

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: -
Jump raises - Majors	Preempt	Other: -
Jump shifts after minor opening	2♥/♠ = 4-7, 6 card suit; criss cross raise or splinter	
Jump shifts after Major opening	Modified Bergen Raises	
Responses to strong 2 suit open.	2♦ = waiting others see inside	
Responses to 2NT opening	3♣ puppet; 3♦/H transfers; 3♠ = minor suit stayman; other see inside	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	low	low
In partner's suit	xx (H.L) : xxx (small) : Hxx (small)	
<b>Discards</b>	High Encourage	High Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b> Coded 9's & 10's		
Present reverse count after discard		

## 6. SLAM CONVENTIONS

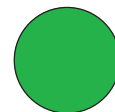
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when? Over 1NT
<b>Slam Notes</b>	minorwood	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game	
Asking Bids <input checked="" type="checkbox"/>	Below 3NT opener asks and responder shows	

## 7. OTHER CONVENTIONS

Crowhurst over balancing 1NT (10-16)	D0P1 & R0P1
Support X & XX	Western Cue bids
Transfer Lebensohl	Unassuming cue bids
Blackout	Rosenkranz type X & XX (show A & K only)
Walsh style over 1 minor opening	After trump Q ask, bid lowest K with Q;
<a href="http://www.abf.com.au">www.abf.com.au</a>	Western Cue bids; XX of 1NTX = 5+ minor + sys on (trfs)
PDF Form Rev. 13F21 by RoL MyRev.	Red Suit Texas Transfers; Sandwich NT
Copyright © ABF 2013	After trump Q ask, bid lowest K with Q;
	Rosenkranz type X & XX (show A & K only)



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	261564	Ian Halford
& Names:	316911	Ralph Parker
Basic System:	2 over 1 GF	
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+ HCP, 3+	1♥ 11+ HCP, 5+
1♦ 11+ HCP, 3+	1♠ 11+ HCP, 5+
1NT 15 - 17	may contain 5 card Major <input type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman	Other: red suit texas
2♦ To ♥	2♠ To ♣
2♥ To ♠	2NT To ♦
other Super accepts 2N = Hxx + max, 3M = 4 + min; 3m = 4 + max	

2♣	Any GF or 23+ Bal
2♦	6 card ♦, < opening 6-10; 2NT asks for singleton
2♥	6 card ♥, < opening 6-10; 2NT asks "
2♠	6 card ♠, < opening 6-10; 2NT asks "
2NT	21-22
	3NT Gambling
other	Over 2NT opening 3♣ puppet & trf; 3♠ = minor suits stayman; 3NT = 5♠ & 4♥

## 2. PRE-ALERTS

Over multi 2♦ X = T/O 1♥ & 2♥ = T/O ♠	Support X, XX; Criss-Cross minors
Good Bad 2NT; 1m:(1♥):X denies 4♠	Modified Bergen raises; Red suit Texas
Transfer Lebensohl; Splinters; Smolen	XX of 1NT = 5+ minor

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	2 lower unbid suits
1NT overcall - immediate	15 -18 system on	Immediate cue of minor	5/5 Majors
1NT overcall - re-opening	10 - 16 system on	Immediate cue of Major	Other M + minor
Over weak twos	X = T/O + Lebensohl		Over opening threes X = T/O
Over opponent's 1NT	X = single suit; 2♣ = ♣s + ♥s; 2♦ = ♦s + ♥s; 2♥ = ♥s + ♠s;		
	2♠ = ♠s + minor; 2NT = minors where two suits are at least 44 usually 54 either way		
After these overcalls 2NT is asking for strength; eg 1NT:(2m):P:2NT:P:3H = full opening, 3m = weak			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 5+HCP	2♦ 10-12 & 5♣ 8 loser	3♦ GF splinter
1♥ 4+♥ 5+HCP	2♥ 6♥ 4-7 HCP	3♥ GF splinter
1♠ 4+♠ 5+HCP	2♠ 6♠ 4-7 HCP	3♠ GF splinter
1NT 4♣ & 6-10 no major	2NT 11-12	3NT 13-15 bal - no major
2♣ 5+♣ GF	3♣ weak 5+♣	4♣ weak
other 4♣ is minorwood after 1♣:2♣; Criss-Cross = limit raise		
1♦ 1♥ 4+♥, 5+HCP	2♥ 6♥ 4-7 HCP	3♥ GF splinter
1♠ 4+♠ 5+HCP	2♠ 6♠ 4-7 HCP	3♠ GF splinter
1NT 6-10 no major	2NT 11-12	3NT 13-15 bal - no major
2♣ 4+, 10+HCP	3♣ 5♦ & 10-12HCP 8 loser	4♣ GF splinter
2♦ 4+♦ GF	3♦ 5+♦ & weak	4♦ weak
other 4♣ splinter; 4M to play; 4♦ is minorwood after 1♦:2♦; Criss-Cross = limit raise		
1♥ 1♠ 4+♠, 5+pts	2♥ 3♥, 6-10pts	3♦ 11-12 4+♥ no shortage
1NT 5-12, semi-forcing	2♠ 4+♥, any splinter 8 loser	3♥ 4+♥ & 4-6 pts
2♣ 3+♣ GF	2NT GF 4+♥	3♠ 4+♥, any splinter 7 loser
2♦ 5+♦ GF	3♣ 7-10 4+♥ & no shortage	3NT 4+♥ 6 loser ♠ shortage
other 2♠ or 3♠ = unspecified splinter, next step asks then low, middle, high shortage		
1♠ 1NT 5-12, semi-forcing	2♠ 3♠, 8-10pts	3♥ 4+♠ & 11-12 pts
2♣ 2+♣ GF	2NT 4+♠, any splinter 8 loser	3♠ 4+♠ & 4-6 pts
2♦ 5+♦ GF	3♣ 4+♠ GF	3NT 4+♠, any splinter 7 loser
2♥ 5+♥ GF	3♦ 4+♠ 7-10 pts	4♣ 4+♠ - 6 loser ♣ splinter
other 2N or 3N = unspecified splinter, next step asks then low, middle, high shortage		
1NT 3♣ 5/5 minor invitational	3♠ GF singleton 13(54)	4♦ Trf to ♥
3♦ GF 5/5 minor	3NT To Play	4♥ Trf to ♠
3♥ GF singleton 31(54)	4♣ Gerber (0/4,1,2,3)	4♠ To Play
other After 1NT:2♣:2♥ now 2♠ = 4♠ and invite or better; one round force		
2♣ 2♦ Waiting	2NT 4+/4+ minors, 10+ HCPs	3♥ Sets suit asks for cue
2♥ 5+ with positive	3♣ (5)6+ with positive	3♠ Sets suit asks for cue
2♠ 5+ with positive	3♦ Sets suit asks for cue	3NT NA
other postive = any A + any K + any 5 card suit; AQ and any 5 card suit; or KQxxx		
2♦ 2♥ Forcing	3♣ Forcing	3♠ splinter
2♠ Forcing	3♦ To Play	3NT To play
2NT Singleton Ask	3♥ splinter	4♣
other 2NT is Asking for a singleton, rebid suit = no singleton min, 3NT = max no singleton		

