

4. BASIC RESPONSES

Jump raises - minors	Inverted 6-9 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4 card support
Jump shifts after minor opening	0-6 HCP, 6 card suit
Jump shifts after Major opening	Bergen Raises, on over X
Responses to strong 2 suit open.	2♦ = Waiting, 2♥ = 5+♥ 8+, 2♠ = 5+♠ 8+, 2NT = 8+ Bal
Responses to 2NT opening	Puppet Stayman, Transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th Highest	
From 4 small	2nd Highest	
From 3 cards (no honour)	Middle	
In partner's suit	Standard	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count > Attitude > Suit pref	
Notes Suit Pref when relevant		
A = Attitude K = Count		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

2 way checkback	
Bergen Raises	
Scrambling 2NT	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1119834	Jeremy Reid
& Names:	1137891	Erica McCoull
Basic System:	2 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, min.length, or specific meaning Canapé

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

1NT Responses 2♣ 4/5 card stayman	
2♦ Transfer ♥	2♠ Transfer ♣
2♥ Transfer ♠	2NT Transfer ♦
(Dbl)	other 2♣ may not contain 4 card major

2♣ 23+ Bal or any game force hand	
2♦ Flannery: 5+♥, 4♠ 11-15HCP	
2♥ 6+♥ (5♥ non-vul), 4-10 HCP	
2♠ 6+♠ (5♠ non-vul), 4-10 HCP	
2NT 20-22 Balanced	3NT Gambling, solid minor
other	

2. PRE-ALERTS

May overcall 4 card majors	
Light preempts when non-vul 1st & 3rd	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Double & Redouble	Negative DBL thru 3♣
Lead-Directing	Responsive DBL thru 3♥
Jump overcalls Weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15-17	(re-opening) 11-14
Immediate cue: (minor) Michaels 5/5 Majors	(Major) 5 Other Major & 5 Minor
Over: Weak Twos	Opening Threes

Opponent's transfers X = Lead directing

Opponent's 1NT X = Penalty, 2♣ = Both Majors, 2♦ = Single Suited, 2♥ = 5♥ & 5m

2♠ = 5♠ & 5m, 2NT = Both Minors 5/5

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦ Weak	3♦ 12+ Splinter, G.F.
1♥ 6+, 4+♥	2♥ Weak	3♥ 12+ Splinter, G.F.
1♠ 6+, 4+♠	2♠ Weak	3♠ 12+ Splinter, G.F.
1NT 6-10 No 4 card Major	2NT 10 - 11 HCP, bal	3NT To Play
2♣ 10-12, 5+♣	3♣ 6-9, 5+C	4♣
other		
1♦ 1♥ 6+, 4+♥	2♥ Weak	3♥ 12+ Splinter, G.F.
1♠ 6+, 4+♠	2♠ Weak	3♠ 12+ Splinter, G.F.
1NT 6-12 No 4 card Major	2NT 10 - 11 HCP, bal	3NT To Play
2♣ 12+, 3+♣	3♣ 12+ Splinter	4♣
2♦ 10-12, 5+♦	3♦ 6-9, 5+♦	4♦ Minorwood
other		
1♥ 1♠ 6+, 5+♠	2♥ 6-9, 3♥	3♦ 10-12, 4♥
1NT 6-12 semi-forcing	2♠ 10-12, 3♥	3♥ 0-5, 4♥
2♣ 12+, 3+♣	2NT 12+, 4+♥ Jacoby	3♠ 12+ Splinter, G.F.
2♦ 12+, 4+♦	3♣ 6-9, 4♥	3NT 13-15 Bal
other		
1♠ 1NT 6-12 semi-forcing	2♠ 6-9, 3♠	3♥ 10-12, 3♠
2♣ 12+, 3+♣	2NT 12+, 4+♠ Jacoby	3♠ 0-5, 4♠
2♦ 12+, 4+♦	3♣ 6-9, 4♠	3NT 13-15 Bal
2♥ 12+, 5+♠	3♦ 10-12, 4♠	4♣ 12+ Splinter, G.F.
other		
1NT 3♣ Puppet Stayman	3♠ Slam try	4♦ Transfer ♥
3♦ Slam try	3NT To play	4♥ Transfer ♠
3♥ Slam try	4♣ Gerber	4♠ Transfer to minor
other		
2♣ 2♦ Waiting	2NT 8+ Bal	3♥
2♥ 8+, 5+♥	3♣	3♠
2♠ 8+, 5+♠	3♦	3NT
other		
2♦ 2♥ To play	3♣ To play	3♠ Pre-emptive
2♠ To play	3♦ Invite	3NT To play
2NT 15+, forcing relay	3♥ Pre-emptive	4♣
other		

Notes

2♥ 2♠ 5+♠ non forcing	3♦ 5+♦ forcing	3NT To play
2NT Ogust	3♥ To play	4♣ Modified Keycard
3♣ 5+♣ forcing	3♠	4♥ To play
other		
2♠ 2NT Ogust	3♥ 5+♥ forcing	4♣ Modified Keycard
3♣ 5+♣ forcing	3♠ To play	4♥ To play
3♦ 5+♦ forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minors 5/5 G.F.	4♦ Transfer ♥
3♦ Transfer ♥	3NT To play	4♥ Transfer ♠
3♥ Transfer ♠	4♣ Gerber	4♠ Minor slam try
other		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card support > other major

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = 12+, 2NT = 16-18, 2M = 12+ 5 card M, 3m = 12+ 6 card m

RCO style 2-s

Other 2-s

Defence (1♣) : X = Majors, 1NT = Minors, others natural

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empt 4♣/4♦

4♥

4♠

10. OTHER NOTES