

## 4. BASIC RESPONSES

Jump raises - minors	♣ 5-7 HCP 6+♣	♦ 4+♦ 6-9 HCP
Jump raises - Majors	4+ 0-6 HCP	
Jump shifts after minor opening	In majors natural 6+ 0-6HCP	
Jump shifts after Major opening	Conventional	
Responses to strong 2 suit open.	2♦ waiting 2♥=NF 2♠=NF 2NT=♣♦ slam int 3♣♦♥♠ 6+ slam int	
Responses to 2NT opening	Puppet	

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Over, interior 3rd, under unblock	
Four or more with an honour	3rd/Low	
From 4 small	3rd	
From 3 cards (no honour)	3rd	
In partner's suit	3rd/Low	
<b>Discards</b>	reverse present count	
<b>Count</b>	reverse present count	
<b>Signal</b> on partner's lead:	reverse present count	
<b>Signal</b> on declarer's lead:	reverse present count	
<b>Notes</b>	underlead to ask for an unblock	

## 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
<b>4NT:</b> Blackwood <input checked="" type="checkbox"/> RKCB 3041 two places to play	
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd	
Exclusion KC, Optional KC in minor	
5NT is choice of contract or GSF	

## 7. OTHER CONVENTIONS

optional key card in minor	exclusion key card
3NT non serious slam try	New minor forcing
P0D1 & P0R1	Blackout
Kokish	

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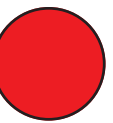
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	700223	Kim Frazer
& Names:	118494	Ron Cooper

Basic System: 2 over 1 with transfer responses to 1♣

Brown Sticker ☐ Classification: Green ☐ Blue ☐ Red ☒ Yellow ☐

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé ☐

1♣ 10+ HCP, 2+♣	1♥ 10-20 HCP 5+♥
1♦ 10+ HCP, 4+♦	1♠ 10-20 HCP 5+♠
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ 5 card suit and strength enquiry

2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦

(Dbl) RDBL=5+ ♣ or ♦, Pass forces RDBL other

2♣ Any game force or 20-21 HCP Balanced

2♦ Weak Major

2♥ 5+♥/5+(4 NV) minor

2♠ 5+♠/5+(4 NV) minor

2NT 20-22 BAL

3NT Good 7+ Major 4♣=trf to M 4♦=bid M

other

## 2. PRE-ALERTS

Transfer responses to 1♣

Responses to 1 minor 0+ HCP

Opening 1♣ with 5 ♦ in flat hands

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4♠
	Responsive DBL thru 4♠

Jump overcalls Weak	Unusual NT Lowest unshown suits
1NT overcall: (immediate) 15-18 BAL	(re-opening) 15-18 BAL
Immediate cue: (minor) 5+♠/5+ other	(Major) 5 OM/5 minor

**Over:** Weak Twos 2NT 15-18, T/O X leb. Opening Threes X=T/O

Opponent's transfers At 1 level X=Good, cue t/o, JumpCue Michaels. 2 level X=to, cue Michaels

