

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, but limit raise by PH
Jump raises - Majors	Weak 0-6 HCP, 4+ cards
Jump shifts after minor opening	2M weak, 1c - 2d LR plus, 1d - 3c LR plus (but FSJ by PH)
Jump shifts after Major opening	Bergen (FSJ by PH)
Responses to strong 2 suit open.	2D = 0-6 or waiting
Responses to 2NT opening	Muppet Stayman, 3♠ minors, transfers to majors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads 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)		
In partner's suit	Low = length (honor)	
Discards	Low Encourage	Low Enc, reverse count
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse count	
Notes	Top of interior sequence	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? If NT last bid (not open)
Slam Notes	1430 over majors, 3041 over minors, EKCB and weak EKCB		
Cue Bids <input checked="" type="checkbox"/>	First and second round		
Asking Bids <input checked="" type="checkbox"/>	5 NT specific kings, queen ask (responses show outside kings)		

7. OTHER CONVENTIONS

First and second round cues	Splinters
Reverse Drury over 3rd, 4th open	2 way checkback after 1NT rebid
Fourth Suit GF	Game tries (incl 2NT)
Swedish Jacoby 2NT	1m (1NT) 2om = 4/5 M (either way)

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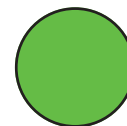
1H - 2S or 1S - 2NT is splinter by PH

1H - 2NT or 1S - 3C is FSJ by PH

Single jump = FSJ, double jump = splinter by PH or in con



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	962813	Lori Smith
& Names:	362786	Therese Demarco
Basic System:	2/1	
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♣	10/11+ HCP, 3+♣	1♥	10/11+ HCP	5+♥
1♦	10/11+ HCP, 3+♦	1♠	10/11+ HCP	5+♠
1NT	15-17 Balanced			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses				
2♣	Simple Stayman (Smolen)			
2♦	Transfer ♥	2♠	TRF ♣	
2♥	TRF ♠	2NT	TRF ♦ (or weak, both minors)	
other	3♣ asks for 5 card major, 3♦ minors 5/5 S/T, 4♠ ace ask, 3M shortage			
2♣	22+ BAL or any game force			
2♦	Weak, 6-10 HCP, 6+♦			
2♥	Weak, 6-10 HCP, 6♥			
2♠	Weak, 6-10 HCP, 6♠			
2NT	20-21 balanced	3NT	Gambling, solid minor, no side A or K	
other	3NT Gambling in first and second, to play in 3rd, 4th			

2. PRE-ALERTS

Support X, XX	Blackout over reverse
Cue Raises	1♣ - 1♥, 2♥ 2nt forcing but not by PH
Drury as passed hand	Transfers after 2NT rebid

