

4. BASIC RESPONSES

Jump raises - minors	Inverted 1m - 3m = 5-9 HCP
Jump raises - Majors	Preemptive 1M-3M=3-7 HCP
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣=Inv raise. Jump shift in M = Inv, 6 card suit
Jump shifts after Major opening	1♥ - 2♠ = 6♠ Inv; 1♠-3♥=6♥ INV; Others Modified Bergen Raises
Responses to strong 2 suit open.	2♦=Waiting; 2♥/2♠=5+; 3♣/3♦=6+. Decent Suits
Responses to 2NT opening	3♣=Stayman(Smolen); 3♦/3♥=TRF; 3♠=MSS; 4♣/4♦=NAT, Slam Int

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (K=Count V high level)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle; 3rd in partner's suit	Top
In partner's suit	Overlead; 4th; Xx	
Discards	Low Encourage	
Count	High-Low = Odd	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes Suit preference where obvious		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? Exclusion: PMKC
Slam Notes	King Ask - Show Specific; Q ask-Trump suit no Q; DOPI/ROPI		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game. RCKB 4♠/4NT-5NT=Even with void, 6♣=Odd & void		
Asking Bids <input checked="" type="checkbox"/>	5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit		

7. OTHER CONVENTIONS

Blackout after a Reverse by Opener	2NT Rebid: Checkback = TOM
Lebns! 2NT over int our 1NT but 3NT=To Play	2 way checkback over Opener's 1NT rebid
Lebns! 2NT over X of weak 2	Leaping Michaels over weak 2 openings
3NT non-serious if Major agreed	4♣=PMKC over 3 lvl pre-empts(4♦ if 3♣)
[2♦ multi] 4m=5m/5♥	4♣=PMKC over weak 2 inc after 2NT enq

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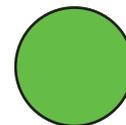
Blackout: Rebid of responder's suit is F1 and 5+.

Otherwise, cheaper of 2NT or 4th suit promises only 4 in first bid suit and a minimum hand

Fit jumps if overcalling side or by passed hand



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	3727	David Beauchamp
& Names:	264997	Pele Rankin
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, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 3+ 11+	1♥ 5+ 11+
1♦ 3+ 11+	1♠ 5+ 11+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman (Smolen); 3♣=Puppet Stayman (3♦ doesn't promise 4M)
 2♦ TRF ♥ (3♥=4♥min, 2NT max, re-tfr) 2♠ TRF ♣ (3♣ = s/accept)
 2♥ TRF ♠ (3♠=4♠min, 2NT max, re-tfr) 2NT TRF ♦ (3♦ = s/accept)
 other 3♦=5/5 ♣/♦ GF, 3M=Singleton (31)(54), 4♣/♦=TRF ♥/♠, 4♥/4♠=To play, 4NT=INV

2♣ 23+ Balanced or FG	
2♦ 6♦ 5-10 }	
2♥ 6♥ 5-10 }	2NT response = Shortage ask
2♠ 6♠ 5-10 }	
2NT 20-22	3NT ♣/♦ AKQxxxx
other	

