

#### 4. BASIC RESPONSES

Jump raises - minors	Weak	Inverted & Criss Cross
Jump raises - Majors	Weak	Bergen
Jump shifts after minor opening		weak & Criss Cross eg 1♣--2♦=6-9,5+♣
Jump shifts after Major opening		Bergen
Responses to strong 2 suit open.		2♣ Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4
Responses to 2NT opening		Muppet, Transfers & minor ask

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead AQ attitude, K count	
Four or more with an honour	4th	
From 4 small	2nd	Top
From 3 cards (no honour)	Mud	Top
In partner's suit	Mud	Top
<b>Discards</b>	Odd enc, Ev suit pref	
<b>Count</b>	Low-high = even	Low-high = even
<b>Signal</b> on partner's lead:	Attitude Reverse Low Likes	
<b>Signal</b> on declarer's lead:	Count and Suit Preference	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input type="checkbox"/>	RKCB	14/03
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1st rnd control
Minorwood	Keyboard	

#### 7. OTHER CONVENTIONS

Lebensohl, Support X & XX	2Way Checkback: after 1NT response to any
4th suit waiting after 2/1 Game Force,	bid features up line
Triple jump = Splinter, Dopi (X=0, P=1), Ropi	Over strong 1♣ or 2♣: x=Mjrs, 1/2♦ = a Mjr,
Jacoby( 2NT over a Mjr =4+fit & open hnd	1/2 NT=minors, 1/2Mjr that suit+minor
Blackout, Kokish, Smolen	X transfer bids =bid suit, bid held suit=t/o

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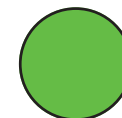
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AUSTRALIAN BRIDGE  
FEDERATION INC.

#### STANDARD SYSTEM CARD



ABF Nos.	270938	Elizabeth Fanos
& Names:	196533	George Finikiotis 0414744920
Basic System:	2/1 GF	5/6/2023
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 Canapé

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

1NT Responses	2♣ Simple Stayman (Garbage signoff or Invitational Hand)
2♦ Transfer ♥	2♠ Transfer ♣ (3♣ response= Max)
2♥ Transfer ♠	2NT Transfer ♦ (3♦ response = Max)
(Dbl) If Pen=Swine else System on	other 3♣=GF Puppet

2♣ Game Force	Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4
2♦ Multi 2♦ Weak 6Major or Acol 2 in any suit	
2♥ 6-10 hcp 5+♥ + 5+Another ,constructive 1st & 2nd Seat	
2♠ 6-10 hcp 5+♠ + 5+minor ,constructive 1st& 2nd seat	
2NT 21-22B 3♣=Muppet, 3♦♥ Txf 3♠5s4h	3NT 4 Level minor Pre-empt
other	

#### 2. PRE-ALERTS

1NT response to 1♥/♠=forcing if unpassed	4♣/4♦=HH(H)xxxxx, and outside Ace
3rd seat preempts may not have top Hnr	Inverted Minors (incl after opp X)
Our NT - IF X= Pen: SWINE else System on	Bergen, Criss Cross Minors

#### 3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls	Weak	Unusual NT	6-10, lower 2 unbid suits
1NT overcall: (immediate)	15-18 (Puppet System on)	(re-opening)	11-14 (& Simple System on)
Immediate cue: (minor)	6-10 ,5+♥/5+♠	(Major)	6-10, 5+5+ other M+minor
<b>Over:</b> Weak Twos	IF NatX=t/o, other 15+	Opening Threes	X = T/out (4th Seat X =15+any)
Opponent's 1NT	Weak (<16) X=Pen, 8+& 2♣=Both M, 2♦ sing Mjr, 2♥/♠ suit+Minor, 2N=both		
Strong (incl 15)	X=4M+5m 2♣=Both M, 2♦ sing Mjr, 2♥/♠ suit+Minor, 2N=both m		

<b>Doubles</b> DOPI, ROPI, Support, VTP(1st Values, 2nd T/O, 3rd Pen)	Negative DBL thru	4♥
	Responsive DBL thru	4♥

