

4. BASIC RESPONSES

Jump raises - minors	weak 0-5
Jump raises - Majors	weak 0-5
Jump shifts after minor opening	1♣-2♦/2♥/2♠ weak, 1♦-3♣ 6-9 5♦, 1♦-2♥/2♠ weak
Jump shifts after Major opening	ART agreeing 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

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4 th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	Top of 2, low from 3	
Discards	Low odd = ENCRG, even=S/P	
Count	Low-High=even	
Signal on partner's lead:	Low ENCRG	
Signal on declarer's lead:	S/P	
Notes	Remaining count is reverse original. Trump signals are SP.	

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	after NT 04,1,2,3
4NT: Blackwood <input type="checkbox"/>	RKCB 1430 4N Quant
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> Kickback for all suits, exclusion when jump
DOPI: X=14, P=30,..., ROPI: XX=14, P=30, ... Apply to Gerber as well	
1st or 2nd, non-serious 3♠/3NT	

7. OTHER CONVENTIONS

2 way Checkback over 1X-1Y-1Z	After MAJ TRF Step is Super Accept MAX
2♣ Drury by PH, off after interf, off after X	3MAJ is Super Accept MIN
Semi Forcing 1NT response to 1MAJ	Accept D TRF = Super Accept 3C=no,3D=y
.. 2♣=Any Invite or 2MAJ rebid	Third suit Forcing after 1m-1X-2m
.. 2MAJ=5+MAJ & 4+♣ < INV	

www.abf.com.au

PDF Form Rev. 21E29 by RoL

MyRev.

Copyright © ABF 2021

Transfers after 1C - (1 red suit) up to 1♠, not 1D - (1 red)

Kokish game tries after 1M-2M and similar

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

Maximal X when no space



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1071981	Mardi GROSVENOR
& Names:	619914	Annie BARTLETT
Basic System:	2/1 Game Forcing (Transfer responses to 1C opening)	
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

1♣ 10+, 1+ ♣	1♥ 10+, 5+♥
1♦ 10+, 1+ ♦	1♠ 10+, 5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman	
2♦ TRF to ♥	2♠ Range probe / trf ♣ (2N min, 3♣ max)
2♥ TRF to ♠	2NT TRF to ♦
(Dbl) xx=3334, any=4/4, /=5+suit, F->XX	other 3C = Puppet Stayman

2♣ 20+ HCP GF (not 20-21 BAL) or 9+playing tricks in a major

2♦ 5-9 (10), 6 cards

2♥ 5-9 (10), 6 cards

2♠ 5-9 (10), 6 cards

2NT 20-21 BAL (may 5 card M)

3NT 9-13 with 5♠ and 6♥

other

2. PRE-ALERTS

11-14 BAL or 4-4-4-1 open 1♣

18-19 BAL or 4-4-1-4 open 1♦

Transfers by advancer when we overcall

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX, Maximal, T/O and Negative	Negative DBL thru	4♣
	Responsive DBL thru	4♣

Jump overcalls Natural, weak 6+ Unusual NT 5:5 lower unbid

1NT overcall: (immediate) 15-18 (re-opening) 12+ hcp

Immediate cue: (minor) 5:5 MM (Major) 5:5 other M&m

Over: Weak Twos X=T/O (Leb), suit, Leap ♣ Opening Threes X=T/O, suit, non-Leap M

Opponent's transfers X=bid suit, TRF suit= T/O of TRF suit, all others Natural 5+

Opponent's 1NT Strong: 2♣=4+♥&♠, 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):

