

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted, 6-9, Usually 5+ cards
Jump raises - Majors	Weak, 4-6, 4+ cards
Jump shifts after minor opening	Weak except 1♦-3♣: 10-11, 6+♣ & 1♣-2♦: 10-11, 6+♦
Jump shifts after Major opening	Symmetric with 4+M: 13+; 10-12; 10-12 (3M); FG Splinter; 4-6
Responses to strong 2 suit open.	2♦: Wait or Neg; Shift: Pos; 2NT: Pos, 5/5+ ♦&♣; 3♥/♠: Neg, 6+
Responses to 2NT opening	3♣: Muppet; 3♦/♥: Trf; 3♠: minor-stay; 4♣/♦: slammy; 4♥/♠: to play

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Sometimes Q from KQT
Four or more with an honour	4th highest	
From 4 small	2nd highest but top if touching	
From 3 cards (no honour)	Middle	
In partner's suit	as above, may lead H from Hxx	
<b>Discards</b>	Low Encourage, Count	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage, Count, SP	
<b>Signal</b> on declarer's lead:	SPIT and Count	Reverse Smith Echo then Count
<b>Notes</b>	Interior sequence leads, Present count is given, Attitude switches vs NT and Suit	
	We have many standard suit preference situations	
	Leads may be whatever looks good	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? Over flat hands
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	Multi-Cues i.e. 1st or 2nd round control (Ace/King.Void/Singleton)		
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

3SF, 4SF, DEPO, Cue-Raises,	New-School Jacoby, Reverse Drury,
Exclusion Blackwood, Exit Transfers,	Semi-forcing NT, Serious 3NT, Smolen,
Impossible 2♠, Inverted minors,	Splinters and Splinter Raises,
Jordan 2NT, Kickback, Leaping Michaels,	Texas Transfers, Transfer lebensohl,
Michaels, Muppet Stayman,	Trial Bids, Two-Way Checkback,
Unusual over Unusual,	
Xs: Support/Game-Try/ELCD/Snapdragon	

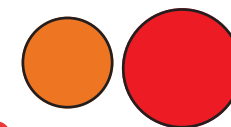
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	935220	Charles McMahon
& Names:	935212	John McMahon
Basic System:	2 over 1	
Brown Sticker	<input checked="" 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, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	11+, 2+♣, Nat or 12-14/18-19 Bal	1♥ 11+, 5+♥
1♦	11+, 4+♦, Un-Bal (Except 18-19 & 5♦)	1♠ 11+, 5+♠
1NT	15-17 Balanced/Semi-Balanced	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman, may have 0 HCP		
2♦	Transfer ♥	2♠ RP OR Weak ♦or♣ OR Strong ♦&♣
2♥	Transfer ♠	2NT FG, asks for 5♥or5♠ OR 4♦or4♣
other 3x: Slam Interest, 4♣: Gerber, 4♦/♥: Texas Transfer, 4NT: Quantitative		
2♣	Unbalanced FG OR Balanced/Semi-Balanced 20-21 or 24+	
2♦	Weak, 5/5+, At least one Major	
2♥	Weak, 6-10, ♥	
2♠	Weak, 6-10, ♠	
2NT	22-23 Balanced/Semi-Balanced	3NT Specific Ace Ask
other	Natural generally adhering to Rule of 2 & 3, may be looser in 3rd seat	

#### 2. PRE-ALERTS

Light openings in 3rd seat, 2♦ Opening	Symmetric Major Raises
Transfers after 1♣, Rubens Advances	Low/Middle/High Theme
Transfer responses after 1♥/♠-(X)	Fit-Showing Jumps in competition