Opponent's 1NT X = good hand, 2♣ = ♥+♠, 2♦=long major, 2M=5+M 4+m, 2NT= ♣+♦

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ TF to ♥ 0+HCP	2♦ 5+♣ invit+	3♦ 7+♦ suit 3-5 points
1♥ TF to ♠ 0+HCP	2♥ 6+♥ suit 0-5 points	3♥ 7+♥ suit 3-5 points
1♠ Balanced or ♣'s or ♦'s	2♠ 6+♠ suit 0-5 points	3♠ 7+♠ suit 3-5 points
1NT Flattish 10-12HCP	2NT 6+♣ 8-10 HCP	3NT BAL 12-15 HCP no 4M
2♣ 6+♦ 6-8 HCP, 5+♦ GF	3♣ 6+♣ 5-7 HCP	4♣ Optional KCB
other		
1♦ 1♥ 4+♥ 0+HCP	2♥ 6+♥ suit 0-5 points	3♥ splinter 10-12HCP
1♠ 4+♠ 0+HCP	2♠ 6+♠ suit 0-5 points	3♠ splinter 10-12HCP
1NT 6-10 HCP	2NT BAL no 4M invitational	3NT BAL 12-15 no 4M
2♣ 4+♣ GF	3♣ 6+♣ 9-11 HCP	4♣ splinter 10-12HCP
2♦ 4♦+ Invitational+	3♦ 4+♦ 6-9 HCP	4♦ Optional KCB
other		
1♥ 1♠ Nat	2♥ 8-10 HCP 3(4)♥	3♦ 4+♥ flat 9-11HCP
1NT nat up to 12HCP NF	2♠ 4+♥ not flat 7-9 HCP	3♥ 4+♥ 0-6HCP
2♣ 3♥ invit.,GF Flat or 5+♣	2NT 4+♥ GF	3♠ splinter 10-12, 4+♥
2♦ 5+♦ GF	3♣ 4+♥ flat 7-9HCP	3NT 12-15 HCP flat, 4+♥
other		
1♠ 1NT nat up to 12HCP NF	2♠ 8-10 HCP 3(4)♠	3♥ 4+♠ flat 9-11HCP
2♣ 3♠ invit.,GF Flat or 5+♣	2NT 4+♠ not flat 7-9 HCP	3♠ 4+♠ 0-6HCP
2♦ 5+♦ GF	3♣ 4+♠ GF	3NT 12-15 HCP flat, 4+♠
2♥ 5+♥ GF	3♦ 4+♠ flat 7-9HCP	4♣ splinter 10-12, 4+♠
other		
1NT 3♣ minors slam interest	3♠ 31(54) GF 8+HCP	4♦ ♠ next KCB or excl KC
3♦ minors no slam int	3NT play	4♥ play
3♥ 13(54) GF 8+HCP	4♣ ♥ next KCB or excl KC	4♠ play
other		
2♣ 2♦ waiting	2NT 5/5 minors slam int	3♥ 6+ slam int
2♥ to play opposite 20-21	3♣ 6+ slam int	3♠ 6+ slam int
2♠ to play opposite 20-21	3♦ 6+ slam int	3NT
other		
2♦ 2♥ play or correct	3♣ Not Forcing 6+♣	3♠ play or correct
2♠ play or correct	3♦ Not Forcing 6+♦	3NT play
2NT Strong enquiry	3♥ play or correct	4♣ Bid 4♦with♥, 4♥with♠
other	4♦ bid your major. See note 1	

**Notes** Note 1 regarding 2♦ opening

Over X P=5+♦, XX=my own suit bid step. Over 2♥♠3♣♦ X=PEN,3M P/C

responses to 2NT=3♣=min,3♦=intermediate ♥,3♥=intermediate♠,3♠=max♥,3NT=max♠

2♥ 2♠ Not Forcing 5+♠	3♦ P/C	3NT to play
2NT Strong enquiry	3♥ to play	4♣ P/C
3♣ P/C	3♠	4♥ to play
other 2NT=enq ans 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦		
2♠ 2NT Strong enquiry	3♥ Not Forcing 6+♥	4♣ P/C
3♣ P/C	3♠ to play	4♥ to play
3♦ P/C	3NT to play	4♠ to play
other 2NT=enq ans 3♣=bad with ♣, 3♦=bad with ♦, 3♥=good with ♣, 3♠=good with ♦		
2NT 3♣ Puppet	3♠ Minor stayman	4♦ Optional RKCB 6+♦
3♦ TF=>♥	3NT play	4♥ play
3♥ TF=>♠	4♣ Optional RKCB 6+♣	4♠ play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unshown suits

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

**NT Checkback** ☒ Priorities: 2♣ => weak ♦ or any invitational else TFR play or GF

**Defence to 3NT opening**

**Defence to Opening Twos** X=T/O

Multi 2♦ XXX=Cards/Take out/Penalties

RCO style 2-s XXX=Cards/Take out/Penalties

Other 2-s XXX=Cards/Take out/Penalties if no anchor suit

**Defence** (1♣) :X1♥♥♠ leadworthy suit  
to 1NT/2♣/♦ colour/rank/shape 4+3+ very aggressive 2♥+ 5+ preempt  
**strong** 2♣) : Aggressive overcalls and preempts. 2NT=any 5+5+  
1♣/2♣

**Over 1NT Interference** T/O X and lebensohl

**Lebensohl - other uses** Weak 2's

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

4♥ X 4NT 2 places to play 4♠ X 4NT 2 places to play

## 10. OTHER NOTES