

## 4. BASIC RESPONSES

Jump raises - minors	6-9
Jump raises - Majors	6-9
Jump shifts after minor opening	0-6 at 2 level 9-11 at 3 level 6+ card suit
Jump shifts after Major opening	0-6 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♣=STAY, 3♦/♥=TRF, 3♠=minor STAY

## 5. PLAY CONVENTIONS Show priorities

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

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? Over NT only
<b>Slam Notes</b>	Kickback for all suits, exclusion, Minorwood, 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 = 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

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Transfers after 1m - (1 red suit) up to 1♠

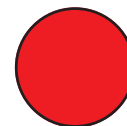
Kokish game tries after 1M-2M and similar

2♥ Kokish after 2♣-2♦ 1m-(1N)-2♣=majors

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

1♣ 10+ HCP, 1+♣	1♥ 10+ HCP, 5+♥
1♦ 10+ HCP, 1+♦	1♠ 10+ HCP, 5+♠
<b>1NT</b> (14)15-17 HCP (May have singleton)	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b> 2♣ Simple Stayman	
2♦ TRF to ♥	2♠ Range ENQ or TRF to ♣
2♥ TRF to ♠	2NT TRF to ♦
other	

2♣ Game Force or 22+ BAL	
2♦ 6-9, 5(NV) or 6 cards	4th Seat: 10-12, 6 cards
2♥ 6-9, 5(NV) or 6 cards	4th Seat: 10-12, 6 cards
2♠ 6-9, 5(NV) or 6 cards	4th Seat: 10-12, 6 cards
<b>2NT</b> 20-21 BAL	<b>3NT</b> 6+♥ & 5+♠ OR 6+♣ & 5+♦, 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+♦, 0-6	3♦ SPL
1♥ 4+♠	2♥ 6+♥, 0-6	3♥ SPL
1♠ 6+, various see below	2♠ 6+♠, 0-6	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+♥, 0-6	3♥ SPL
1♠ (3)4+♠ (3 only if 0-5)	2♠ 6+♠, 0-6	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♠ 6+♠, 0-6	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♣ Asks for 5M	3♠ 3-1-(54)	4♦ 6+♠
3♦ GF 5-5 minors	3NT To play	4♥ To play
3♥ GF 1-3-(54)	4♣ 6+♥	4♠ To play
other 5♣=Ace Ask (1430)		
2♣ 2♦ ART Waiting	2NT 5+♥, 2+ of AKQ	3♥ 7 card suit not 2/AKQ
2♥ ART NEG no A/K/2Q	3♣ 5+♣, 2+ of AKQ	3♠ 7 card suit not 2/AKQ
2♠ 5+♠, 2+ of AKQ	3♦ 5+♦, 2+ of AKQ	3NT NA
other		
2♦ 2♥ NAT NF	3♣ NAT NF	3♠ NAT F
2♠ NAT NF	3♦ PRE	3NT To play
2NT F enquiry	3♥ NAT F	4♣ KC ask
other		

**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 F enquiry	3♥ PRE	4♣ KC Ask
3♣ NAT NF	3♠ NAT F	4♥ To play
other 4♠ = To play		
2♠ 2NT F enquiry	3♥ NAT NF	4♣ KC Ask
3♣ NAT NF	3♠ PRE	4♥ To play
3♦ NAT NF	3NT To play	4♠ To play
other		
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** 2N scrambling when forced to respond to TOX of 2♦/♥/♠

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

4♥ X=TO 4♠ X=TO

## 10. OTHER NOTES

2♦/♥/♠ - 2NT: 3♣=5 card suit, 3♦=6 card suit MIN, 3♥=6 MAX no SHORT

3♠=6 MAX low SHORT, 3N=6 MAX mid 4♣=6 MAX high SHORT (down 1 step if VUL)

After 2♦/♥/♠ - 2NT - 3♣ or 3♦: First non-sign-off step asks NLMH.

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

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

All point ranges are indicative.