4. BASIC RESPONSES

Jump raises - minors	Preemptive (inverted)
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak 0-6, but 1♣-2♦ & 1♦-3♣ = limit raises
Jump shifts after Major opening	Bergen, but 1♥-2♠ = 0-6 6♠ & 1♠-3♥ = splinter invit+
Responses to strong 2 suit open.	2♦ negative/waiting, others 7+, 5+ suit
Responses to 2NT opening	3♣ Puppet Stayman & Transfers, 3♠ = 5♠ & 4♥

5. PLAY CONVENTIONS

Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead, A=attitude, K=count	Overlead A/Q=attitude, K=count
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	xXx	
In partner's suit	xxX unsupported	
Discards	Low encourage	
Count	Reverse present	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood [X] RKCB 1430 4♣ Gerber [ ] when?

Slam Notes voidwood responses 0, 1, 1+Q, 2, ...

Cue Bids [X] 1st/2nd

Asking Bids [X]

7. OTHER CONVENTIONS

Bergen raises	Support X and XX
2 way checkback	minorwood (only after bid and agreed)
Blackout	Smolen
Drury	Bourke relay, XYZ (see below)
1♦ - (1♥) - X denies 4♠,1m - (1♥) - 1♠ 4+♠	Lebensohl after (1M) P (2M) X also (Wk2) X

Bourke Ry: 1m-1M-2m then 2 lowest = art GF, others natural limited

After 1NT - 2♣ 2M - 2oM/3oM bid of the oM sets trumps

XYZ: after 3 1-level bids, ♣ forces 2♦, 2♦ art GF

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AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	44318	Kim Morrison
& Names:	972436	Rachel Langdon

Basic System: 2 over 1 Game Force with transfers over 1♣

Brown Sticker [ ] Classification: Green [X] Blue [ ] Red [ ] Yellow [ ]

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape [ ]

1♣	11+, 2+	1♥	11+, 5+
1♦	11+, 4(3)+	1♠	11+, 5+

1NT 15-17 HCP may contain 5 card Major [X]

1NT Responses 2♣ Simple Stayman

2♦	Transfer to ♥s then 4NT = Quant	2♠	Transfer to ♣s (then natural)
2♥	Transfer to ♠s then 4NT - Quant	2NT	Transfer to ♦s (then natural)

other 3♣ = Puppet, 3♦/♥/♠ = splinter, no 5M, 4♣/♦ - Texas to ♥/♠

2♣	Game Force		
2♦	6-11, 6(5) card ♦ suit		
2♥	6-11, 6(5) card ♥ suit		
2♠	6-11, 6(5) card ♠ suit		
2NT	20-21 HCP balanced	**3NT**	Gambling no outside A or K

other

2. PRE-ALERTS

X of strong 1♣ = Majors

(1♣) 2♣ = natural

(1♣) 2♦ = both majors (wide range)

Preempts and weak 2s are aggressive at favourable in first seat

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	(1m) 2♦=5♥/5♠ (wide range)
1NT overcall - re-opening	11-14 (2♣ asks)	Immediate cue of Major	Mich - 55 OM + minor (wide)
Over weak twos	Takeout X - Lebensohl	Over opening threes	Takeout X

Over opponent's 1NT X=Penalty, 2♣=Both Majors, 2♦=One Major, 2M=5M&4+m, 2NT=minors

