

## 4. BASIC RESPONSES

Jump raises - minors	Inverted, 5+ ♣/♦, denies 4CM, <10 HCP
Jump raises - Majors	0-6 HCP, 4+ ♥/♠ support
Jump shifts after minor opening	2-6 HCP, 6+ of suit, to play
Jump shifts after Major opening	2-6 HCP, 6+ of suit, to play, except bergen see pre alerts
Responses to strong 2 suit open.	2♦ response to 2♣ is relay, waiting
Responses to 2NT opening	3♣, simple stayman, 3♦, 3♥ is xfer, 4♦, 4♥ is texas,- 6+ ♥/♠

## 5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Top of sequence	Top of sequence
Four or more with an honour	low - attitude	4th highest
From 4 small	Top	top
From 3 cards (no honour)	MUD	wouldnt unless p's suit
In partner's suit	count	count
<b>Discards</b>	O/E, O like, Esuit pref 1st only	O/E - O like, E is suit pref,
<b>Count</b>	Rev	Rev
<b>Signal</b> on partner's lead:	Low encourage	Low encourage
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	O/E is first discard, odd is like, E gives suit preference, 6 is I have rubbish and dont care	

## 6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	only after 1NT, 2NT openers
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 0314	Occasionally slam invite rarely used
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	if suit agreed - aces/voids up the line, no jump
Blackwood only if no suit agreed	

## 7. OTHER CONVENTIONS

NMF, Asks if 3 card support then	4SF, only at 2 level, not used in sequence of
4 of other major	1♣, 1D♦ 1♥, 1♠
Cue bids for controls	Jordan 2NT over x of major opener is limit raise

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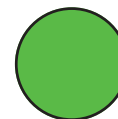
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	574007	Ralph Edwards
& Names:	587850	Jean Hydleman
Basic System:	2/1 Game Force with 12-14 NT opener	
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

1♣ 9-21+ HCP, 3+♣	1♥ 9-21 HCP, 5+♥
1♦ 9-21 HCP, 3+♦	1♠ 9-21 HCP, 5+♠
1NT 12-14 Balanced or Semi Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ stayman asking for 4 card major, could be junk stayman

2♦ Transfer ♥ 2♠ TRF ♣

2♥ TRF ♠ 2NT Invite 3NT

(Dbl) Lebensohl over interference other 3♣ is xfer to ♦

2♣ 22+ HCP, GF and/or 8 1/2 or more playing tricks
2♦ Weak, 5-10 HCP, 6+♦, 2NT resp asks feature, raise is invite, RONF
2♥ Weak, 5-10 HCP, 6♥, 2NT resp asks feature, raise is invite, RONF
2♠ Weak, 5-10 HCP, 6♠, 2NT resp asks feature, raise is invite, RONF1
2NT 19-21 HCP may have 5 card suit 3NT 7 card suit to AKQ, no outside A
other 4♣ resp to 3NT opener is pass or correct to play in the suit, 3 suit opener is 7, 4 is 8+

## 2. PRE-ALERTS

1♥/♠ opener - Bergen - 4 card support -	1NT resp to 1♥/♠, 5-12 HCP force by UPH
3♥/♠ 0-6 HCP, 3♣ 7-9 HCP, 3♦ 10-12 HCP	2 way rev drury
2NT, 13+ HCP, res 3 shortage, 4 2nd suit	Lead indicating X over alerted bids