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	Lower 2 suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors no range
1NT overcall - re-opening	12-15, 2NT 19-21	Immediate cue of Major	5 other Major/5 minor no range
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	Double
Over opponent's 1NT	2♣ majors, 2♦ single suit major, 2♥♥ and minor, 2♠♠ and minor		
X 15+ over weak, 4M, 5m over strong NT or if a passed hand, 2NT minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 6+ HCP,	3+♦	2♦ 7-9 HCP,	5+♣	3♦ Splinter
	1♥ 6+ HCP,	4+♥	2♥ 0-7 HCP,	6+♥	3♥ Splinter
	1♠ 6+ HCP,	4+♠	2♠ 0-7 HCP,	6+♠	3♠ Splinter
	1NT 8-10, no major		2NT 11-12 bal, no major		3NT 13-15 to play
	2♣ 10+ HCP,	5+♣	3♣ 0-6 HCP,	5+♣	4♣ Preemptive
other	4♥, 4♠ to play, 4♦ splinter				
1♦	1♥ 6+ HCP,	4+♥	2♥ 0-7 HCP,	6+♥	3♥ Splinter
	1♠ 6+ HCP,	4+♠	2♠ 0-7 HCP,	6+♠	3♠ Splinter
	1NT 6-10 HCP,	no M	2NT 11-12 bal, no major		3NT 13-15 to play
	2♣ 4+♣, GF		3♣ 7-6 HCP,	4+♦	4♣ Splinter
	2♦ 10+ HCP,	5+♦	3♦ 0-6 HCP,	4+♦	4♦ Preemptive
other	4M to play				
1♥	1♠ 6+ HCP,	4+♠	2♥ 7-10 HCP,	3♥	3♦ 10-12 Bergen
	1NT 5 - 11 HCP		2♠ 0-7 HCP,	6+♠	3♥ 0-5 HCP, 4+♥
	2♣ LR + 3♥, bal gf or ♣		2NT GF, 4+♥		3♠ Splinter
	2♦ 5+♦, GF		3♣ 6-9 Bergen		3NT 13-15, 3♥
other					
1♠	1NT 5 - 11 HCP		2♠ 7-10 HCP,	3♠	3♥ Splinter
	2♣ LR + 3♠, bal gf or ♣		2NT GF, 4+♠		3♠ 0-5 HCP, 4+♠
	2♦ 5+♦, GF		3♣ 6-9 Bergen		3NT 13-15, 3♠
	2♥ 5+♥, GF		3♦ 10-12 Bergen		4♣ Splinter
other	4♥ to play				
1NT	3♣ 5 card stayman		3♠ 13(54)		4♦ Trsfer ♥
	3♦ 5/5 m G/F		3NT To play		4♥ Trsfer ♠
	3♥ 31(54)		4♣ Both majors 5/5		4♠ Ace Ask
other	4NT Quant, Texas on over int if it is a jump, 2c-2d-2h-3s is fit and SI				
2♣	2♦ Waiting or -ve (0-6)		2NT +ve, 5/5 minors		3♥ HHxxxx ONLY
	2♥ 3+ controls, 5+ ♥		3♣ 3+ controls, 5+ ♣		3♠ HHxxxx ONLY
	2♠ 3+ controls, 5+ ♠		3♦ 3+ controls, 5+ ♦		3NT
other	Kokish				
2♦	2♥ Nat, F		3♣ Nat, F		3♠ Splinter
	2♠ Nat, F		3♦ Preempt		3NT To play
	2NT Feature ask		3♥ Splinter		4♣ Splinter
other					

Notes

1nt (x) xx puppet to 2c, otherwise system on if X penalty, if X art 2c stayman

2♥	2♠ Nat, F	3♦ Nat, F	3NT To play
	2NT Feature ask	3♥ Preemptive	4♣ Splinter
	3♣ Nat, F	3♠ Splinter	4♥ To play
other			
2♠	2NT Feature ask	3♥ Nat, F	4♣ Splinter
	3♣ Nat, F	3♠ preemptive	4♥ Splinter
	3♦ Nat, F	3NT To play	4♠
other			
2NT	3♣ Muppet Stayman	3♠ Forces 3NT, minor (s)	4♦ Trsfer to ♥
	3♦ Transfer to ♥	3NT To play	4♥ Trsfer to ♠
	3♥ Transfer to ♠	4♣ 5/5 M,	4♠ Ace Ask
other			

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback

Defence to 3NT opening x = good hand, 4c majors, 4d single suit major

Defence to Opening Twos 2NT=15-18BAL, Leb over X, 123 Xs

Multi 2♦ Transfers

RCO style 2-s

Other 2-s

Defence TWERB - suit bid shows next suit up or 2 higher. NT shows odd suits

to up to 4d - 4M to play

strong (2♣): TWERB

1♣/2♣ TWERB

Over 1NT Interference lebensohl, 123x, first X 8+

Lebensohl - other uses Weak 2 X

Take out of 4 level pre-empts 4♣/4♦ x T/O, 4NT to play

4♥ x T/O, 4NT minors 4♠ x Penalty, 4NT 2 places to play

10. OTHER NOTES

Change of suit over a preempt or overcall forcing for one round

Muppet Stayman over 2NT open or 2NT rebid after 2c open.

FSJ

Transfers apply over int at 2 and 3 level and X, Bergen on over X, 1m (x) syst on

Blackout over reverse - cheapest of 2nt or fourth suit is weak. all others ongoing

Long suit trials

DOPI/Ignore X,DOPE