

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: Inverted - Off after overcall but ignore X
Jump raises - Majors	Preempt	Other: Modified Bergen Raises. Ignore X
Jump shifts after minor opening	2 level = Weak 6 card suit; 3 level = Splinter	
Jump shifts after Major opening	Modified Bergen Raises	
Responses to strong 2 suit open.	2♦=Waiting; 2♥/2♠ = 5+; 3♣/3♦=6+. Suits 2/3 Hnr	
Responses to 2NT opening	3♣=Pup Stayman; 3♠=Minor Stayman; 3♦,3♥,4♦,4♥=TRF; 4♣=Gerber	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads	Sequences: Overlead, A-Attitude K-Count	Overlead, internal sequences
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Overlead; 4th; Xx	Overlead; 4th; Xx
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	If Dummy has a shortage or KQx then Suit Preference	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when? 2NT opening
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game	
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	DOPI; ROPI
Lebensol 2NT over interference of 1NT opening	and Weak 2 opening
X of Splinter = lead direct lower of other 2 suits	but invites sacrifice if Non Vul v Vul
1m - 1M - 2M - 2NT(artificial) - opener bids.....	3♣/♦ with 3 card support (min/max)
and 3♥/3♠ with 4 card support (min/max).	

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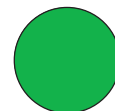
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264997	Pele Rankin
& Names:	213543	Janeen Solomon
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 ☐

1♣ 3+ 11+	1♥ 5+ 11+
1♦ 3+ 11+	1♠ 5+ 11+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other: 3♣ = 5 Card Major Enquiry
2♦ TRF ♥	2♠ TRF ♣ or Range Probe	
2♥ TRF ♠	2NT TRF ♦	
other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=Ace ask		

2♣ 23+ Balanced or FG	
2♦ 6, 5-10; 2NT response = Ogust	
2♥ 6 5-10; 2NT response = Ogust	
2♠ 6 5-10; 2NT response = Ogust	
2NT (19) 20-22	3NT Specific Ace Ask - See Other Notes
other 4NT = ♣/♦	

2. PRE-ALERTS

Support X/XX	4 level bids over 1NT & 2NT opening
Modified Bergen responses to 1 Major opening	Leaping Michaels
3 level responses to 1NT	Blackout - rebid of suit F1; Cheaper of 4th/2NT

