

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 5-9 HCP 5 card support
Jump raises - Majors	Preempt	Other: 5-9 HCP 4 card support
Jump shifts after minor opening	2 level 5-9 6+ 3 level 6+ 9-11 HCP	
Jump shifts after Major opening	2 level 5-9 6+ 3 level 6+ 9-11 HCP	
Responses to strong 2 suit open.	2D = 0-3 or 8+ HCP 2H/2S = 4-7 HCP 4+	
Responses to 2NT opening	3C/3D = to play 3H/3S forcing 4C/4D minorwood 4H/4S/5C/5D to play	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Underlead	Underlead
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Low encourage	Low encourage
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	high-low = odd	
Notes	Underlead honour sequences (Except doubletons or partner's suit)	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Over 1NT opening only

Slam Notes

Cue Bids 1st or 2nd round control

Asking Bids

7. OTHER CONVENTIONS

Support Doubles (NOT Support Redoubles;	Inverted Minors
Opener's redouble shows 16+HCP)	Long Suit Trial Bids
Cue raises, weak raises in competition	Long Suit Trial Bids
near and distant cue in competition over opps	Jacoby 2NT
Unusual 2NT bid	

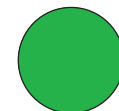
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	668699	Alexander Cook
& Names:	388361	Robin Ho
Basic System:	2/1 Game Force with Multi and Muiderberg Twos	
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♣ 12 - 21 HCP 3+ 1♥ 12 - 20 HCP 5+

1♦ 12 - 21 HCP 3+ 1♠ 12 - 20 HCP 5+

1NT 15-17 HCP may contain 5 card Major

1NT Responses	2♣ 5 card Major enquiry	Other:
2♦ Transfer to Hearts	2♠ Transfer to Clubs	
2♥ Transfer to Spades	2NT Transfer to Diamonds	
other		

2♣ 20-21 HCP or 24-25 HCP or unbalanced game force 21+ HCP

2♦ Weak 2 in a major or 22-23 balanced

2♥ 5-5 5-11 HCP hearts and a minor

2♠ 5-5 5-11 HCP spades and a minor

2NT 5-11 HCP 5-5 minors 3NT 8-10 playing tricks in undisclosed minor

other NAMYATS 4C /4D= 15-20 HCP 8.5-9.5 playing tricks with 6+ Hearts/spades

2. PRE-ALERTS

Inverted Major Suit Raises	Underlead honour sequences
1NT (X) 2 of any suit = natural	(Except doubletons or partner's suit)
1NT (X) XX = 7+HCP any	i.e. transfers off after any competition

