

4. BASIC RESPONSES

Jump raises - minors	Inverted (GF over 1♣, invite+ over 1♦)
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Minor jumps = inv ♣, major jumps nat weak at 2 lvl, splinter 3 lvl
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2♦ = waiting, others natural at least 2.5/top 4 honours in suit
Responses to 2NT opening	3♣ = simple stayman and smolen, transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead/interior sequence	
Four or more with an honour	4ths	
From 4 small	2nds	
From 3 cards (no honour)	MUD	
In partner's suit	Low if unsupported	
Discards	Reverse attitude	
Count	Reverse original	
Signal on partner's lead:	Reverse attitude	
Signal on declarer's lead:	Reverse count	
Notes A/Q= att and K= count in 5+ level contracts, or after preempts		
Occasional McKenny where appropriate (e.g. singleton in dummy)		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd round controls

7. OTHER CONVENTIONS

Jacoby 2NT	4 way Texas transfers
Bergen Raises	Rubinsohl
Blackout	3 way checkback
Smolen	2NT shortage ask after 2x
Splinters	4th suit GF

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 493708 Ann Paton
& Names: 949736 Lakshmi Sunderasan

Basic System: 2/1 Game Forcing

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 2+, ♣, (10)11+ HCP 1♥ 5+ ♥, (10)11+ HCP

1♦ 4+ ♦, (10)11+ HCP 1♠ 5+ ♠, (10)11+ HCP

1NT (14)15-17 HCP, semi-bal/bal may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer ♥ 2♠ Range ask or transfer ♣

2♥ Transfer ♠ 2NT Transfer ♦

(Dbl) Some system on after x other see overleaf

2♣ Game forcing, 20+ unbal or 23+ bal

2♦ Preempt ♦

2♥ Preempt ♥

2♠ Preempt ♠

2NT 20-22 balanced

3NT Gambling 1st/2nd, to play 3rd/4th

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Take-out Negative DBL thru 4♥

Support x and xx to 2M Responsive DBL thru 4♥

Jump overcalls Weak Unusual NT Lowest unbid suits

1NT overcall: (immediate) 15-18 bal (re-opening) 11-14 bal

Immediate cue: (minor) Michaels (Major) Michaels

Over: Weak Twos x=t/o, other suits nat Opening Threes x=t/o, other suits nat

Opponent's transfers x= t/o, bidding transfer suit natural

Opponent's 1NT x = pen, 2♣ = majors, 2NT = minors, other suits natural

Bids constructive over weak NT, destructive over strong NT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 5+♣, 10-12 HCP	3♦ ♦ splinter, GF
1♥ 4+♥	2♥ 6+♥, 3-5 HCP	3♥ ♥ splinter, GF
1♠ 4+♠	2♠ 6+♠, 3-5 HCP	3♠ ♠ splinter, GF
1NT 6-9 bal, no 4cM	2NT 10-12 HCP bal	3NT 13-15 bal
2♣ 5+♣, 12+ HCP	3♣ 5+♣, (0)6-9 HCP	4♣ 5+♣, S/T
other		
1♦ 1♥ 4+♥	2♥ 6+♥, 3-5 HCP	3♥ ♥ splinter, GF
1♠ 4+♠	2♠ 6+♠, 3-5 HCP	3♠ ♠ splinter, GF
1NT 6-9 bal, no 4cM	2NT 10-12 HCP bal	3NT 13-15 bal
2♣ 5+♣, GF	3♣ 5+♣, 10-12 HCP	4♣ ♣ splinter, GF
2♦ 4+♦, 10+ HCP	3♦ 4+♦, 7-10 HCP	4♦ 5+♣, S/T
other		
1♥ 1♠ 4+♠	2♥ 3♥, 6-9 HCP	3♦ 4+♥, 10-12 HCP
1NT 6-9 HCP, no 4c♠	2♠ 3♥, 10-12 HCP	3♥ 4+♥, 0-5 HCP
2♣ 4+♣, GF	2NT 4+♥, 12+ HCP	3♠ ♠ splinter
2♦ 5+♦, GF	3♣ 4+♥, 6-9 HCP	3NT 12-15, 3♥ bal (4333)
other		
1♠ 1NT 6-9 HCP	2♠ 3♠, 6-9 HCP	3♥ 3♠, 10-12 HCP
2♣ 4+♣, GF	2NT 4+♠, 12+ HCP	3♠ 4+♠, 0-5 HCP
2♦ 5+♦, GF	3♣ 4+♠, 6-9 HCP	3NT 12-15, 3♥ bal (4333)
2♥ 5+♥, GF	3♦ 4+♠, 10-12 HCP	4♣ ♣ splinter
other	4♥ = to play	
1NT 3♣ 5 card Stayman	3♠ 31(54) short ♠	4♦ 6+♠
3♦ Minor suit Stayman	3NT To play	4♥ 6+♣
3♥ 31(54) short ♥	4♣ 6+♥	4♠ 6+♦
other		
2♣ 2♦ Waiting	2NT Doesn't exist	3♥ Doesn't exist
2♥ 5+♥, strong suit	3♣ 6+♣, strong suit	3♠ Doesn't exist
2♠ 5+♠, strong suit	3♦ 6+♦, strong suit	3NT Doesn't exist
other		
2♦ 2♥ 5+♥, forcing vul	3♣ 5+♣, forcing vul	3♠ 5+♠, GF
2♠ 5+♠, forcing vul	3♦ 3+♦, up to invitational	3NT To play
2NT Shortage enquiry	3♥ 5+♥, GF	4♣ 5+♣, GF
other		

Notes

2♥ 2♠ 5+♠, forcing vul	3♦ 5+♦, forcing vul	3NT To play
2NT Shortage enquiry	3♥ 3+♥, up to invitational	4♣ 5+♣, GF
3♣ 5+♣, forcing vul	3♠ 5+♠, GF	4♥ To play
other		
2♠ 2NT Shortage enquiry	3♥ 5+♥ forcing vul	4♣ 5+♣, GF
3♣ 5+♣, forcing vul	3♠ 3+♥, up to invitational	4♥ To play
3♦ 5+♦, forcing vul	3NT To play	4♠ To play
other		
2NT 3♣ Simple Stayman	3♠ Minor suit Stayman	4♦ 6+♠
3♦ 5+♥	3NT To play	4♥ 6+♣
3♥ 5+♠	4♣ 6+♥	4♠ 6+♦
other	4NT = quant	

9. CONVENTIONS

Unusual NT: Lowest unbid suits, any HCP range

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening 4 way transfers up the line

Defence to Opening Twos x = t/o, other bids naturals, 2NT = 15-18

Multi 2♦ 2NT = 15-18, x of 2♦ = values, x of 2♥/2♠ = t/o of suit

RCO style 2-s First x values, next x = t/o

Other 2-s x = t/o if any anchor suit bid, else first x = values

Defence (1♣): x = majors, 1NT = minors, strong hands pass and bid later

to

strong (2♣): Bids natural, x = t/o

1♣/2♣

Over 1NT Interference Rubinsohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x=T/O

4♥ x=T/O

4♠ Values

10. OTHER NOTES