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak, Wide ranging opposite passed partner
Responsive doubles through	4♦	Unusual NT	♦&♣ or Other m&M, 5/5+, 6-10 or 16+
1NT overcall - immediate	15-18, stopper	Immediate cue of minor	♠&♥, 5/5+, 6-10 or 16+
1NT overcall - re-opening	Shifting (12-14/16)	Immediate cue of Major	Other M&m, 5/5+, 6-10 or 16+
Over weak twos	X: T/O, Leaping Michaels	Over opening threes	X: T/O, Leaping Michaels
Over opponent's 1NT	Multi-Landy against any strength		
X: Penalties; 2♣: ♠&♥, 5/4+; 2♦: ♠ or ♥, 5+;			
2♥: ♥/m, 5/4+; 2♠: ♠/m, 5/4+; 2NT: ♦&♣, 5/5+			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♥(Can be weak)	2♦ Invite, 6+♦	3♦ 16-18, 5+♣, 0 or 1♦
1♥ 6+, 4+♠(Can be weak)	2♥ 4-7, 6+♥	3♥ 16-18, 5+♣, 0 or 1♥
1♠ ♦GF/No M/RightSide	2♠ 4-7, 6+♠	3♠ 16-18, 5+♣, 0 or 1♠
1NT Invite, Bal	2NT 16+, Bal	3NT 13-15, Bal
2♣ 10+, 4+♣, Inverted	3♣ 6-9, 5+♣, Inverted	4♣ To play
other If Clubs agreed: 4♦ is Kickback (RKCB 1430) & 4NT: Exclusion in ♦		
1♦ 1♥ 6+, 4+♥	2♥ 4-7, 6+♥	3♥ 16-18, 5+♦, 0 or 1♣
1♠ 6+, 4+♠	2♠ 4-7, 6+♠	3♠ 16-18, 5+♦, 0 or 1♥
1NT 6-12, Semi-forcing	2NT 16+, Bal	3NT 13-15, Bal
2♣ FG, 4+♣	3♣ Invite, 6+♣	4♣ 16-18, 5+♦, 0 or 1♠
2♦ 10+, 4+♦, Inverted	3♦ 6-9, 4+♦, Inverted	4♦ To play
other If Diamonds agreed: 4♥ is Kickback (RKCB 1430) & 4NT: Exclusion in ♥		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ FG, 4+♥, 1♠or♦or♣
1NT 6-12, Semi-forcing	2♠ Jacoby, 4+♥	3♥ 4-6, 4+♥
2♣ FG Nat or Bal	2NT 10-12, 4♥	3♠ FG, 4+♥, ♣ Void
2♦ FG, 5+♦	3♣ 10-12, 3♥	3NT FG, 4+♥, ♦ Void
other If ♥'s: 4♠ is Kickback (RKCB 1430) & 4NT: Exclusion in ♠; 4♣: ♠ Void Splitter		
1♠ 1NT 6-12, Semi-forcing	2♠ 6-9, 3♠	3♥ FG, 4+♠, 1♥or♦or♣
2♣ FG Nat/Bal	2NT Jacoby, 4+♠	3♠ 4-6, 4+♠
2♦ FG, 5+♦	3♣ 10-12, 4♠	3NT FG, 4+♠, ♣ Void
2♥ FG, 5+♥	3♦ 10-12, 3♠	4♣ FG, 4+♠, ♦ Void
other If ♠'s: Normal RKCB 1430 and Exclusion asks at 5-level; 4♦ is ♥ Void Splitter		
1NT 3♣ Slammy: 6+♣	3♠ Slammy: 6+♠	4♦ 6+♥, To play in 4♥
3♦ Slammy: 6+♦	3NT To play	4♥ 6+♠, To play in 4♠
3♥ Slammy: 6+♥	4♣ Gerber	4♠ 6+♣, To play in 5♣
other 4NT: Quantitative; 5♣: 6+♦; Gerber is on after 2♣/♦/♥/♠ response to 1NT		
2♣ 2♦ Waiting or 0-4HCP	2NT 5+HCP, 5/5+ ♦&♣	3♥ 0-4HCP, 6+♥
2♥ 5+HCP, 5+♥	3♣ 5+HCP, 6+♣	3♠ 0-4HCP, 6+♠
2♠ 5+HCP, 5+♠	3♦ 5+HCP, 6+♦	3NT Doesn't exist
other Fast Arrival applies		
2♦ 2♥ Pass/Correct 2+♥	3♣ Play in 3♦ or slam try	3♠ Pass/Correct Pre-empt
2♠ Pass/Correct 3+♠	3♦ Invite both Majors	3NT To play
2NT Forcing Inquiry	3♥ Pass/Correct Pre-empt	4♣ Trf me to best Major
other Pass: Doesn't promise Diamonds; 4♦: Bid your best Major; 4♥/♠/5♣/♦: To play		

