

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive, 5-8 HCP
Jump raises - Majors	Pre-emptive, 0-5 HCP
Jump shifts after minor opening	2M=6M, 3-7 HCP, 1♦-3♣=6♣, 10-12 HCP, 1♣-2♦=♣ limit raise
Jump shifts after Major opening	3♣=5-9 & 4 cd support or 3 cd limit raise, 3♦=4 cd limit raise
Responses to strong 2 suit open.	2♦=waiting, 2♥,2♠,3♣&3♦ are natural positive responses
Responses to 2NT opening	3♣ = puppet stayman, 3♦/3♥ = Transfer, 3♠=minor suit Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead HH(x) and underlead	HHh(x) or Hhh(x)
Four or more with an honour	3 rd /5 th , 4 th from 6.	
From 4 small	Top, occasionally 2 nd highest	
From 3 cards (no honour)	Top	
In partner's suit	as above	
Discards	Rev count	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Rev count	
Notes Low from 2 small		

Attitude leads later in defence. Low shows honour or desire to ruff.

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	4130	Only in specific sequences
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	Italian style	
Last train, Turbo			

7. OTHER CONVENTIONS

XYZ (Two way check back)	Smolen
Rubensohl	Leaping Michaels over weak two
Cue raises	Drury
Jacoby 2NT	Inverted Minors

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System on after nat 2♣ overcall of our 1NT (X=Stayman)

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Gazzilli

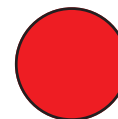
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	75426	Michael Cartmell
& Names:	273848	Nick Fahrer
Basic System:	2 over 1 with transfer responses to 1♣	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣	2+♣, 11+ HCP	1♥	5+♥, 11+HCP
1♦	4+♦, 18-19 bal or 11+ HCP unbal	1♠	5+♠, 9+HCP 1 st /2 nd /3 rd seat 11+ 4 th seat
1NT	15-17 HCP except first seat favorable vul 14-16 HCP		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman

2♦	5+♥	2♠	6+♣
2♥	5+♠	2NT	6+♦
(Dbl) XX=values, 2NT=5/5, other=natural		other 3♣=puppet, 3♦=5♦/5♣, 3M=fragment	

2♣	Game Force or balanced 23+		
2♦	weak, 6♦ except 5/6♦ NV in 1 st /3 rd . First seat favorable vul 0-7 HCP & 5+♦		
2♥	weak, 6♥ except 5/6♥ NV in 1 st /3 rd . First seat favorable vul 0-7 HCP & 5+♥		
2♠	weak, 6♠ except 5/6♠ NV in 1 st /3 rd . First seat favorable vul 0-7 HCP & 5+♠		
2NT	bal 20-22	3NT	5♠/6+♥, 10 - 13 HCP
other	Natural pre-empt. First seat favorable vul may be very light		

2. PRE-ALERTS

Transfer responses to 1♣	Light 1 level overcalls
Never open 1♦ with balanced 11-14	First seat FV many bids are light
Some transfers in competition	Lead low from 2 small