2. PRE-ALERTS

Support X/XX to 2M - responder's suit	
2♣/♦=Drury to 3rd/4th seat M opening	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7), 11-15 VUL, 6-10+ Nil VUL
Responsive doubles through	4♥	Unusual NT	5/5 - 2 lower unbid suits, unlimited
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	14-16 sys on	Immediate cue of Major	oM/m 5/5 Unlimited
Over weak twos	X=T/O; Lebensohl 2NT	Over opening threes	X=T/O, (3NT:4♣Stay,4♦♥=Tfr)
Over opponent's 1NT	X=Penalty, 2♣=♥/♠ 5/4 either way; Other natural		
1NT in sandwich position	=16-18 system on		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+	2♦ 5+♣, 10-11	3♦ SPL, GF
1♥ 4+, 5+	2♥ 6♥ INV	3♥ SPL, GF
1♠ 4+, 5+	2♠ 6♠ INV	3♠ SPL, GF
1NT 6-10	2NT 11-12	3NT 13-15
2♣ 5+♣, FG. PH=5-9	3♣ 5+♣, 5-9. PH=INV	4♣ PRE
other 4♥/4♠/5♦=To Play 1♣-2♣ GF Steps=strength then step shortage? Other=LMH shortage		
1♦ 1♥ 4+, 5+	2♥ 6♥ INV	3♥ SPL, GF
1♠ 4+, 5+	2♠ 6♠ INV	3♠ SPL, GF
1NT 6-10	2NT 11-12	3NT 13-15
2♣ 4+♣, FG	3♣ 5+♦, 10-11	4♣ SPL, GF
2♦ 4+♦, FG. PH=5-9	3♦ 5+♦, 5-9. PH=INV	4♦ PRE
other 4♥/4♠/5♣=To Play 1♦-2♦ GF Steps=strength then step shortage? Other=LMH shortage		
1♥ 1♠ 4+, 5+	2♥ 3, 5-9	3♦ 4+♥, 10-11
1NT 5-11 < 3♥	2♠ Inv, 6♠	3♥ 4+♥, 3-7
2♣ ♣'s or Bal, FG. P/H Drury	2NT 4+♥, FG	3♠ SPL 10-12
2♦ 5+, FG. P/H Drury 4♥	3♣ 4+♥ 7-9 OR 3♥ 10-11	3NT ♦ SPL 10-12
other 4♣=10-12 SPL, 4♠/5♣/5♦=To Play. Jacoby prompts strength showing steps**		
1♠ 1NT 5-11 < 3♠	2♠ 3, 5-9	3♥ Inv, 6♥
2♣ ♣'s or Bal, FG. P/H Drury	2NT 4+♠, FG	3♠ 4+♠, 3-7
2♦ 5+, FG. P/H Drury 4♠	3♣ 4+♠ 7-9 OR 3♠ 10-11	3NT ♥ SPL 10-12
2♥ 5+, FG	3♦ 4+♠, 10-11	4♣ /4♦ SPL 10-12
other 4♥/5♣/5♦=To Play. Jacoby prompts strength showing steps**		
1NT 3♣ 5 Card Major ask	3♠ Singleton 13(54)	4♦ TRF ♠, to play or RKCB
3♦ 5♣/5♦ FG. 3M=stopper	3NT `	4♥ To Play
3♥ Singleton 31(54)	4♣ TRF ♥, to play or RKCB	4♠ To Play
other 4NT=INV		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+♥, good suit	3♣ 6+♣, good suit	3♠
2♠ 5+♠, good suit	3♦ 6+♦, good suit	3NT
other (No kokish). Over interference, responder's X=<5 Pass=6+		
2♦ 2♥ Nat, F1.2NT=0/1♥,3♦=2♥	3♣ Nat, F1	3♠
2♠ Nat, F1.2NT=0/1♠,3♦=2♠	3♦ To play	3NT To Play
2NT Shortage ask**	3♥ To play	4♣ PMKC
other **3♦=min, no shortage; 3NT=max, no shortage; other shortage		

Notes 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣- 1♦ - 2♥/2♠ = Natural and FG as with 1♣- 1♥ - 2♠

** Following Jacoby 2NT, Steps=strength then step shortage ask, other=LMH shortage

2♥ 2♠ Nat, F1.2NT=0/1♠,3♥=2♠	3♦ Nat, F1	3NT To Play
2NT Shortage ask**	3♥ To Play	4♣ PMKC
3♣ Nat, F1	3♠	4♥ /4♠ To Play
other **3♥=min, no shortage; 3NT=max, no shortage; other shortage		
2♠ 2NT Shortage ask**	3♥ Nat, F1	4♣ PMKC
3♣ Nat, F1	3♠ To Play	4♥ To Play
3♦ Nat, F1	3NT To Play	4♠ To Play
other **3♠=min, no shortage; 3NT=max, no shortage; other shortage		
2NT 3♣ Stayman (Smolen)	3♠ Minor Suit Stayman	4♦ TFR ♠ Slam Int. Step=ok
3♦ TRF ♥.Resp3♠=5♥/5♠ slam	3NT To play	4♥ TFR ♣ Slam Int.4NT=KC,5m
3♥ TRF ♠	4♣ TFR ♥ Slam Int. Step=ok	4♠ TFR ♦ Slam Int.4NT=KC,5m
other M tfr - Opener bids step to show support i.e. Step=2, step 2=3, etc. Re-tfr		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl), Leaping Michaels

Multi 2♦ X=13+ XXX, 4♣/♦=5m/5♥. With 5m/5♠ overcall ♠

RCO style 2-s

Other 2-s X = Take out of natural suit shown

Defence [1♣] - X=Majors, 1NT=Minors

to [2♣] - X=♣s

strong

♣

Over 1NT Interference Lebensohl but direct 3NT = To play

Lebensohl - other uses X of Natural weak 2

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

4♥ X = T/O

4♠ X = T/O; 4NT = 2 Suited T/O

10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall

2 way checkback over 1NT applies after any 1 level interference

Defence to 2NT or 2♠ showing 5♣/5♦: X=T/O; 3♣=♥/♠ longer ♥; 3♦=♥/♠ longer ♠

[1♣]-P-[1♥] transfer - X=T/O of ♠ and 1♠=Natural

Rescue over 1NT-[X]-XX = bid 2♣, Other bids are system on

1M-1NT, 2NT=GF- 5/4 or single suited M or bal with 3♥. 1M-1NT, 3x = 5M/5x GF

If open 1NT/2NT and subsequently show a 5 card M, the other M sets suit for KC