

## 4. BASIC RESPONSES

Jump raises - minors	Pre-empt <good 6 hcp
Jump raises - Majors	Pre-empt <good 6 hcp
Jump shifts after minor opening	Weak 3-6 if M, Criss-Cross if minor: 10-12 with support for minor
Jump shifts after Major opening	Bergen 3♣ 6-9, 3♦ 10-12 4c support
Responses to strong 2 suit open.	2♦ weak or waiting/Other constructive
Responses to 2NT opening	3C Puppet, 3D/H transfers, 3S 5S/4H

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, AQ-Attitude K-Count	AQ - attitude, K- unblock/count
Four or more with an honour	4th best	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count / Attitude	
<b>Notes</b> lead of the 9 shows the 10 and maybe a higher hnr, or is from shortage		
lead of the 10 promises 0 or 2 higher honours, lead of the J denies a higher hnr		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	5NT pick a slam, or show Ks if suit agreed	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls up the line	
Asking Bids <input checked="" type="checkbox"/>	control asks after RKCB - responses are 0/AKQ, Q/AK, K/AQ, A/KQ	

## 7. OTHER CONVENTIONS

Jacoby	Minorwood
Puppet Stay'n after 20+NT, 1N-2♣, 2♦-3♣	Bergen Raises
2-way Checkback & XYZ	when opps dbl our 1NT: XX=any 5c suit,
Over interfce to RKCB 1st 2 steps=dbl/pass	suit=that suit+higher suit; Pass to play
Support X & XX	Kokish (2C-2D-2H-2S is 25+)

[www.abf.com.au](http://www.abf.com.au)

Blackout by bidding 2S

PDF Form Rev. 15F06 by RoL

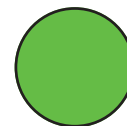
Reverse 2-way Drury after 3rd or 4th seat opening

MyRev. 2026-05-16

Copyright © ABF 2015



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	143502	Kitty Muntz
& Names:	700223	Kim Frazer
Basic System:	2 Over 1 with transfer reponses to 1C	
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♣ 2+♣ 11+	1♥ 5+♥ 11+	
1♦ 4+♦ 11+	1♠ 5+♠ 11+	
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ relay to 2D		
2♦ Transfer ♥ superacc with 4♥	2♠ 5♠ 4♥ invitational	
2♥ Transfer ♠ superacc with 4♠	2NT Transfer to ♣ or GF with singleton	
other		
2♣ Strong		
2♦ Weak 2 in ♥/♠		
2♥ 5+♥/5+Minor less than 11 points		
2♠ 5+♠/5+Minor less than 11 points		
2NT 20-22, may have 5c M	3NT Any 7+ solid suit, no outside A or K	
other		