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7) Weak; 10-12 Vul
Responsive doubles through	4♥	Unusual NT	5/5 - 2 lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	10-14 No Stop Req	Immediate cue of Major	Other Major/Minor 5/5 Unlimited
Over weak twos	X=T/O; Leb; Leaping Michaels	Over opening threes	X=T/O; 4♦/3♣=Leaping Michaels
Over opponent's 1NT	X=Penalty; 2♣=5/4 ♥/♠; 2♦=1 Major; 2M=5M/4+minor; 2NT=5/5 ♣/♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ (3 if 3334 6-7)	2♦ Weak	3♦ Splinter
1♥ 4+, 5+	2♥ Weak	3♥ Splinter
1♠ 4+, 5+	2♠ Weak	3♠ Splinter
1NT 8-10	2NT 10-12	3NT 13-15 full of quacks
2♣ 5+, 10+	3♣ 5+, 5-9	4♣ Weak
other 4♥/4♠/5♦ = To Play		
1♦ 1♥ 4+, 5+	2♥ Weak	3♥ Splinter
1♠ 4+, 5+	2♠ Weak	3♠ Splinter
1NT 6-9	2NT 10-12	3NT 13-15 full of quacks
2♣ 4+, FG	3♣ Splinter	4♣ Void
2♦ 5+, 10+	3♦ 4+, 5-9	4♦ Weak
other 4♥/4♠/5♣ = To Play		
1♥ 1♠ 4+, 5+	2♥ 3, 5-9(10)	3♦ 4+♥, 10-12
1NT 5-12, F1	2♠ 4+♥ 7-9, any splinter	3♥ 4+, 3-7
2♣ NAT, FG	2NT 4+♥, FG No shortage	3♠ 4+♥ 10-12, any splinter
2♦ NAT, FG	3♣ 4+♥, 7-10	3NT ♠ Splinter
other 4♣/4♦ = Splinter; 4♠/5♣/5♦=To Play. Over 3♣ & 3♦ response, Step = Trial		
1♠ 1NT 5-12, F1	2♠ 3, 5-9 (10)	3♥ 4+♠, 10-12
2♣ NAT, FG	2NT 7-9, any splinter	3♠ 4+, 3-7
2♦ NAT, FG	3♣ 4+♠, FG No shortage	3NT 10-12, any splinter
2♥ 5+, FG	3♦ 4+♠, 7-10	4♣ 4♦/4♥=Splinter
other 5♣/5♦=To Play; Over 3♦ & 3♥ response, Step = Trial		
1NT 3♣ 5 Card Major Enquiry	3♠ Singleton 13(54)	4♦ TRF ♠
3♦ 5/5 ♣/♦ FG	3NT To Play	4♥ To Play
3♥ Singleton 31(54)	4♣ TRF ♥	4♠ To Play
other 4NT = Blackwood		
2♣ 2♦ Waiting - Kokish applies	2NT 10-11 Balanced	3♥ Sets Suit
2♥ 5+♥, 2/3 Honours	3♣ 6+♣, 2/3 Honours	3♠ Sets Suit
2♠ 5+♠, 2/3 Honours	3♦ 6+♦, 2/3 Honours	3NT
other 4♣/4♦=Singleton or void in bid suit 4441 or 4450 with 4 or 5 in the other minor		
2♦ 2♥ NAT, INV. Raise with fit	3♣ NAT, Forcing	3♠ 6+♠, FG
2♠ NAT, INV. Raise with fit	3♦ To Play	3NT To Play
2NT Ogust	3♥ 6+♥, FG	4♣
other		

Notes 2♣ Opening - Responders's second bid of 3♣ = clubs or 2nd negative
 - If LHO interferes, then responder's X (or XX) shows a 2nd negative

2♥ 2♠ NAT, INV. Raise with fit	3♦ NAT, Forcing	3NT To Play
2NT Ogust	3♥ To Play	4♣
3♣ NAT, Forcing	3♠ 6+♠, FG	4♥ To Play
other		
2♠ 2NT Ogust	3♥ 5+♥, FG	4♣
3♣ NAT, Forcing	3♠ To Play	4♥ To Play
3♦ NAT, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ TRF ♥; 4♠ = Kickback
3♦ TRF ♥; Game=3/Cue=4	3NT To Play	4♥ TRF ♠; 4NT=RKCB
3♥ TRF ♠; Game=3/Cue=4	4♣ Gerber	4♠ TRF ♦; 5♣=RKCB
other 3♠ Minor Suit Stayman - 3NT=No Minor; 4♣/♦ = 4+♣/♦ now step = Keycard		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

May be Other Minor/Major 5/5

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 XXX

Defence to Opening Twos Natural weak 2 - X=T/O. Others - XXX

Multi 2♦ XXX; 4♣=5+♥/5+ minor; 4♦=5+♠/5+ minor; Others natural; 3NT - source of tricks

RCO style 2-s XXX

Other 2-s XXX

Defence X=Majors, 1NT=Minors, 1♦-2♣=Natural & Constructive, Others=Natural & Weak

to

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference Lebensohl

Slow shows

Lebensohl - other uses Weak 2's

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = Values; 4NT = 2 Suited T/O

10. OTHER NOTES

Puppet Stayman applies to 2NT overcall but no super accept of major suit transfers - just bid

game if you have appropriate hand

2NT rebid over 1Y is FG - either single suited or 18-19 balanced

2NT rebid over 1NT is FG - either single suited or 5/4

3NT Specific Ace Ask - 4C shows none, 4D/H/S/5C = Ace in that suit; 4NT = 2 non touching;

5D/H/S/6C = that Ace and the one above; 5NT = 3 Aces