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Xs & XXs	Negative DBL thru	6♣
negative free bids at 2 level	Responsive DBL thru	6♠
Jump overcalls Preemptive	Unusual NT	2 lowest unshown suits
1NT overcall: (immediate) 15-18	(re-opening)	11-14
Immediate cue: (minor) Majors	(Major)	Other major + minor
Over: Weak Twos X = T/O + Lebensohl	Opening Threes X = T/O	
Opponent's transfers X=T/O of shown suit. Cue=natural or Michaels		
Opponent's 1NT X = values, 2♣ = ♥+other, 2♦ = ♠+other (usually minor), 2N = minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, F1	2♦ 5+♣, 8-11 HCP, no M	3♦
1♥ 4+♠, F1	2♥ 6♥, 3-7 HCP	3♥
1♠ 4+♦ or bal 5-10, F1	2♠ 6♠, 3-7 HCP	3♠
1NT bal 11-12	2NT bal, 13-14 HCP	3NT bal, 15-16 HCP
2♣ 4+♣, FG (see note)	3♣ pre-emptive	4♣
other 1♣ - 2♣ // 2♦ = bal 11-12 and cancel s game force		
1♦ 1♥ 4+♥, F1	2♥ 6♥, 3-7 HCP	3♥ ♥ splinter
1♠ 4+♠, F1	2♠ 6♠, 3-7 HCP	3♠ ♠ splinter
1NT 5-10 HCP	2NT bal, 11-12 HCP	3NT bal, 13-15 HCP
2♣ 4+♣, FG	3♣ 6♣, 10-12 HCP	4♣ ♣ splinter
2♦ limit raise+	3♦ pre-emptive	4♦
other 4M = to play		
1♥ 1♠ 4+♠, F1	2♥ 3+♥, 5-9 HCP	3♦ Limit raise, 4+♥
1NT 5-12 HCP semi-forcing	2♠ 6♠, 3-7 HCP	3♥ pre-emptive
2♣ 4+♣, FG	2NT Jacoby, 4+♥, FG	3♠ splinter raise (any suit)
2♦ 4+♦, FG	3♣ 5-9 4+♥ or 10-12 3♥	3NT ♠ void, 4+♥
other 4♣ & 4♦ splinter raise with void in bid suit 4♠=natural to play		
1♠ 1NT 7-14 HCP semi-forcing	2♠ 3+♠, 6-10 HCP	3♥ 6♥, 12-14, NF
2♣ 3+♣, FG	2NT Jacoby, 4+♠, FG	3♠ preemptive
2♦ 4+♦, FG	3♣ 6-10 4+♠ or 12-14 3♠	3NT splinter raise (any suit)
2♥ 5+♥, FG	3♦ Limit raise, 4+♠	4♣ ♣ void, 4+♠
other 4♦=♦ void, 4+♠s 4♥=natural to play		
1NT 3♣ 5 card stayman	3♠ 3♠, 4/5 minors	4♦ 6+♠
3♦ 5+♦/5+c, FG	3NT to play	4♥ to play
3♥ 3♥, 4/5 minors	4♣ 6+♥	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ +ve, 5+♥	3♣ +ve, 5+♣	3♠
2♠ +ve, 5+♠	3♦ +ve, 5+♦	3NT
other		
2♦ 2♥ relay	3♣ 5+♣, F1	3♠ 6+♠, sets suit
2♠ 5+♠, F1	3♦ preemptive	3NT to play
2NT 5+♥, F1	3♥ 6+♥, sets suit	4♣ Modified RKCB
other		

Notes

2♥ 2♠ relay	3♦ 5+♦, F1	3NT to play
2NT 5+♠, F1	3♥ preemptive	4♣ Modified RKCB
3♣ 5+♣, F1	3♠ 6+♠, sets suit	4♥ to play
other		
2♠ 2NT	3♥ 5+♥, F1	4♣ Modified RKCB
3♣ 5+♣, F1	3♠ preemptive	4♥ to play
3♦ 5+♦, F1	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ minor Stayman	4♦ 6+♠
3♦ 5+♥	3NT to play	4♥ 6+♣
3♥ 5+♠	4♣ 6+♥	4♠ 6+♦
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: features up the line

Defence to 3NT opening

Defence to Opening Twos X = take out + Lebensohl

Multi 2♦ X = bal 13-15 or strong, 2NT = 16-18

RCO style 2-s X = T/O

Other 2-s X = T/O of presumed weak suit or values

Defence (1♣) : X = ♥ + another, 1♦ = ♠ + minor, any NT = minors

to

strong (2♣) : X = ♥ + another, 2♦ = ♠ + minor, any NT = minors

1♣ / 2♣

Over 1NT Interference X = T/O, Rubensohl

Lebensohl - other uses

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

4♥ X = T/O, 4NT = minors

4♠ X = T/O, 4NT = 5+/5+

10. OTHER NOTES