

4. BASIC RESPONSES

Jump raises - minors	6-9
Jump raises - Majors	6-9
Jump shifts after minor opening	3-6 HCP at 2 level; 9-11 HCP at 3 level - 6 card suit
Jump shifts after Major opening	3-6 at 2 level; 9-11 at 3 level - 6 card suit
Responses to strong 2 suit open.	2♦=Waiting, 2♥=ART NEG, others 2+ of AKQ, 5+ cards (2N=♥)
Responses to 2NT opening	3♣=Puppet STAY, 3♦/♥=TRF, 3♠=minor STAY

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	3rd / low	4th
From 4 small	3rd / low	2nd
From 3 cards (no honour)	3rd	2nd
In partner's suit	Same	Same
Discards	Odd=Enc, Even=SP	
Count	HiLo=Odd	
Signal on partner's lead:	Low=Enc	
Signal on declarer's lead:	Reverse Count	
Notes	Remaining count is reverse original. Trump signals are SP.	

6. SLAM CONVENTIONS

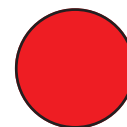
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430	4♣ Gerber	<input type="checkbox"/>	when?
Slam Notes	Kickback for all suits, exclusion when jump, spiral scan				
Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd, non-serious 3NT, last train			
Asking Bids	<input type="checkbox"/>				

7. OTHER CONVENTIONS

2 way Checkback over 1X-1Y-1Z	After MAJ TRF Step is Super Accept MAX
2♣ Drury by PH	3MAJ is Super Accept MIN
Semi Forcing 1NT response to 1MAJ	Accept m TRF = max or Super Accept
... 2♠=Any Invite or 2MAJ rebid	Third suit Forcing after 1m-1X-2m
... 2MAJ=5+MAJ & 4+♣ < INV	Transfers after opponent's TOX
www.abf.com.au	Transfers after 1m - (1 red suit) up to 1♠
PDF Form Rev. 17K21 by RoL	Kokish game tries after 1M-2M and similar
MyRev. 1.00	2♥ Kokish after 2♣-2♦ 1m-(1N)-2♣=majors
Copyright © ABF 2017	Maximal X when no space



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	161871	Hugh GROSVENOR
& Names:	474924	Tania LLOYD
Basic System:	2/1 Game Force (Transfer responses to 1♣ opening)	
Brown Sticker	<input 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♣	10+ HCP, 1+♣	1♥	10+ HCP, 5+♥
1♦	10+ HCP, 1+♦	1♠	10+ HCP, 5+♠
1NT (14)15-17 HCP (May have singleton)		may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman			
2♦ TRF to ♥		2♠ Range enquiry or TRF to ♣	
2♥ TRF to ♠		2NT TRF to ♦	
other 3♣=Puppet STAY			
2♣ Game Force or 22+ BAL			
2♦ 6-9 HCP, 5(NV) or 6 cards in ♥ or ♠			
2♥ 8-11 HCP, 5♥			
2♠ 8-11 HCP, 5♠			
2NT 20-21 BAL		3NT 6+/5+ MAJ 8-12	
other			

2. PRE-ALERTS

Transfers after opponent's TOX	11-14 BAL or 4-4-4-1 open 1♣
Transfers after 1♣/♦ - 1♦/1♥ overcall	18-19 BAL or 4-4-1-4 open 1♦
Transfers by advancer when we overcall	NT openings and rebids may have 1ton

