

4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	Inverted
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3C=Puppet - 3D TR to H- 3HTr to S - 3S 5S+4H

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A= attitude, K= count	same
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	middle	middle
In partner's suit		
Discards	Odds and evens	same
Count	Reverse	same
Signal on partner's lead:	Low encourage	same
Signal on declarer's lead:	Reverse count	
Notes	Odds encouraging, Evens are McKenny	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? MSKC
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

4th suit forcing to game	Multi-Landy
Splinters	Smolen Transfers
Cue raises	3NT Opening weak 2 suiter 5/5 minors
Long suit trials	Support doubles up to 2S
DOPI, ROPI	

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Over exclusion Keycard 3041

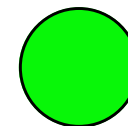
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	114197	Allison Stralow
& Names:	170331	Wendy Driscoll
Basic System:	Standard 2/1 Game Force	
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♣ 10+ HCP 3 cards	1♥ 10+ HCP 5 cards
1♦ 10+ HCP 3 cards	1♠ 10+ HCP 5 cards
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Staymen

2♦ Transfer to hearts	2♠ Transfer to clubs
2♥ Transfer to spades	2NT Transfer to diamonds
other super accepts with 4 major or 3 to honour in minor	

- 2♣ Game force with 23+ HCP or 4 loser
- 2♦ Weak 2 in either major. Less than an opening hand (6-10HCP)
- 2♥ 5-5 Hearts & another suit. (6-10 HCP) second suit may be 4+ card if a minor
- 2♠ 5-4+ Spades & a minor. (6-10 HCP)
- 2NT 20-22 HCP balanced (can have 5 cd ma 3NT Weak 2 suiter in minors
- other

2. PRE-ALERTS

Bergen responses to major openings	Sysyems on over a double, off after a bid.
Blue club overcalls (Extreme. Lower. Upper.	Multi-Landy. 1NT-2NT both minors or big x2
Mini-Multi 2D openings	Splinters, Inverted minors

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Blue club
Responsive doubles through	4H	Unusual NT	Blue Club
1NT overcall - immediate	15-18 HCP bal	Immediate cue of minor	Blue Club
1NT overcall - re-opening	11-14 HCP bal	Immediate cue of Major	Blue Club
Over weak twos	X=t/o (lebensohl 2NT=0-7)	Over opening threes	X= t/out
Over opponent's 1NT	Multi-Landy. Over weak NT, X = penalty		
Over strong NT, X shows a 4 card major + a longer minor			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4 card suit	2♦ Limit raise 4+C	3♦ Splinter
1♥ 5+ HCP 4 card suit	2♥ 9-11 HCP 6 card suit	3♥ Splinter
1♠ 5+ HCP 4 card suit	2♠ 9-11 HCP 6 card suit	3♠ Splinter
1NT 6-10 HCP no 4 cd major	2NT 11-12 HCP no 4 cd major	3NT 13-15 HCP no 4 cd major
2♣ 13+ HCP 5 card suit GF	3♣ 0-8 HCP 5 card suit	4♣ MSKC
other 4d N/a 4H & 4S to play		
1♦ 1♥ 5+ HCP 4 card suit	2♥ 9-11 HCP 6 card suit	3♥ Splinter
1♠ 5+ HCP 4 card suit	2♠ 9-11 HCP 6 card suit	3♠ Splinter
1NT 6-9 HCP no 4 cd major	2NT 11-12 HCP no 4 cd major	3NT 13-15 HCP no 4 cd major
2♣ GF 4 card suit	3♣ 8-12 HCP 5+ D suit	4♣ Splinter
2♦ 13+ HCP 5 card suit	3♦ 0-8 HCP 5 card suit	4♦ MSKC
other 4H & 4S to play		
1♥ 1♠ 5+ HCP 4 card suit	2♥ 5-9 HCP 3 card support	3♦ 10-11 HCP 4 hearts
1NT 5-11HCP, 1 round force	2♠ 10-11 HCP 3cd H suit	3♥ 0-6 HCP 4 card support
2♣ GF 4 card suit	2NT GF 4 card support	3♠ Splinter
2♦ GF 4 card suit	3♣ 7-9 HCP 4 card support	3NT 12-15 HCP 3 cd support
other 4c & 4d Splinter		
1♠ 1NT 5-11HCP 1 round force	2♠ 5-9 HCP 3 card support	3♥ 10-11HCP 3cd S suit
2♣ GF 4 card suit	2NT GF 4 card support	3♠ 0-6 HCP 6 card suit
2♦ GF 4 card suit	3♣ 7-9 HCP 4 card support	3NT 12-15 HCP 3 card support
2♥ GF 5 card suit	3♦ 10-11 HCP 4 cd support	4♣ Splinter
other		
1NT 3♣ GF Puppet	3♠ 1S,3H,5/4 in minors	4♦ MSKC
3♦ GF 5/5 Minors	3NT to play	4♥ to play
3♥ 3S,1H,5/4 in minors	4♣ Ace ask	4♠ to play
other	4D=0 or 3 4H= 4 or 1 4S=2 4NT= 2 plus max	
2♣ 2♦ Waiting	2NT 8+ Balanced	3♥ n/a
2♥ 8+ 5+card suit	3♣ + 5+card suit	3♠ n/a
2♠ 8+ 5+card suit	3♦ + 5+card suit	3NT n/a
other		
2♦ 2♥ pass or correct	3♣ pass or correct	3♠ pass or correct
2♠ 2+S + H ok	3♦ pass or correct	3NT to play
2NT 1 round force	3♥ pass or correct	4♣ n/a
other		

Notes

2♥ 2♠ Pass or correct	3♦ pass or correct	3NT to play
2NT 1 round force	3♥ pass or correct	4♣ n/a
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
other		
2♠ 2NT 1 round force	3♥ pass or correct	4♣ n/a
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
3♦ pass or correct	3NT to play	4♠ pass or correct
other		
2NT 3♣ Puppet	3♠ 5+ spades& 4+ hearts	4♦ MSKC
3♦ transfer to hearts	3NT to play	4♥ n/a
3♥ transfer to spades	4♣ MSKC	4♠ n/a
other		

9. CONVENTIONS

Unusual NT: 2 lower suits

4th Suit Forcing One round Game force

NT Checkback Priorities: suit

Defence to 3NT opening X= takeout

Defence to Opening Twos X = 16+ HCP, 2NT 15-18 Balanced

Multi 2♦ X = 16+ HCP, 2NT 15-18 Balanced

RCO style 2-s X = 16+ HCP, 2NT 15-18 Balanced

Other 2-s X = 16+ HCP, 2NT 15-18 Balanced

Defence 1NT= shows 4card major and longer minor, 2C= both majors, 2D =single suiter,
to 2H =5H and 5 of a minor, 2S=5S and 5 of a minor
strong X = 16+ HCP
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over partners takeout X of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, or 4 NT + 2 suiter 4♠ 4NT (X = penalty)

10. OTHER NOTES

After bergen response of 2NT 3 of new suit = shortage

3 of the opening suit = strong, 3NT = 12-14 HCP bal

4 of another suit natural & 5/5

4 of the original major weak

Blue Club- bidding the opps suit is the extremes, 2NT is the lower 2 suits,

3C is the upper 2 suits. Typically 5/5 6-9 HCP