**Notes** 1♥:4m = splinter 6 loser. 1♠:4♦ & 1♠:4♥ = 6 loser splinter

1M:1NT;4 of a minor = auto splinter

2♥ 2♠ Forcing	3♦ Forcing	3NT To Play
2NT Asking	3♥ To Play	4♣ splinter
3♣ Forcing	3♠ splinter ask for cue	4♥ To Play
other 4 minor = splinter; 4♠ = RKC		
2♠ 2NT Asking	3♥ Forcing	4♣ splinter
3♣ Forcing	3♠ To Play	4♥ To play
3♦ Forcing	3NT To Play	4♠ To play
other 4 minor = splinter		
2NT 3♣ Puppet	3♠ minor suit stayman	4♦ Trf to ♥; then 4♠ = RKC
3♦ Trf to ♥	3NT 5♠ & 4♥	4♥ Trf to ♠; then 4N = RKC
3♥ Trf to ♠	4♣ Gerber (0/4,1,2,3)	4♠ pick a minor
other 5♣/5♦ To play		

## 9. CONVENTIONS

**Unusual NT:** 2 unbid suits = lower cue bid = middle suits; 3♣ = top + bottom suits

**4th Suit Forcing** One round ☐ Game force ☒

**NT Checkback** ☒ Priorities: 2♣ = forces 2♦; 2♦ = game force; 2N = forces 3♣

**Defence to 3NT opening** Over gambling 4♣ & 4♦ = both MM better ♥/♠ resp

**Defence to Opening Twos**

Multi 2♦ X; = TO of ♠; 2♥ = TO of ♥; 2♠ = 5/5 minors & other suit bids = 10-15 & 5+ suit

RCO style 2-s 3C = RCO with clubs; X = RCO without clubs

Other 2-s X for T/O; leaping Michaels

**Defence to** jump overcalls are natural and weak; X = ♣/♥, 1♦ = ♦/♥; 1♥ = ♥/♠; 1♠ = ♠/minor;  
**strong** 1NT = minors; Advancer's 2NT asks then rebid minor = weak rebid major = opening bid  
 ♣ 2♣; overcall is a good suit  
 ?? TO BE CLARIFIED

**Over 1NT Interference** rubinsohl X usually take out

**Lebensohl - other uses** Over weak two openings

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = values; 4NT = 2 suited T/O

## 10. OTHER NOTES

1♥:1♠:1NT = 11-17 & 1M:2m:2NT = 12+ 5 card M; 1NT:2♣ now 2♦ = asks for 3♥ 2♠ = <3♥

Over 2♣:2♦:2NT now 3♠ = minor suit stayman

Blackout over a reverse, cheapest bid or 2NT is a bad hand; rebid of your suit = 5+ & 6+HCP

After the X of our 1NT overcall or 1NT penalty doubled XX = 5+ minor; system on

Over any of our 3 level preempts 4♣ = RCKB in bid suit.

NT after michaels etc asks for quality of overcall; Other bids are either pass or correct or preemptive  
 either pass or correct or preemptive