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Balancing, Lead directing, Negative, XX is 10+ HCP	Negative DBL thru 3♠
Denying a fit	Responsive DBL thru
Jump overcalls 3-8 HCP, 6+ of suit	Unusual NT 2 lowest unbid at least 5/4
1NT overcall: (immediate) 15-18 with stop in op suit	(re-opening) 12-14 with stop
Immediate cue: (minor) both majors at least 5/4	(Major) other M + minor at least 5/4
<b>Over:</b> Weak Twos Natural - x is takeout	Opening Threes Natural - x is takeout
Opponent's transfers natural overcalls, 5+, X is lead indicating	
Opponent's 1NT 15+ - DONT, X= 1 suit, SPLASH, 2♠ < opener, X then 2♠ opener + with ♠	
Capp: X is penalty, 2♣ single suited, 2♦♥ & ♠ at least 4/4, 2♥, 2♠♥/♠ and ♣ or ♦	
at least 4/4	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 6+ HCP	2♦ 2-6 HCP, 6+♦	3♦
1♥ 4+, 6+ HCP	2♥ 2-6 HCP, 6+♥	3♥
1♠ 4+, 6+ HCP	2♠ 2-6 HCP, 6+♠	3♠
1NT 6-9, deny 4CM	2NT 10 - 12HCP,	3NT To play
2♣ 5+♣ deny 4CM	3♣ 5+♣, <10 HCP, < 4M	4♣
other		
1♦ 1♥ 4+, 6+ HCP	2♥ 2-6 HCP, 6+♥	3♥
1♠ 4+, 6+ HCP	2♠ 2-6 HCP, 6+♠	3♠
1NT 6-9, deny 4CM	2NT 10-12HCP, <4 ♥/♠	3NT to play
2♣ 4+ ♣, GF	3♣ 2-6 HCP, 6+♣	4♣
2♦ 5+♦, 10+HCP, <4 ♥/♠	3♦ 5+♦, <10 HCP, <4 ♥/♠	4♦
other		
1♥ 1♠ 4+, 6+ HCP	2♥ 7-9 HCP, 3♥	3♦ 4+♥, 10-12 HCP
1NT 5-12, F by UPH, <4♠	2♠ 2-6 HCP, 6+♠	3♥ 4+♥, 0-6 HCP
2♣ 4+♣, GF, < 4 ♥/♠	2NT 4+♥, 13+ HCP	3♠
2♦ 4+♦, GF, < 4 ♥/♠	3♣ 4+♥, 7-9 HCP	3NT To play
other 4♥ is weak, to play		
1♠ 1NT 5-12, F by UPH,	2♠ 7-9 HCP, 3♠	3♥ 2-6 HCP, 6+♥
2♣ 4+♣, GF,	2NT 4+♠, 13+ HCP	3♠ 4+♠, 0-6 HCP
2♦ 4+♦, GF,	3♣ 4+♠, 7-9 HCP	3NT To play
2♥ 5+♥, GF	3♦ 4+♠, 10-12HCP	4♣
other 4♠ is weak to play		
1NT 3♣ Xfer to ♦	3♠ N/A	4♦ N/A
3♦ N/A	3NT To play	4♥ N/A
3♥ N/A	4♣ Gerber	4♠ N/A
other		
2♣ 2♦ Waiting force 1 round	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other		
2♦ 2♥ 5+ ♥, 15+ HCP, force	3♣ 5+ ♣, 15+ HCP, force	3♠ N/A
2♠ 5+ ♠ 15+ HCP, force	3♦ 3+♦, invite	3NT To play
2NT Ask feature, forcing	3♥ N/A	4♣ N/A
other Weak 2s are good suit in seats 1 and 2		

Notes

2♥ 2♠ 5+ ♠ 15+ HCP, force	3♦ 5+ ♦ 15+ HCP, force	3NT To play
2NT Ask feature, forcing	3♥ 3+♥, invite	4♣ N/A
3♣ 5+ ♣ 15+ HCP, force	3♠ N/A	4♥ To play
other Weak 2s are good suit in seats 1 and 2		
2♠ 2NT Ask feature, forcing	3♥ 5+ ♥ 15+ HCP, force	4♣ N/A
3♣ 5+ ♣ 15+ HCP, force	3♠ 3+ ♠, invite	4♥ N/A
3♦ 5+ ♦ 15+ HCP, force	3NT To play	4♠ To play
other Weak 2s are good suit in seats 1 and 2		
2NT 3♣ Stayman asks 4+ ♥/♠	3♠ N/A	4♦ Xfer, 6+♥
3♦ Xfer	3NT To play	4♥ Xfer, 6+♠
3♥ Xfer, 5+♠	4♣ Gerber	4♠ N/A
other No Xfer to minors in response to 2NT opener		

## 9. CONVENTIONS

**Unusual NT:** Two lowest unbid at least 5/4

**4th Suit Forcing** One round  12+ HCP, asks 3 card in M, 4 other M, stop Game force

**NT Checkback**  Priorities: N/A

**Defence to 3NT opening** Natural overcall

**Defence to Opening Twos** X is takeout, suit is natural overcall

Multi 2♦ Natural overcall, lead indicating X

RCO style 2-s Natural overcall

Other 2-s Natural overcall

**Defence** Natural overcall

to

**strong** Natural overcall, X is lead indicating

1♣/2♣ Natural overcall

**Over 1NT Interference** Lebensohl, 2NT forces 3C, 3 level bid is forcing,

**Lebensohl - other uses** 2 level is to play, cue of ops suit asks 4 card suit

**Take out of 4 level pre-empts** 4♣/4♦ X is takeout, overcall is to play

4♥ 4NT is minors, overcall is to play 4♠ 4NT is minors, overcall is to play

## 10. OTHER NOTES

Fast arrival, will go slow if strong

lead of ops 1st bid genuine suit is normally a singleton

weak 2s and 3s in seats 1 and 2 normally promise 2 of top 3 or 3 of top 5

Cue of ops bid is always forcing

Doubles - if correct partner response double is promising 18+ HCP, response to partner double, lowest possible is <8 HCP, jump response is 8-11 HCP, cue of ops suit is 12+ asks partner for their suit. Pass of P's X is conversion to penalty