

4. BASIC RESPONSES

Jump raises - minors	Preempt 3-5 HCP, 5(4)+ cards
Jump raises - Majors	Preempt 3-5 HCP, 4+ cards
Jump shifts after minor opening	Natural weak Major jumps at 2 level,
Jump shifts after Major opening	bergen
Responses to strong 2 suit open.	2♦= waiting,
Responses to 2NT opening	muppet, transfers,

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Ssx Xx Hx hxX, see extra	Ssx Xx Hx hxX, see extra
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	exclusion answers, 0,1,1Q,2,2Q		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd		
Asking Bids <input checked="" type="checkbox"/>	after Kcard +cheapest king response and the next bid is asking for that king		

7. OTHER CONVENTIONS

2 way checkback	Unusual 2NT(1♣/♦)-2NT=Intermediate ♠+♥
TRF after 2NT Rebid	Unusual 2NT (1) - 2NT = Intermediate ♠+m
super accepts (3suit=wk +4, 2nt=max +4)	Unusual 2NT (1♠) - 2NT = Strong ♥+m
minor super accepts, accept the transfer	
1minor-4Major is exclusion kcard	

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1♦-1M-2M-2NT=NF invite, 3NT=GF

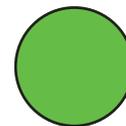
BOURKE RELAY 1minor- 1y- 2minor, next step is GF

except 1♣-1♠-2♣ then 2♥ is GF

1♦-1♥-2♠=splint



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	666701	Jane Reynolds
& Names:	176109	Peter Reynolds
Basic System:	2/1, with transfers 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, minimum length, or specific meaning			Canape <input type="checkbox"/>
1♣	11+ HCP, 2+♣ (inc 3343)	1♥	12+ HCP 5+♥
1♦	12+ HCP, 4+♦ (not 3343)	1♠	12+ HCP 5+♠
1NT	15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ simple stayman			
2♦ Transfer ♥		2♠ TRF ♣	
2♥ TRF ♠		2NT TRF ♦	
other 3♣= 5 card M ask			
2♣	24+ BAL. or unbalanced GF		
2♦	Multi 1) Weak Major (6-10) 6 card suit or 2) (21)22-23 Bal		
2♥	Weak (6-10), 5♥ & 4+ minor or 5♥ & 4♠		
2♠	Weak (6-10), 5♠ may have 4+m but will not have 4♥		
2NT	(19)20-(21) balanced	3NT	Good 4M preempt
other			

2. PRE-ALERTS

transfers over 1♣	
occasionally 1M-2♣ is a limit M raise	
Unusual 2NT = Any STR Jump Overcall	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	2 Suited see OTHER CONVENTIONS!
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors
1NT overcall - re-opening	14-17 BAL	Immediate cue of Major	5 other Major & 5 minor
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN, 2♣=Majors, 2♦= 5M & 4+m, 2M= Natural,	2NT= both minors 5/5, 3level =preempt	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+♥	2♦ 7-9HCP, 5+♣	3♦ SPL
1♥ 6+HCP, 4+♠	2♥ weak 6+♥	3♥ SPL
1♠ 6+HCP, 4+♦	2♠ weak 6+♠	3♠ SPL
1NT 6-10HCP	2NT 14-16 ♣, no major	3NT (12)13-14HCP, <4M
2♣ 10-13,17+HCP, (4)5+♣	3♣ preempt	4♣ preempt
other interference 1♣ (1♦/1♥) DBL is TRF 1♠ TRF to ♦ iNT =Nat		
1♦ 1♥ 6+HCP, 4+♥	2♥ weak 6+♥	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ weak 6+♠	3♠ SPL
1NT 6-(12)HCP	2NT 14-16 ♦, no major	3NT (12)13-14HCP, <4M
2♣ GF, 4+♣	3♣ 7-9HCP, 4+♦	4♣ SPL
2♦ 10-13,17+HCP, 4+♦	3♦ preempt	4♦ preempt
other		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9HCP, 3+♥	3♦ 4+♥ 6-7
1NT 6-(12)HCP	2♠ 4+♥ GF	3♥ preempt
2♣ see below	2NT 4+♥ 10-11	3♠ SPL
2♦ GF, 5+♦	3♣ 4+♥ 8-9	3NT Good ♥ preempt
other 2♣= GF with 3+♣ or invite with 3+♥,		
1♠ 1NT 6-(12)HCP	2♠ 6-9HCP, 3+♠	3♥ 4+♠ 6-7
2♣ see below	2NT GF, 4+♠	3♠ preempt
2♦ GF, 5+♦	3♣ 4+♠ 10-11	3NT Good ♠ preempt
2♥ GF, 5+♥	3♦ 4+♠ 8-9	4♣ SPL
other 2♣= GF with 2+♣ or invite with 3+♠,		
1NT 3♣ puppet	3♠ 5+♦ & 5+♣ SPL Slam	4♦ transfer ♠
3♦ 5+♦ & 5+♣ GF	3NT to play	4♥ transfer♣
3♥ 5+♦ & 5+♣ SPL Slam	4♣ transfer ♥	4♠ treansfer♦
other		
2♣ 2♦ waiting	2NT 10+hcp	3♥ 6+♥ solid
2♥ 5+♥, 2.3honours	3♣ 5+♣, 2.3honours	3♠ 6+♠ soild
2♠ 5+♠, 2.3honours	3♦ 5+♦, 2.3honours	3NT
other 2♣-2♦-2M-3♣=second negative		
2♦ 2♥ P/C	3♣ nat, 1F	3♠ P/C
2♠ P/C	3♦ nat, 1F	3NT to play
2NT enquiry	3♥ P/C	4♣ transfer to your suit
other 4♦= bid your suit, 4♥ or 4♠ is to play		

