

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 <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	voidwood responses 0, 1, 1+Q, 2, ...	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Bergen raises	Support X and XX
2 way checkback	XYZ
Blackout	Bourke relay
Drury	Lebensohl after (1M) P (2M) X also (Wk2) X
Smolen	

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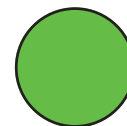
1♦ - (1♥) - X denies 4♠, 1♦ - (1♥) - 1♠ 4+♠

After 1NT - 2♣

2M - 2oM/3oM a bid of the other major sets trumps



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 <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+, 2+	1♥ 11+, 5+
1♦ 11+, 4+	1♠ 11+, 5+
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

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 Always 6 when vul or 2nd seat, 11-13 with 6 in 4th seat

2♥ 6-11, 6(5) card ♥ suit Always 6 when vul or 2nd seat, 11-13 with 6 in 4th seat

2♠ 6-11, 6(5) card ♠ suit Always 6 when vul or 2nd seat, 11-13 with 6 in 4th seat

2NT 20-21 HCP balanced

3NT Gambling no outside A or K

other

2. PRE-ALERTS

X of strong 1♣ = ♦ or Majors

Preempts and weak 2s are aggressive at

(1♣) 2♣ = natural

favourable in first seat

(1♣) 2♦ = both majors (wide range)

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 1♣-1♦-1♥-1♠ Game force

NT Checkback 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 (1♣) TWERB also (1♣) P (1♦) TWERB
to A x or a bid shows the next suit or the next 2 higher suits, NT = odd suits
strong (2♣) : Same as above also (2♣) P (2♦)
1♣ / 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 except criss cross

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