## 2. PRE-ALERTS

Transfer responses over 1♣

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak NV, Intermediate (11- 16) V
Responsive doubles through	4♥	Unusual NT	Lowest 2 suits wk or strng, not intermediate
1NT overcall - immediate	15-18	Immediate cue of minor	Top & another wk or strong
1NT overcall - re-opening	11-14	Immediate cue of Major	Top & another wk or strong
Over weak twos	2NT 15 - 18; T/O x with leb	Over opening threes	x - T/O
Over opponent's 1NT	X=top of range or better, suit =TWERB (suit above or the 2 suits below the bid suit) regardless of NT strength; 2NT = odd suits		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 6+HCP	2♦ 5+♣ 9-12, no M	3♦ Splinter
1♥ 4+♠ 6+HCP	2♥ 6+♥ 3-6 HCP	3♥ Splinter
1♠ tfr to 1NT, or ♦ suit	2♠ 6+♠ 3-6 HCP	3♠ Splinter
1NT 11-12 may have 4cd M	2NT 5+♣, no M, 16+	3NT 13-15 To play, no M
2♣ GF 5♣ raise	3♣ 5+♣ 5-8HCP	4♣ ♣ weak
other 4♥ / 4♠ to play		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 3-6 HCP	3♥ splinter
1♠ 4+♠ 6+HCP	2♠ 6+♠ 3-6 HCP	3♠ splinter
1NT 6-12 denies M	2NT 4♦, no M, 16+	3NT 13-15 to play, no M
2♣ 4+♣ 13+HCP	3♣ (4)5+♦ 9-12, no M	4♣ splinter
2♦ GF (4)5+♦	3♦ 5+♦ 5-8HCP	4♦ Pre-emptive
other 4♥ / 4♠ to play		
1♥ 1♠ 4+♠ 6+HCP	2♥ 3♥ 6-bad10	3♦ 4+♥ 10-12
1NT 6-12	2♠ 3♥ 10-12 TP	3♥ 4+♥ <6
2♣ 4+♣ GF	2NT 4+♥ GF	3♠ Splinter
2♦ 4+♦ GF	3♣ 4+♥ 6-9	3NT 3♥ 13-15; offer to play
other 4♥ Weakish (less than 10hcp) 5+♥		
1♠ 1NT 6-12	2♠ 3♠ 6-bad 10	3♥ 3♠ 10-12
2♣ 4+♣ GF	2NT 4+♠ GF	3♠ 4+♠ <6
2♦ 4+♦ GF	3♣ 4+♠ 6-9	3NT 3♠ 13-15; offer to play
2♥ 5+♥ 13+HCP	3♦ 4+♠ 10-12	4♣ splinter
other 4♦ splinter; 4♥ splinter		
1NT 3♣ Range RKCB	3♠ Range RKCB	4♦ 6+♠
3♦ Range RKCB	3NT To play	4♥ To Play
3♥ Range RKCB	4♣ 6+♥	4♠ To Play
other		
2♣ 2♦ 0-7, or waiting	2NT 8+ HCP bal, 3♣ Barco	3♥ One Loser 6cd suit
2♥ 5+♥ 8+hcp, min of 1K	3♣ 6cd suit KT+, 8+hcp	3♠ One Loser 6cd suit
2♠ 5+♠ 8+hcp, min of 1K	3♦ 6cd suit KT+, 8+hcp	3NT n/a
other		
2♦ 2♥ pass/correct	3♣ Natural NF	3♠ pass/correct, 4+♥
2♠ pass/correct, 3+♥	3♦ Inv either M	3NT to play
2NT Forcing enquiry	3♥ pass/correct, 3+ Ms	4♣ Bid suit bel yr suit
other 4♦ - bid your M; 4♥/♠ Natural to play		

Notes

2♥ 2♠ 6+♠, NF	3♦ pass/correct	3NT n/a
2NT Forcing enquiry	3♥ To play	4♣ pass/correct
3♣ pass/correct	3♠ not used	4♥ To play
other		
2♠ 2NT Forcing enquiry	3♥ 6+♥, NF.	4♣ pass/correct
3♣ pass/correct	3♠ To play	4♥ to play
3♦ pass/correct	3NT n/a	4♠ to play
other to force in H go via 2NT enquiry		
2NT 3♣ Major suit ask	3♠ Minor Suit Stayman	4♦ KCB in ♦
3♦ Transfer to ♥	3NT 5♠/4♥	4♥ To play
3♥ Transfer to ♠	4♣ KCB in ♣	4♠ To Play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities: 2♣-forces 2♦, next bid invitation; 2♦ Game force

**Defence to 3NT opening** X - T/O

**Defence to Opening Twos** VTP doubles

Multi 2♦ VTP doubles, first dbl 15+

RCO style 2-s VTP doubles, first dbl 15+

Other 2-s VTP doubles

**Defence** 1♣ : TWERB also after 1♦ negative response

to

**strong** 2♣ : TWERB also after 2♦ negative response

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** after weak 2's, or dbl of opps' single raise (1x)P(2x)X

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

4♥ X - T/O 4♠ X-Penalty; 4NT T/O

## 10. OTHER NOTES

Modified Swine if opps dbl our 1NT: bid=one of two suits, redbl=sgl suiter; pass to play