

4. BASIC RESPONSES

Jump raises - minors	2-6 points, 4+ card support (5+ if ♣)
Jump raises - Majors	2-6 points, 4+ card support, distributional
Jump shifts after minor opening	Other minor = 8-10 raise; Major = Splinter
Jump shifts after Major opening	Splinter = 4+ support of M, singleton in suit bid, game force
Responses to strong 2 suit open.	Over 2♣: 2♦ = negative; Over 2♦: 2NT = forcing
Responses to 2NT opening	Puppet Stayman, transfers (also over 2♣ with 3NT rebid)

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	REO count (see green below)	
Count	REO (see green below)	
Signal on partner's lead:	Low encourage, REO count	
Signal on declarer's lead:	REO count, suit preference in trump suit	
Notes	REO count: odd number = odd card or high/low in even cards even number = even card or high/low in odd cards	
	Negative inferences in discards, McKenney signals where obvious	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?	Minorwood
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Unassuming cue bids	Jump cue raises
Competitive X in many situations	Jump splinter bids show voids
Splinter bids in many situations	

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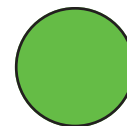
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	155489	Lyn Carter
& Names:	155470	Malcolm Carter
Basic System:	Modified 2 over 1	
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 <input type="checkbox"/>
1♣ 2+♣, 11+ points	1♥ 5+♥, 11+ points
1♦ 4+♦, 11+ points	1♠ 5+♠, 11+ points
1NT 15-18 HCP, balanced	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Extended Stayman - for shape and range 2♦ Transfer to ♥ 2♠ Transfer to ♣ 2♥ Transfer to ♠ 2NT Transfer to ♦ other Super-accepts are possible	
2♣ Game force in unspecified suit or 25+ HCP, balanced	
2♦ Weak 2 in ♥ or ♠, 6-10 points; any 4441, 17-19 points; or balanced 23-24 HCP	
2♥ 5♥, 4+ in minor, usually 5431 or better, 7-11 points	
2♠ 5♠, 4+ in minor, usually 5431 or better, 7-11 points	
2NT 21-22 HCP, balanced	3NT Gambling
other	