Notes 1♣, 1♦, 2♠= 3♥+6♣ // 1♣, 1♦, 4♣= 4♥+ 6♣
 1♣, 1♥, 3♥= 3♠+6♣ // 1♣, 1♥, 4♣= 4♠+ 6♣
 1♦, 1M, 4♦=4M + 6♦

2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT enquiry	3♥ to play	4♣ P/C
3♣ P/C	3♠ Nat GF	4♥ to play
other 2NT=enq then 3♣=bad, 3♦=good ♠, 3♥=good with ♣, 3♠=good with ♦ 3NT 5th ♠		
2♠ 2NT enquiry	3♥ at Constructive nf	4♣ P/C
3♣ Nat Constructive nf	3♠ to play	4♥ to play
3♦ Nat Constructive nf	3NT to play	4♠ to play
other 2NT=enq ans 3♣=bad, 3♦=good with ♣, 3♥=good with ♦, 3♠=good ♠ 3NT solid♣		
2NT 3♣ puppet	3♠ both minors	4♦ transfer♠
3♦ Transfer ♥	3NT to play	4♥ transfer♣
3♥ Transfer ♠	4♣ transfer ♥	4♠ treansfer♦
other 4NT=invite to 6NT		

9. CONVENTIONS

Unusual NT: Any STR Jump Overall

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=puppet to 2♦ the invites, 2♦=GF,

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 BAL, leaping michaels

Multi 2♦ X = T/O ♠, 2♥ = T/O ♥

RCO style 2-s X= 2 suits with ♣, 3C= 2 suits not ♣

Other 2-s X= t/o or big

Defence X= Good Hand, 1NT= 2 suits not ♠, 2NT= 2suits 6+ , 5+

to
strong 2♣ : natural
 ♣

Over 1NT Interference lebensohl (slow shows stop)

Lebensohl - other uses after doubling a weak 2

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4nt minors 4♠ X,=values, 4NT=t/o

10. OTHER NOTES

1♣-1♥(♠)-1♠= 3 or 4333 11-12, 1♣-1♦(♥)-1♥-1NT= invite

1♣-1♥(♠)-1♠-1NT= invite: 1♣-1♦(♥)-1♥-1♠= non-forcing 4+4+ must go through

check back to force: 1♣-1♦(♥)-1♥-2♠=invite 4/4

INT-(X) System on -XX penalties and GF or Pen DBL

(1x)-1NT-(X) XX is bid 2♣ and pass, bids show lower of 2 playable spots, 2♠ is ♠

2♦-2NT 3♣=all min then 3♦ ask bid not M, 3♦/♥ = Max ♥/♠: 2♥-2NT 3♣ all min 3♦♥+♠

3♥=♣, 3♠=4♦, 3NT=5♦: 2♠ 3♣ all min. 3♦=♣ 3♥=♦ 3♠ no suit, 3NT= Very Good ♠