minors, 3♣ and 3♦, natural one suiters)									

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Des	cribe strength, minimum	length, or specific mea	illig
1♣ 1♦ 4+ ♦, 6+HCP	2	3♦	
1♥ 4+ ♥, 6+HCP	2♥	3♥	
1♠ 4+ ♠, 6+ HCP	2♠	3♠	
1NT 6-10 HCP, no 4	cd maj 2NT 11-12 H	CP, no 4cd maj 3NT 1	13-15 HCP, no 4cd maj
2♣ 11+HCP, 4+♣,	no 4Maj 3♣ 5-10HCF	P, 5+♣, no4Mai 4♣ r	ore-emptive raise
other			
I♦ 1♥ 4+ ♥, 6+HCP	2♥	3♥	
1♠ 4+ ♠, 6+HCP,	ess♥ 2♠	3♠	
1NT 6-10 HCP, no 4	1+ Maj 2NT 11-12 H	CP, no 4+ Maj 3NT	13-15 HCP, no 4+ Maj
2♣ 4+♣, game force	e 3♣ 11-12 pt	-	
2♦ 11+HCP, 4+♦,	no 4Maj 3 ♦ 5-10 HC	P, 5+♦, no 4M 4♦ p	ore-emptive raise
other	-		
1♥ 1♠ 4+ ♠, 6+HCP	2♥ 3-4 ♥, 6-	-9 HCP 3 ♦ 9	good suit, hand not 2/1
1NT 5-11 HCP, sem	i-forcing 2♠		1+♥, invitational raise
2♣ 4+♣, game force	e 2NT 4+♥, 13-	+ HCP 3♠	splinter
2♦ 4+♦, game forc	e 3♣ good sui	t, hand not 2/1 3NT	13-15 bal, <3 ♥
other 4♣ and 4♦ splir	nters, 4♥ weak with 5-	+♥	
1 ♠ 1NT 5-11 HCP, sem	i-forcing 2♠ 3-4♠, 6-	9 HCP 3♥	good suit, hand not 2/1
2♣ 4+♣, game force	e 2NT 4+♠, 13	+ HCP 3♠ 3	3+♠, invitational
2♦ 4+♦, game forc	e 3♣ good sui	t, hand not 2/1 3NT	13-15 bal, <3 ♠
2♥ 5+♥, game force	e 3♦ good sui	t, hand not 2/1 4♣ s	splinter
other 4♦ and 4♥ splir	nters, 4 ♠ weak with 5+	-♠	
INT 3♣ transfer to ♦ (s	hows 6) 3♠	4�	
3◆	3NT to play	4 💙	
3♥	4♣ Gerber	4	
other 4NT, quantitat	ive raise		
2♣ 2♦ waiting	2NT	3♥	
2♥ excellent suit	3♣ excellen		
2♠ excellent suit	3♦ excellen		
other			
2♦ 2♥	3♣	3♠	
2♠	3♦ pre-emp		o play
2NT Ogust	3♥	4.	,
other	- •	4	
Intes			

N I	-4
N	MIDS.

2♥ 2♠	3◆		3NT to play				
2NT Ogust	3♥	pre-empt	4				
3♣	3♠		4 ♥ to play				
other							
2♠ 2NT Ogust	3♥		4♣				
3♣	3♠	pre-empt	4♥				
3◆	3NT	to play	4♠ to play				
other							
2NT 3♣ stayman			4				
3♦ transf to ♥		to play	4♥				
₃❤ transfer to ♠		Gerber, Ace ask	4♠				
other 4NT, quantitative raise							
9. CONVENTIONS							
Unusual NT: lowest two unbid suits							
4th Suit Forcing	One round X	to suit agreement		Game force			
NT Checkback X Priorities: (New Minor Force) 4♥, 3♠							
Defence to 3NT opening							
Defence to Opening Twos Dbl = takeout							
Multi 2♦ natural							
RCO style 2-s							

Defence 1♣ Multi Landy, as over opps NT except all bids at lowest possible level.

strong (1♣) P (1♦) X = one long M, 2♣ both M

Over 1NT Interference jumps are forcing, X = takeout

4♥ Dbl = t'out, 4NT= two minors

2♣ : natural, any bid shows a long suit

change of suit after pre-empt by partner forces for one round

so (1♣) X =both M, 1♦ = one long M, 1♥ = ♥ & a m, 1NT = both m, 2 ♣ / ♦

4♣/4♦ Dbl = takeout

10. OTHER NOTES

4♠ Dbl = t'out, 4NT= two unbid suits

Other 2-s

to

Lebensohl - other uses
Take out of 4 level pre-empts