2. PRE-ALERTS

1NT response to 1 of suit is not forcing	Negative free bids up to 2♠ and over jumps
Transfer responses to 1♣	Gazzilli 2♣ after many 1♥/♠ openings
Inverted raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Variable
Responsive doubles through	3♠	Unusual NT	5+/5+ with at least one minor
1NT overcall - immediate	15-18 HCP, stop	Immediate cue of minor	5+/5+ in majors
1NT overcall - re-opening	10-12 HCP	Immediate cue of Major	5+/5+ in other M & one m
Over weak twos	X	Over opening threes	X
Over opponent's 1NT	Canape transfers; X = transfer to clubs; 2♣-2♦-2♥ = majors; 2NT = minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 6+ pts, transfer	2♦ 5+ ♣, 8-11 points	3♦ Splinter
1♥ 4+ ♠, 6+ pts, transfer	2♥ Splinter	3♥ Splinter, showing void
1♠ no major, 6+ points	2♠ Splinter	3♠ Splinter, showing void
1NT 13+ HCP, bal, GF	2NT 5+M, bal, 12+ HCP	3NT
2♣ 5+ ♣, 12+ points, GF	3♣ 5+ ♣, 2-6 points	4♣ Minorwood
other		
1♦ 1♥ 4+ ♥, 5+ points	2♥ Splinter	3♥ Splinter, showing void
1♠ 4+ ♠, 5+ points	2♠ Splinter	3♠ Splinter, showing void
1NT 7-9 points	2NT 5+M, bal, 12+ HCP	3NT Balanced 13-15 HCP
2♣ 5+ ♣, 12+ points	3♣ 5+ ♦, 8-11 points	4♣ Splinter
2♦ 4+ ♦, 12+ points, GF	3♦ 4+ ♦, 2-6 points	4♦ Minorwood
other		
1♥ 1♠ 4+ ♠, 5+ points	2♥ 3+ ♥, 7-9 points	3♦ Splinter
1NT 5-11 points	2♠ Splinter	3♥ 4+ ♥, 2-6 points
2♣ Gazzilli, 1 rd force	2NT 4+ ♥, 13-15 points	3♠ Splinter showing void
2♦ 5+ ♦, 12+ points	3♣ Splinter	3NT Bal, 13-15 HCP, 2♥
other 1♥-1NT-2♣ and 1♥-1♠-2♣ are Gazzilli sequences		
1♠ 1NT 5-11 points	2♠ 3+ ♠, 7-9 points	3♥ Splinter
2♣ Gazzilli, 1 rd force	2NT 4+ ♠, 13-15 points	3♠ 4+ ♠, 2-6 points
2♦ 5+ ♦, 12+ points	3♣ Splinter	3NT Bal, 13-15 HCP, 2♠
2♥ 5+ ♥, 12+ points	3♦ Splinter	4♣ Splinter showing void
other 1♠-1NT-2♣ is a Gazzilli sequence		
1NT 3♣ 6+ ♣, slam try	3♠ 6+ ♠, slam try	4♦ 6+ ♦, Minorwood
3♦ 6+ ♦, slam try	3NT To play	4♥ 6+ ♥, to play, weak
3♥ 6+ ♥, slam try	4♣ 6+ ♣, Minorwood	4♠ 6+ ♠, to play, weak
other		
2♣ 2♦ Denies 3 controls	2NT 10-12 HCP, 0-2 cntrls	3♥ HHxxxx, nothing else
2♥ 5+ ♥, 3+ controls	3♣ 5+ ♣, 3+ controls	3♠ HHxxxx, nothing else
2♠ 5+ ♠, 3+ controls	3♦ 5+ ♦, 3+ controls	3NT 7-9 HCP, 0-2 cntrls
other		
2♦ 2♥ Correctible	3♣ 6+ ♣, not forcing	3♠ Correctible
2♠ Correctible	3♦ 6+ ♦, not forcing	3NT To play
2NT Forcing enquiry	3♥ Correctible	4♣
other		

Notes 3NT after major suit agreement is mild slam try

2♥ 2♠ To play	3♦ Correctible	3NT To play, 16+ HCP
2NT Relay, seeking shape	3♥ To play	4♣ Correctible
3♣ Correctible	3♠ 6+ ♠, strong	4♥ To play
other		
2♠ 2NT Relay, seeking shape	3♥ 6+ ♥, strong	4♣ Correctible
3♣ Correctible	3♠ To play	4♥ To play
3♦ Correctible	3NT To play, 16+ HCP	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5♠, 4♥, forcing	4♦ 6+ ♦, Minorwood
3♦ Transfer to 3♥	3NT To play	4♥ 6+ ♥, to play
3♥ Transfer to 3♠	4♣ 6+ ♣, Minorwood	4♠ 6+ ♠, to play
other		

9. CONVENTIONS

Unusual NT: 2NT = 5+/5+ with at least one minor; also some 1NT bids

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: Show range and major suit features

Defence to 3NT opening X

Defence to Opening Twos X

Multi 2♦ X = overcall in ♦; bid of implied suit is take-out X of that suit; 2NT

RCO style 2-s X = overcall in that suit; bid of implied suit is take-out X of that suit; 2NT

Other 2-s X = overcall in that suit; bid of implied suit is take-out X of that suit; 2NT

Defence (1♣) : X - majors, 1NT = minirs (including over 1♣ - 1♦)

to Strength depends on vulnerability

strong (2♣) : X = shows that suit

1♣/2♣ Strength depends on vulnerability

Over 1NT Interference Over 2♣, X = Extended Stayman; 2NT = Lebensohl

Lebensohl - other uses After take-out X of weak 2 level openings and 1NT overcalls

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

4♥ X shows values 4♠ X shows values

10. OTHER NOTES