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4D	Unusual NT	Both minors or Other Minor and a Major
1NT overcall - immediate	15-18HCP	Immediate cue of minor	5-11 HCP 5-5 majors
1NT overcall - re-opening	11-14 HCP	Immediate cue of Major	5-11 HCP other major and minor
Over weak twos	X = takeout; 2NT = 16-18 bal	Over opening threes	X = takeout
Over opponent's 1NT	Weak NT: X = penalty 2C = 11 + HCP single suiter 2D = majors 2NT = minors		
	2H = H and a minor 2S = S and a minor Strong NT: X = 11 + HCP single suited minor 2C = majors		
	2D = single suited major 2H = H + minor 2S = S and a minor 2NT = strong 2 suiter (3 loser hand)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+	2♦ 4-8 HCP 6+	3♦ 9-11 HCP 6+
1♥ 6+ HCP 4+	2♥ 4-8 HCP 6+	3♥ 9-11 HCP 6+
1♠ 6+ HCP 4+	2♠ 4-8 HCP 6+	3♠ 9-11 HCP 6+
1NT 6-9 HCP no 4 card major	2NT 10-12 HCP no 4CM	3NT 13-15 HCP 4333 shape
2♣ 10 + HCP 4+	3♣ 5-9 HCP Preemptive	4♣ 5-9 HCP Preemptive
other		
1♦ 1♥ 6+ HCP 4+	2♥ 4-8 HCP 6+	3♥ 9-11 HCP 6+
1♠ 6+ HCP 4+	2♠ 4-8 HCP 6+	3♠ 9-11 HCP 6+
1NT 6-9 HCP no 4 card major	2NT 10-12 HCP no 4CM	3NT 13-15 HCP 4333 shape
2♣ 4 + 12+ HCP	3♣ 9-11 HCP 6+	4♣
2♦ 10 + HCP 4+	3♦ 5-9 HCP Preemptive	4♦ 5-9 HCP Preemptive
other		
1♥ 1♠ 6+ HCP 4+	2♥ 10 - 12 HCP 3 card supp	3♦ 9-11 HCP 6+
1NT 5-12 HCP F1	2♠ 4-8 HCP 6+	3♥ 5-9 HCP 4+
2♣ 3+ 12 + HCP	2NT 12 + HCP 4+	3♠ Splinter
2♦ 4+ 12 + HCP	3♣ 9-11 HCP 6+	3NT 13-15 HCP 4333 shape
2♥ 5+ 12 + HCP	3♦ 9-11 HCP 6+	4♣ Splinter
other 1H:4D = splinter 1S:4C = splinter		
1♠ 1NT 5-12 HCP F1	2♠ 10 - 12 HCP 3 card supp	3♥ 9-11 HCP 6+
2♣ 3+ 12 + HCP	2NT 12 + HCP 4+	3♠ 5-9 HCP 4+
2♦ 4+ 12 + HCP	3♣ 9-11 HCP 6+	3NT 13-15 HCP 4333 shape
2♥ 5+ 12 + HCP	3♦ 9-11 HCP 6+	4♣ Splinter
other 1S:4D = splinter 1S:4H = splinter		
1NT 3♣ 12+ HCP 6+	3♠ 12+ HCP 6+	4♦
3♦ 12+ HCP 6+	3NT To Play	4♥ To Play
3♥ 12+ HCP 6+	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 0-3 or 8+ HCP	2NT 4-7HCP Minors	3♥ 6 + 4-7 HCP
2♥ 4 + 4-7 HCP	3♣ 5 + 4-7 HCP	3♠ 6+ 4-7 HCP
2♠ 4 + 4-7 HCP	3♦ 5 + 4-7 HCP	3NT 33-34/43 4-7 HCP
other 4 level 4-7 HCP 7 + suit		
2♦ 2♥ pass or correct	3♣ 5 + clubs 16+ HCP	3♠
2♠ pass or correct	3♦ 5 + diamonds 16+ HCP	3NT
2NT 15 + HCP	3♥ pass or correct	4♣
other		

Notes 3D:4C = minorwood for diamonds

3C 4D = minorwood for clubs

2♥ 2♠ 5+ 15+ HCP	3♦ 5 + diamonds 15 + HCP	3NT
2NT 15 + HCP	3♥ preemptive	4♣
3♣ pass or correct	3♠	4♥ To play
other		
2♠ 2NT 15 + HCP	3♥ 5 + hearts 15 + HCP	4♣
3♣ pass or correct	3♠ preemptive	4♥
3♦ 5 + diamonds 15 + HCP	3NT	4♠ To play
other		
2NT 3♣ To play	3♠ Natural 5+ 15+ HCP	4♦ Minorwood for diamonds
3♦ To play	3NT To play	4♥ To play
3♥ Natural 5+ 15+ HCP	4♣ Minorwood for clubs	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening

Defence to Opening Twos X = 16 + HCP 2NT = 16-18 balanced

Multi 2♦ Overall = 11-15 HCP 6 loser hand Jump Overcall = strong

RCO style 2-s

Other 2-s

Defence

to

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

♣

Over 1NT Interference

single level bid = natural non-forcing

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ X = Takeout

4♥ X = Takeout 4NT = 2-suiter

4♠ X = Penalty 4NT = 2-suiter

10. OTHER NOTES

1C/1D - 1H - 1S shows 5 clubs and 4 spades

1C - 1D-1NT could contain a 4 card major

1C/D-1H -1NT does not deny 4 spades

*1C/D :4C/D is more distributional than 1C/D:3C/D Responder will have a 6 card suit and/or void/ singleton

Redwood i.e. 1NT:2H 2S:3D 4D:4H = minorwood for diamonds

2NT (bid or rebid) 3S, 4C:4D = minorwood for clubs, 2NT: 3S, 4D:4H = minorwood for diamonds