1M (1M/2any) 2NT = 4 card raise (limit or better)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	5+, 4+♥	2♦	Limit raise in ♣	3♦ Splinter
	1♥	5+, 4+♠	2♥	0-6, 6+♥	3♥ Splinter
	1♠	6-9 bal or 6+ with 5+♦	2♠	0-6, 6+♠	3♠ Splinter
	1NT	10-12	2NT	13-15 bal, no M	3NT 13-15 bal, no major
	2♣	12+, 5+♣	3♣	Preemptive	4♣ Preemptive
	other	4M/5m to play			
1♦	1♥	5+, 4+♥	2♥	0-6, 6+♥	3♥ Splinter
	1♠	5+, 4+♠	2♠	0-6, 6+♠	3♠ Splinter
	1NT	5-11 natural	2NT	10-12 natural, no M	3NT 13-15 bal, no M
	2♣	12+ GF, 4+♣	3♣	Limit raise in ♦	4♣ Splinter
	2♦	12+, 4+♦	3♦	Pre-emptive	4♦ Preemptive
	other	4M/5m to play			
1♥	1♠	5+, 4+♠	2♥	6-10, 3(4) card support	3♦ Bergen 10-12, 4+♥
	1NT	5-12 natural	2♠	0-6, 6+♠	3♥ Preemptive
	2♣	3 way (see below)	2NT	GF 4+♥	3♠ Splinter
	2♦	12+ GF, 4+ suit	3♣	Bergen 6-9, 4+♥	3NT 13-15, bal
	other	4♣/♦- splinter 4+♥, 4♥/♠ to play			
1♠	1NT	5-11, natural	2♠	6-10, 3(4) card support	3♥ splinter
	2♣	3 way (see below)	2NT	GF 4+♠	3♠ Pre-emptive
	2♦	12+ GF, 4+♦	3♣	Bergen 6-9, 4+♠	3NT 13-15 bal
	2♥	12+ GF, 5+♥	3♦	Bergen 10-12, 4+♠	4♣ Splinter
	other	4♦ - splinter 4+♠; 4♥ - to play			
1NT	3♣	Puppet Stayman	3♠	short ♠, GF no 5♥	4♦ Tfr to ♠ then 4NT=KC
	3♦	short ♦, GF no 5M	3NT	To play	4♥ To play
	3♥	short ♥, GF no 5♠	4♣	Tfr to ♥ then 4NT=KC	4♠ To play
	other	4NT = quantitative			
2♣	2♦	0-6(7), negative	2NT	8+ bal	3♥ 1/0 loser suit
	2♥	7+, 5+ suit	3♣	7+, 5+♣	3♠ 1/0 loser suit
	2♠	7+, 5+ suit	3♦	7+, 5+♦	3NT
	other				
2♦	2♥	Natural forcing	3♣	Natural forcing	3♠ Splinter
	2♠	Natural forcing	3♦	Pre-emptive	3NT To play
	2NT	Range/shortness ask	3♥	Splinter	4♣ Splinter
	other				

Notes 1M-2♣ = GF 5+♣ or GF bal or 3 card limit raise

2♥	2♠	Natural forcing	3♦	Natural forcing	3NT To play
	2NT	Range/shortness ask	3♥	Pre-emptive	4♣ Splinter
	3♣	Natural forcing	3♠	Splinter	4♥ To play
	other	4♦ = splinter			
2♠	2NT	Range/shortness ask	3♥	Natural forcing	4♣ Splinter
	3♣	Natural forcing	3♠	Pre-emptive	4♥ Splinter
	3♦	Natural forcing	3NT	To play	4♠ To play
	other	4♦ = splinter			
2NT	3♣	Puppet Stayman	3♠	5♠ & 4♥	4♦ Natural, slam interest
	3♦	Transfer to ♥	3NT	To play	4♥ To play
	3♥	Transfer to ♠	4♣	Natural, slam interest	4♠ To play
	other	4NT - quantitative			

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any strength

4th Suit Forcing One round [X] 1♣-1♦-1♥-1♠ Game force [X]

NT Checkback [X] Priorities: 2 way checkback, cheapest first

Defence to 3NT opening X = pen,

Defence to Opening Twos X = TO of known suit(s) else values

Multi 2♦ X = TO of ♠ or 18+ any; 2♥ = TO of ♥.

RCO style 2-s X = values

Other 2-s

Defence to strong 1♣ / 2♣ X = Majors, 1NT = minors (2♣) :

Over 1NT Interference Lebensohl (slow shows)

Lebensohl - other uses Weak twos

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

10. OTHER NOTES

1M - 2NT: 3♣=11-13 any, 3♦ = 14-16 any, 3♥+ = 17+ NLMH

1M (X) sys on, 1m (X) sys off

1NT - (Xpen) - XX = 1 minor or both majors, 1NT - (2♣/♦majors) - X = I can X 1+M

1m (1NT) 2om = both majors

1M - 1NT, 2NT = GF, 3♣/♦/♥ = GF 5/5

1♣ (X) 1S = 6-9 bal no major or limit+ ♣ raise

1♣ (1♦/♥) 1♠ = 6-11 bal no major & no stopper or limit+ ♣ raise