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Criss X, 6-9Hcp, 5+♣	3♦ Splinter short ♦ 6 loser
1♥ 6+ HCP, 4+♥	2♥ 6+♥, 0-5Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+♠	2♠ 6+♠, 0-5 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP 4+♣ (no 4M)	2NT 10-12hcp, no 4M, 4+♣	3NT 13-15 HCP (no 4M)
2♣ 10+ HCP 5+♣ (no 4M)	3♣ Criss X 0-5 HCP, 5+♣	4♣ Minorwood
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 6+♥, 0-5 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+♠	2♠ 6+♠, 0-5 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP (no 4M)	2NT Bal10-12 HCP, 4+♣ no 4M	3NT Bal 13-15 HCP (no 4M)
2♣ 10+HCP, 5+♣, 1 rd for	3♣ Criss X 6-9 Hcp, 4+♦	4♣ Splinter short ♣ 6 loser
2♦ 10+ HCP, 4+♦ 1 rd for	3♦ riss X 0-5 HCP, 5+♦	4♦ Minorwood,
other		
1♥ 1♠ 6+hcp, 4+♠	2♥ Good 7-9 3♥	3♦ Bergen 4+♥ 10-11
1NT 4-12 HCP forcing 1 RD	2♠ Bergen 3♥ 10-11 unbal	3♥ weak, 4+♥
2♣ GF 4+♣	2NT GF ♥ Jacoby	3♠ 0/1 ♠, GF
2♦ GF 4+♦	3♣ Bergen 4+♥ 5-9	3NT 3♥ Bal 13-15
other		
1♠ 1NT 5-12 HCP forcing 1 RD	2♠ Good 7-9 3♠	3♥ Bergin 3♠ 10-11 unbal
2♣ GF 4+♣	2NT GF ♠ Jacoby	3♠ Weak, 4+S
2♦ GF 4+♦	3♣ Bergen 4+♠ 5-9	3NT 3♠ Bal 13-15
2♥ GF 5+♥	3♦ Bergen 4+♠ 10-11	4♣ Splinter short ♣ 6 loser
other		
1NT 3♣ GF Puppet	3♠ GF 3♠ 31(5/4) shape	4♦ Minorwood (♦)
3♦ GF Minors	3NT To Play	4♥ To Play
3♥ GF 3♥ 13(5/4) shape	4♣ Minorwood (♣)	4♠ To Play
other	2♣= Stayman (Garbage or limit raise)	
2♣ 2♦ 0-1 Controls	2NT 4 controls	3♥
2♥ 2 Controls (2K or 1A)	3♣ 5 controls	3♠
2♠ 3 controls	3♦	3NT
other		
2♦ 2♥ Pass or Correct	3♣ GF 5+c	3♠ Pass or Correct
2♠ Pass or Correct	3♦ GF 5+♦	3NT
2NT strong Inquiry	3♥ Pass or Correct	4♣
other		

Notes

2♥ 2♠ Pass or Correct	3♦	3NT To play
2NT strong Inquiry	3♥ Pre-emptive	4♣
3♣	3♠ 5+♠ forcing	4♥ To play
other		
2♠ 2NT strong Inquiry	3♥ 5+♥ Forcing	4♣ Splinter short ♣
3♣ Pass or Correct	3♠ Pre-emptive	4♥ Splinter short ♥
3♦ 5+♦ Forcing	3NT to play	4♠ To play
other		
2NT 3♣ Muppet	3♠ 5♠&4♥	4♦ Minorwood(♦)
3♦ Transfer ♥	3NT To Play	4♥ To Play
3♥ Transfer ♠	4♣ Minorwood(♣)	4♠ To play
other	4N=Quant Slam Interest	

## 9. CONVENTIONS

**Unusual NT:** if overall 2 Lower unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2way, Suits up the line

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X T/o if Nat, Other 15+, 2N=15-18, Others Natural 5+ suit 11+Hcp

RCO style 2-s 2NT=15-18 (then Muppet), 1st X Values 15+, 2nd X T/O, 3rd X Penalties

Other 2-s

**Defence** (1♣): X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 2=Weak 2

to

**strong** (2♣): X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 3=Weak 2

1♣ / 2♣

**Over 1NT Interference** If Pen X=SWINE else System on

**Lebensohl - other uses** Weak 2 X, 2Lvl interference 1NT

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES

1NT 2overall X=Penalties

SWINE:1NT - (Pen X): XX asks for 2♣ and pass my next bid or bids 44 touching

SWINE:1NT - (Pen X): Pass asks for XX; pass strong; or Bids weak 5+ suits

SWINE:1NT - (Pen X): 2♣=♣+Major; 2♦=♦+♠; 2♥=♠= good 5+ able to 3lvl; 2N=minors

After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out

X opp NT in 4th Seat = Values at least mid range opp NT