**Notes** A passed-hand 2 over 1 response typically shows a 5-card suit and 9-11. In response to 3rd seat 1♥/1♠, 2♣ is Reverse Drury (10+ pts, 3+ support). Then by opener: 2M fewer than opening points; 2♦ is opening points; Other is a trial bid

2♥ 2♠ Forcing Inquiry	3♦ 1RF, 5+♦	3NT Slammy, ♣ splinter
2NT 1RF, 5+♠	3♥ To play	4♣ Slammy, ♦ splinter
3♣ 1RF, 5+♣	3♠ RKCB 1430	4♥ To play
other 4♦: ♠ Splitter; 4♠: To play; After 2♥-2♠ Top honour and Shape inquiries		
2♠ 2NT Forcing Inquiry	3♥ 1RF, 5+♥	4♣ Slammy, ♣ splinter
3♣ 1RF, 5+♣	3♠ To play	4♥ Slammy, ♥ splinter
3♦ 1RF, 5+♦	3NT RKCB 1430	4♠ To play
other 4♦: Slammy, ♦ splinter; After 2♠-2NT Top honour and Shape inquiries		
2NT 3♣ Muppet Stayman	3♠ minor-suit stayman	4♦ Slammy: 6+♦
3♦ 5+♥	3NT To play	4♥ To play
3♥ 5+♠	4♣ Slammy: 6+♣	4♠ To play
other 5♣/♦: To play; 4NT: Quantitative, Gerber is on after any Muppet Response		

## 9. CONVENTIONS

**Unusual NT:** ♦&♣ or Other minor & Major(Unspecified), 5/5+, 6-10 or 16+

**4th Suit Forcing** One round  Not on after 3 bids at the 1-level Game force

**NT Checkback**  Priorities: Up the line

**Defence to 3NT opening** X: Pen; 4♣: Majors with better ♥; 4♦: Majors with better ♠

**Defence to Opening Twos** X: T/O with T-lebensohl; 2NT: 15-18; Leaping Michaels

Multi 2♦ X:16/12+ with T-lebensohl; 2NT: 15-18; Leaping Michaels; 3♥/♠: GF

RCO style 2-s XXX: Values, Take-out, Penalties

Other 2-s Locate anchor suit and treat as weak 2. See 'Defence to Opening Twos'

<b>Defence</b>	1♣: Multi-Landy X: ♠&♥, 4/4+; 1♦: ♠ or ♥, 5+; 1♥: ♥/m, 4/4+;
<b>to</b>	1♠: ♠/m, 4/4+; 1NT: ♦&♣, 4/4+; 1st Pass: Strong or Nothing to say
<b>strong</b>	2♣: Multi-Landy X: ♠&♥, 5/5+; 2♦: ♠ or ♥, 6+; 2♥: ♥/m, 5/5+;
<b>♣</b>	2♠: ♠/m, 5/5+; 2NT: ♦&♣, 5/5+;

**Over 1NT Interference** Modified Transfer lebensohl

**Lebensohl - other uses** Weak 2s/weak jumps/2♣ Interference/(1M)-P/X-(2M)

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

4♥ X: T/O; 4♠: ♠; 4NT: ♦♣ 4♠ X: T/O; 4NT: 2-Suited T/O

## 10. OTHER NOTES

2 over 1 is 100% Forcing to Game in response to a 1st or 2nd seat opening. Opener's rebids are natural, although extra is needed(Shape or Values), to raise responder's minor directly or to make a high reverse e.g. 1♠-2♦-3♣. Opener's jump-rebid shows a solid 7+ suit while the double-jump rebid shows a broken 8+ suit. At responder's rebid, 2NT is usually temporising, waiting to hear more about opener's hand. Opener may show a 3-card suit at their re-rebid. Jump-shifts into new suits are splinters. Fast arrival applies to both opener and responder when a fit is found. Multi-Cues up the line may be used.