4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	2M = weak, jump in other minor is mixed raise
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	
Responses to 2NT opening	Simple Stayman + Smolen, trfs, 3♠=minors, 4X=trf

5. PLAY CONVENTIONS

Show priorities	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead	See notes
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	Count	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:		

Notes Against NT only: J denies a higher honour, Q asks for unblock

We give SP if dummy has a singleton.

6. SLAM CONVENTIONS

	4♣ Gerber	☐	
4NT: Blackwood ☐	RKCB	3041	
Asking Bids ☐	Cue Bids	X	

7. OTHER CONVENTIONS

Transfers over 1♣	Leaping Michaels
Blackout (next step)	Mini splinters
2 way Drury	Kokish after 2♣-2♦
Smolen	Inverted minors = GF
2 way checkback	2NT in comp is a 4 card raise of our M

AUSTRALIAN BRIDGE FEDERATION LTD.
STANDARD SYSTEM CARD

ABF Nos.	164844	Giselle Mundell
& Names:	291269	Andrew Peake
Basic System:	2/1	

Brown Sticker ☐   <u>Classification:</u> Green [X]   Blue ☐   Red ☐   Yellow ☐

1. OPENING BIDS <u>Describe strength, min.length, or specific meaning</u>   Canapé ☐

1♣	11+ HCP,	2+♣
1♦	11+ HCP,	4⁺♦
1♥	11-20 HCP,	5+♥
1♠	11-20 HCP,	5⁺♠
1NT	(14)15-17	may contain 5 card Major [X]

1NT Responses	2♣	Stayman		
	2♦	Transfer ♥	2♠	TRF ♣
	2♥	TRF ♠	2NT	TRF ♦
(Dbl)	System on, XX forces 2♣ (5+m)		other	

2♣	23+ BAL or any game force	
2♦	Weak 2♦	
2♥	Weak 2♥	
2♠	Weak 2♠	
2NT	20-22 balanced	3NT Specific Ace Ask

other

2. PRE-ALERTS

Transfer responses to 1♣

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles	Negative DBL thru	4♥
	Responsive DBL thru	4♥

Jump overcalls weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate) 15-18	(re-opening)	11-14
Immediate cue: (minor) Majors (1♣-2♣=54,1♦-2♦=55)	(Major)	5OM and 5+ minor

Over: Weak Twos T/O X + Lebensohl   Opening Threes T/O X

Opponent's transfers X = T/O, cue = Michaels

Opponent's 1NT X = pen, 2♣ = both majors, 2♦ = one major,

2M = 5 cards and 4+ minor, 2NT = both minors.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	4+♥	2♦	Mixed ♣ raise	3♦	Splinter
	1♥	4+♠	2♥	Weak	3♥	Splinter
	1♠	Bal or ♦	2♠	Weak	3♠	Splinter
	1NT	Bal 11 no 4M	2NT	Bal GF wants to decl.	3NT	To play
	2♣	5+♣ GF	3♣	Weak	4♣	
	other					

1♦	1♥	Nat	2♥	Weak	3♥	Splinter
	1♠	Nat	2♠	Weak	3♠	Splinter
	1NT	5-11	2NT	Nat, inv	3NT	To play
	2♣	GF unless 3♣ next	3♣	Mixed raise	4♣	
	2♦	GF raise	3♦	Weak	4♦	
	other					

1♥	1♠	Nat	2♥	Nat 5-9	3♦	4+♥ invite
	1NT	Nat, 5-11	2♠	3♥ invite	3♥	4+♥ 0-5
	2♣	GF unless 3♣ next	2NT	4+♥ GF	3♠	Splinter
	2♦	GF unless 3♦ next	3♣	4+♥ 6-9	3NT	Bal 3 card raise
	other					

1♠	1NT	Nat 5-11	2♠	Nat 5-9	3♥	3♠ invite
	2♣	GF unless 3♣ next	2NT	4+♠ GF	3♠	4+♠ 0-5
	2♦	GF unless 3♦ next	3♣	4+♠ 6-9	3NT	Bal 3 card raise
	2♥	GF unless 3♥ next	3♦	4+♠ invite	4♣	Splinter
	other					

1NT	3♣	Puppet Stayman	3♠	Typically 13(54) GF	4♦	♠
	3♦	GF minors	3NT	To play	4♥	To play
	3♥	Typically 31(54) GF	4♣	♥	4♠	To play
	other					

2♣	2♦	Waiting	2NT		3♥	
	2♥	+ve, good suit	3♣		3♠	
	2♠	+ve, good suit	3♦		3NT	
	other					

2♦	2♥	FV, NF NV	3♣	FV, NF NV	3♠	
	2♠	FV, NF NV	3♦	To play	3NT	
	2NT	Enquiry for shortage	3♥		4♣	
	other					

2♥	2♠	FV, NF NV	3♦	FV, NF NV	3NT	
	2NT	Enquiry for shortage	3♥	To play	4♣	
	3♣	FV, NF NV	3♠		4♥	
	other					

2♠	2NT	Enquiry for shortage	3♥	FV, NF NV	4♣	
	3♣	FV, NF NV	3♠	To play	4♥	
	3♦	FV, NF NV	3NT		4♠	
	other					

2NT	3♣	Simple Stayman	3♠	Minors	4♦	♠, slam interest
	3♦	♥	3NT	To play	4♥	♣, slam interest
	3♥	♠	4♣	♥, slam interest	4♠	♦, slam interest
	other					

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round [ ] Game force [X]

NT Checkback [X] Priorities: 2 way checkback

Defence to 3NT opening

Defence to Opening Twos T/O X + Lebensohl, Leaping Michaels

Multi 2♦ X = 12-15 bal or any strong hand, 2NT = 15-18 bal

RCO style 2-s XXX

Other 2-s

Defence to strong 1♣ / 2♣	(1♣) : Double = majors, 1NT = minors, suit bids natural
	(2♣) :

Over 1NT Interference Over 2♣, X = Stayman and system on.

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X | 4♠ X

10. OTHER NOTES

1. 2♣-2♦; 2♥ = Kokish relay to 2♠ (either ♥ or 25+ bal)

Notes