

#### 4. BASIC RESPONSES

Jump raises - minors	Weak; 5+
Jump raises - Majors	Weak; 4+
Jump shifts after minor opening	Strong
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D = 0/1 control or waiting; 2H = 2 Controls; 2S = 3 controls; etc
Responses to 2NT opening	Puppet Stayman and transfers to majors

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead all; except Ace King	
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	low from H; MUD	
<b>Discards</b>	McKenny	
<b>Count</b>	reverse count	
<b>Signal</b> on partner's lead:	attitude; low enc	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	minorwood
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input type="checkbox"/>

#### 7. OTHER CONVENTIONS

Bergen Raises	4th suit = GF
Inverted Minors	support X & XX
-ve free bids	Walsh Style
TOM	Cue raises
Jacoby	Lebensohl

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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	99546	Meta Goodman
& Names:	285935	Ivy Luck
Basic System:	Two over One	
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, min.length, or specific meaning Canapé

1♣ 11+;3	1♥ 11+;5
1♦ 11+;3	1♠ 11+;5
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Puppet Stayman
2♦ Transfer to Hearts	2♠ Transfer to Clubs
2♥ Transfer to Spades	2NT Transfer to Diamonds
(Dbl)	other Super accepts to minors only

2♣ Game Force - Control Responses	
2♦ Mutli; Weak six card major; 20 - 22 BAL; Acoll 2	
2♥ < 10 HCP; 5H + 5 Another; Could be 5/4 not vul	
2♠ < 10 HCP; 5S + 5 minor; could be 5/4 not vul	
2NT 5/5 minors weak or strong	3NT gambling
other	

#### 2. PRE-ALERTS

Bergen raises; Walsh style	TOM; Jacoby
Inverted minors	4th suit GF; cue raises
-ve free bids	support X & XX

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles TO	Negative DBL thru 3S
	Responsive DBL thru 3S
Jump overcalls Weak	Unusual NT Lower unbid suits
1NT overcall: (immediate) 15 - 18	(re-opening) 14/15
Immediate cue: (minor) both majors	(Major) other major + minor
Over: Weak Twos Lebensohl	Opening Threes X

Opponent's transfers

Opponent's 1NT X = penalties; 2C = single suit; 2D = both majors; 2H = Hearts + Minor;

2S = S + Minor; 2NT = both minors; 3H/3S/4C/4D = Strong suit

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+; 3D	2♦ strong; 5D	3♦ Splinter
1♥ 5+; 4H	2♥ strong; 5H	3♥ Splinter
1♠ 5+; 4S	2♠ strong; 5S	3♠ Splinter
1NT 8-10	2NT 11-12	3NT to play
2♣ Limit raise or better; 5C other	3♣ weak; 5C	4♣ minorwood (1430)
1♦ 1♥ 5+; 4H	2♥ Strong; 5H	3♥ Splinter
1♠ 5+; 4S	2♠ Strong; 5S	3♠ Splinter
1NT 6-10	2NT 11-12	3NT to play
2♣ GF; 4C	3♣ Splinter	4♣ weak; 5C
2♦ limit raise or better; 5D other	3♦ weak; 5D	4♦ minorwood (1430)
1♥ 1♠ 5+; 4S	2♥ 8 - 10; 3+H	3♦ 10-12; 4H
1NT forcing for one round	2♠ Strong; 5S	3♥ weak; 4+H
2♣ GF; 4C	2NT Jacoby; 4H	3♠ splinter; 4H
2♦ GF; 4D	3♣ 6-9; 4H	3NT to play
other		
1♠ 1NT forcing for one round	2♠ 8-10; 3+S	3♥ Splinter; 4S
2♣ GF; 4C	2NT Jacoby; 4S	3♠ Weak; 4+S
2♦ GF; 4D	3♣ 6-9; 4S	3NT to play
2♥ GF; 5H	3♦ 10-12; 4S	4♣ Splinter; 4+S
other		
1NT 3♣ 5C/5D invitational	3♠ 9+ HCP; 3S 1H 4/5 m	4♦ minorwood
3♦ 5C/5D Strong	3NT to play	4♥ N/A
3♥ 9+ HCP; 1S 3H 5/4 m	4♣ minorwood	4♠ N/A
other		
2♣ 2♦ 0/1 Control or waiting	2NT 4 controls	3♥ N/A
2♥ 2 controls	3♣ 5 contols	3♠ N/A
2♠ 3 controls	3♦ 6 controls	3NT N/A
other A = 2 controls; K = 1 control; DOPI & ROPI		
2♦ 2♥ pass or correct	3♣ is natural	3♠ pass or correct
2♠ interest in H game	3♦ is natural	3NT to play
2NT forcing	3♥ pass or correct	4♣ N/A
other		

Notes

2♥ 2♠ pass or correct	3♦ strong; 5D	3NT to play
2NT forcing	3♥ to play	4♣ N/A
3♣ strong; 5C	3♠ strong; 5S; 17HCP	4♥ to play
other		
2♠ 2NT forcing	3♥ stong; 5+H	4♣ /4D N/A
3♣ pass or correct	3♠ preemptive	4♥ to play
3♦ strong; 5+D	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ 5S invitational	4♦ minorwood
3♦ to play	3NT to play	4♥
3♥ 5H invitational	4♣ minorwood	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** for lower unbid suits

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

**NT Checkback**  Priorities: 3 cards support; then other M

**Defence to 3NT opening**

**Defence to Opening Twos** Lebensohl

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** X = single suit; 1D= majors; 1H = H+ minor; 1S = S+ minor

**to** 1NT= both minors;

**strong** (2♣) : X = C; other bids natural lead directing

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** over weak 2s

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

4♥ X = TO

4♠ X = cards

## 10. OTHER NOTES

Walsh style