X=PEN (15+ BAL), 2♣=4+♥&♠, 2♦=16+ one MAJ, 2♥/♠=NAT < 15, 5+M, 2N=mm

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 6+♦, 0-5	3♦ PRE 0-5, 6+♦
1♥ 4+♠	2♥ 6+♥, 0-5	3♥ PRE 0-5, 6+♥
1♠ 6+, various see below	2♠ 6+♠, 0-5	3♠ PRE 0-5, 6+♠
1NT 11-12 no 4M	2NT 6-9, 6+♣, no 4M	3NT 13-15 BAL
2♣ 5+♣, 11+ HCP Swed	3♣ 0-5, 6+♣, no 4M	4♣ PRE
other		
1♦ 1♥ 2+♥ (2 only if 0-5)	2♥ 6+♥, 0-5	3♥
1♠ 3+♠ (3 only if 0-5)	2♠ 6+♠, 0-5	3♠
1NT 6-10	2NT 11-12 BAL no 4M	3NT 13-15 BAL
2♣ 4+♣ GF, Swed like	3♣ 6-9, 5+♦, no 4M	4♣
2♦ 5+♦, 11+ HCP Swed	3♦ 0-5, 6+♦, no 4M	4♦ PRE
other		
1♥ 1♠ 5+, 4+♠	2♥ 5-10, 3♥	3♦ Inv 11-12, 3♥
1NT < GF, 0-2♥, semi-force	2♠ 6-9, 4+♥, a U/S	3♥ 0-5, 4♥
2♣ 13+, GF, 0-3♥, 3+♠	2NT 10+, 4+♥	3♠ 10-12, 4+♥, a U/S
2♦ 13+, GF, 0-3♥, 4+♦	3♣ 6-9, 4+♥, no Short	3NT 10-12, 4+♥, ♠ void
other 4♣=10-12, 4+♥, void ♣; 4♦=10-12, 4+♥, void ♦		
1♠ 1NT <GF, 0-2♠, semi-force	2♠ 5-10, 3♠	3♥ Inv 11-12, 3♠
2♣ 13+, GF, 0-3♠, 3+♠	2NT 6-9, 4+♠, a U/S	3♠ 0-5, 4♠
2♦ 13+, GF, 0-3♠, 4+♦	3♣ 10+, 4+♠	3NT 10-12, 4+♠, a U/S
2♥ 13+, GF, 0-3♠, 5+♥	3♦ 6-9, 4+♠, no Short	4♣ 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♥ TRF to ♠
3♥ GF 1-3-(54)	4♣ Ace ask	4♠
other 4N= QUANT		
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 AKQXXX
other 2♣ - 2♦ 2N-3♣ is Puppet		
2♦ 2♥ NAT NF	3♣ NAT NF	3♠ NAT F
2♠ NAT NF	3♦ PRE	3NT To play
2NT 15+ enquiry	3♥ NAT F	4♣ KC ask (0,1,1,2,2)
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 15+ enquiry	3♥ PRE	4♣ KC ask (0,1,1,2,2)
3♣ NAT NF	3♠ NAT F	4♥ To play
other		
2♠ 2NT 15+ enquiry	3♥ NAT NF	4♣ KC ask (0,1,1,2,2)
3♣ NAT NF	3♠ PRE	4♥ To play
3♦ NAT NF	3NT To play	4♠ To play
other		
2NT 3♣ Puppet STAY	3♠ Minor stayman	4♦ TRF to ♥
3♦ TRF to ♥	3NT To play	4♥ TRF to ♠
3♥ TRF to ♠	4♣ Ace ask	4♠
other 4N=Quant		

9. CONVENTIONS

Unusual NT: 5-5 lower unbid suits 6-9 or 16+

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Same as defence for 1N

Defence to Opening Twos X=T/O or 16+ (LEB), 2N = 15-18 BAL, suit=11-16

Multi 2♦ X=16+, 2N=15-18 BAL, suits NAT, 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 (direct 3N have stopper). SYS ON over X & 2♣

Lebensohl - other uses When forced to respond to TOX of 2♦/♥/♠

Take out of 4 level pre-empts 4♣/4♦ X=TO 4N = 2 suited

4♥ X=TO 4N = 55+minors

4♠ X=TO 4N = 2 suited

10. OTHER NOTES

2♦/♥/♠ - 2NT: 3♣=min, 3♦=max, no short, 3♥=max, short L, 3♠=max, short M,

3N=max, short H.

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

All point ranges are indicative.