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	ALL	Jump overcalls	Weak
Responsive doubles through	ALL	Unusual NT	Lower unbid suits 5+5+
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	MAJ 5+5+
1NT overcall - re-opening	15-18 BAL	Immediate cue of Major	OMAJ & min 5+5+
Over weak twos	X=TO, Leaping Michaels	Over opening threes	X=TO, Non-leaping Michaels
Over opponent's 1NT	Strong: 2♣=♥&♠, 2♦=5+♥ or ♠, 2♥=5+♥ & 4+m, 2♠=5+♠ & 4+m		
2NT=minors, X=5+ min & 4 MAJ, Over Weak NT (16 not in range) same except:			
X=PEN, 2♦=15+ one MAJ, 2M=NAT < 15			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 6+♦, 8-10	3♦ SPL
1♥ 4+♠	2♥ 6+♥, 8-10	3♥ SPL
1♠ 6+, various see below	2♠ 6+♠, 8-10	3♠ SPL
1NT 11-12 no 4M	2NT 5+♣, 5+♦, 6-9	3NT 13-15 BAL
2♣ 5+♣, 10+ HCP	3♣ 5+♣, 6-9	4♣ PRE
other		
1♦ 1♥ (3)4+♥ (3 only if 0-5)	2♥ 6+♥, 0-5	3♥ SPL
1♠ (3)4+♠ (3 only if 0-5)	2♠ 6+♠, 0-5	3♠ SPL
1NT 6-10	2NT 11-12 BAL	3NT 13-15 BAL
2♣ 4+♣ GF	3♣ 6+♣, 9-11	4♣ SPL
2♦ 4+♦, 10+ HCP	3♦ 5+♦, 6-9	4♦ PRE
other		
1♥ 1♠ 4+♠	2♥ 5-10, 3♥	3♦ 9-11, 6+♦
1NT < GF, <3♥	2♠ 8-10, 6+♠	3♥ 6-9, 4+♥
2♣ LR+3♥ or GF♣ or BAL	2NT 10+, 4+♥	3♠ 10-12, 4+♥, SING Any
2♦ 5+♦ GF	3♣ 9-11, 6+♣	3NT 10-12, 4+♥, void ♠
other 4♣=10-12, 4+♥, void ♣; 4♦=10-12, 4+♥, void ♦		
1♠ 1NT <GF, <3♠	2♠ 5-10, 3♠	3♥ 9-11, 6+♥
2♣ LR+3♠ or GF♣ or BAL	2NT 10+, 4♠, shortage	3♠ 6-9, 4+♠
2♦ 5+♦ GF	3♣ 9-11, 6+♣	3NT 10-12, 4+♠, SING Any
2♥ 5+♥ GF	3♦ 9-11, 6+♦	4♣ 10-12, 4+♠, void ♣
other 4♦=10-12, 4+♠, void ♦; 4♥=10-12, 4+♠, void ♥		
1NT 3♣ Puppet STAY	3♠ 3-1-(54)	4♦ TRF to ♠
3♦ GF 5-5 minors	3NT To play	4♥ To PLAY
3♥ GF 1-3-(54)	4♣ TRF to ♥	4♠ To PLAY
other 5♣=Ace Ask (1430)		
2♣ 2♦ ART Waiting	2NT 5+♥, 2+ of AKQ	3♥
2♥ ART NEG no A/K/2Q	3♣ 5+♣, 2+ of AKQ	3♠
2♠ 5+♠, 2+ of AKQ	3♦ 5+♦, 2+ of AKQ	3NT
other		
2♦ 2♥ Pass/Correct	3♣ NAT NF	3♠ Pass/Correct
2♠ Pass/Correct	3♦ NAT NF	3NT To play
2NT INV+ enquiry	3♥ Pass/Correct	4♣ TRF me to your MAJ
other 4♦=bid your MAJ		

Notes 1♣-1♠=6-10 no 4M, 13+ no 4M, most hands with ♦ including GF with 4M&5+♦

2♥ 2♠ NAT NF	3♦ NAT NF	3NT To play
2NT INV+ enquiry	3♥ Non-Invite	4♣ NAT F
3♣ NAT NF	3♠ NAT F	4♥ To play
other 4♦=NAT F; 4♠=kickback		
2♠ 2NT INV+ enquiry	3♥ NAT NF	4♣ NAT F
3♣ NAT NF	3♠ Non-invite	4♥ NAT
3♦ NAT NF	3NT To play	4♠ To play
other 4♦=NAT F; 4NT=kickback		
2NT 3♣ Puppet STAY	3♠ Minor suit STAY	4♦ ♠ slam try
3♦ TRF to ♥	3NT To play	4♥ ♣ slam try
3♥ TRF to ♠	4♣ ♥ slam try	4♠ ♦ slam try
other		

9. CONVENTIONS

Unusual NT: 5-5 lower unbid suits any range

4th Suit Forcing One round ☐ 2♦ replace 4SF in all 1X-1Y-1Z Game force ☒

NT Checkback ☒ Priorities: 2♣ forces 2♦ for invite, 2♦=GF bid features up line

Defence to 3NT opening 4♣=Both MAJ

Defence to Opening Twos X=TO, 2NT=15-18 BAL, 4m=5-5 m+OM (♥ if no MAJ known)

Multi 2♦ X=13-15 BAL or STR. 2NT=15-18 BAL, 4m=5-5 m+♥

RCO style 2-s X=15+, 2NT=15-18 BAL, 4m=5-5 m+♥

Other 2-s Same principles

Defence (1♣) : X=♦ or ♥&♠, 1♦=♥ or ♠&♣, 1♥=♠ or ♣&♦, 1♠=♣ or ♦&♥
to 1NT=♣&♥ or ♦&♠ Higher bids show same hands with more distribution
strong (2♣) : As Above
1♣/2♣

Over 1NT Interference Lebensohl (INV+ transfer bids at 3 level). SYS ON over X & 2♣

Lebensohl - other uses we play scramblesohl over TOX of 2 MAJ

Take out of 4 level pre-empts 4♣/4♦ X=TO
 4♥ X=TO 4♠ X=TO

10. OTHER NOTES

All point ranges are indicative.

We do not generally pass 1♦ opening so 1M response may be 0-5 with 3+ cards

TRF advances any time we overcall from cuebid up to single raise