

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Inverted minor raises, off by PH
Jump raises - Majors	Preempt	Other: Modified Bergen Raises, off by PH
Jump shifts after minor opening	1♦-3♣=6♣ INV; Others Weak	
Jump shifts after Major opening	1♠-3♥=6♥ INV; 1♥-2♠=6♠ Inv, Other Modified Bergen Raise	
Responses to strong 2 suit open.	2♦=Waiting; 2♥/2♠=5+ 2/3 Hnr; 3♣/3♦=6+ 2/3 Hnr	
Responses to 2NT opening	3♣=Puppet Stayman; 3♠=Minorsuit Stayman; 3♦,3♥,4♣ to 4♠=TRF	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead All
Four or more with an honour	3rd/5th highest	3rd/5th highest
From 4 small	3rd highest	3rd highest
From 3 cards (no honour)	Bottom	Bottom
In partner's suit	Xxx, HxX	Xxx, HxX
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	

Notes If Dummy has a shortage or KQx then McKenney or reverse att

Ace for reverse attitude, King for count

Lead in partner's suit MAY be suit preference if count is known

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when?

Slam Notes Minorwood in GF situation, Voidwood, 4♠ Kickback in ♥

Cue Bids 1st or 2nd below game
 Asking Bids 5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit

7. OTHER CONVENTIONS

Blackout after reverse	PODI PORI
Rubensohl 2NT over interference of 1NT opening	4♣= RKCB when 1NT opener bids M
X of Splinter(vul)= lead direct lower of bid suits	Leaping Michael's
X of Splinter (not vul) possible sacrifice	XYZ
Transfers over 1 level interference	3♣ artificial over 2NT rebid, 3♦ checkback

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Modified Bourke relay after 1♣/♦/♥ openings

Smolen

Delayed texas transfers over 1NT

Fit Showing jumps over 1M by PH



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	264997	Pele Rankin
& Names:	541540	Paula McLeish
Basic System:	2 over 1	
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

Describe strength, minimum length, or specific meaning Canape

1♣ 2+ 11+	1♥ 5+ 11+
1♦ 4+♦	1♠ 5+ 11+

1NT (14) 15-17 may contain 5 card Major

1NT Responses	2♣ Simple Stayman	Other: 3♣ = 5 Card Major Enquiry
2♦ TRF ♥		2♠ TRF ♣
2♥ TRF ♠		2NT TRF ♦
other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=Quantitative		

2♣ 23+ Balanced or FG	
2♦ 4+♥/4+♠ (at least 4/5 either way vul) < opening	
2♥ 6 5-10; 2NT response = Feature ask	
2♠ 6 5-10; 2NT response = Feature ask	
2NT (19) 20-22	3NT AKQXXXX any suit, no outside A or K
other 4NT = ♣/♦	

2. PRE-ALERTS

1M-2M: Trial bids may be short (step) or long	support X, XX. Drury. Good/Bad 2NT
Modified Bergen resp to 1M (off over interference)	Transfers over 1 level interference
2♦ opening both Majors weak	3 and 4 level responses to 1NT and 2NT

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	6(7) Weak; 10-12 Vul
Responsive doubles through	4♥	Unusual NT	5/5 - either m/m or ♥/m
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 Unlimited
1NT overcall - re-opening	10-14 No Stop Req	Immediate cue of Major	Other Major/Minor 5/5 Unlimited
Over weak twos	X=T/O; Leb; Leaping Michaels	Over opening threes	X=T/O; 4♦/3♣=Leaping Michaels
Over opponent's 1NT	X=Penalty; 2♣=5/4 ♥/♠; 2♦=1 Major; 2M=5M/4+minor; 2NT=5/5 ♣/♦		
If opponents X (Penalty) our 1NT = DONT. XX=single suit other is suit plus a higher suit			
If opponents X (ART) our 1NT = XX=business, other = system on - stayman etc			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ (3 if 3334 6-7)	2♦ 6♦, 0-5	3♦ Minimum GF SPL
1♥ 4+, 5+	2♥ 6♥, 0-5	3♥ Minimum GF SPL
1♠ 4+, 5+	2♠ 6♠, 0-5	3♠ Minimum GF SPL
1NT 8-10	2NT 10-12	3NT 13-15, quacky
2♣ 5+, 10+	3♣ 5+, 5-9	4♣ Minorwood
other 4♥/4♠/5♦ = To play		
1♦ 1♥ 4+, 5+	2♥ 6♥, 0-5	3♥ Minimum GF SPL
1♠ 4+, 5+	2♠ 6♠, 0-5	3♠ Minimum GF SPL
1NT 6-9	2NT 10-12	3NT 13-15, quacky
2♣ 4+, FG	3♣ 6♣, INV	4♣ Minimum GF SPL
2♦ 4+, 10+	3♦ 4+, 5-9	4♦ Minorwood
other 4♥/4♠/5♣ = To play		
1♥ 1♠ 4+, 5+	2♥ 3♥, 5-9	3♦ 4+♥, 10-(12)
1NT (0)5-12 (0-4=4♥)	2♠ 6♠, INV	3♥ 4+, 3-7
2♣ ♣'s or Bal, FG. Drury P/H	2NT 4+♥, FG. (♣s by P/H)	3♠ 4+♥, 10-12, SPL
2♦ 5+, FG	3♣ 4+♥, 7-9 OR 3♥, 10-11	3NT 3433 13-15 quacky
other 4♣/4♦ = 10-12 SPL, 4♠=To Play (Kickback via 2NT)		
1♠ 1NT (0)5-12 (0-4=4♠)	2♠ 3♠, 5-9	3♥ 6♥, INV
2♣ ♣'s or Bal, FG. Drury P/H	2NT 4+♠, FG. (♣s by P/H)	3♠ 4+♠, 3-7
2♦ 5+, FG	3♣ 4+♠, 7-9 OR 3♠, 10-11	3NT 4333 13-15 quacky
2♥ 5+, FG	3♦ 4+♠, 10-(12)	4♣ 4♦/4♥=10-12 SPL
other 5♣/5♦=To Play		
1NT 3♣ 5 Card Major Enquiry	3♠ Singleton 13(54)	4♦ TRF ♠ (& over 2 lvl int)
3♦ 5/5 ♣/♦ FG	3NT To Play	4♥ To Play
3♥ Singleton 31(54)	4♣ TRF ♥ (& over 2 lvl int)	4♠ To Play
other Following 1NT-2♣; 2♦ - 4♣=6♥/4♠ slam int and 4♦=6♠/4♥ slam int		
2♣ 2♦ Waiting	2NT 5/5 ♣/♦ GF	3♥ Sets Suit
2♥ 5+♥ 2/3 Honours	3♣ 6+♣, 2/3 Honours	3♠ Sets Suit
2♠ 5+♠, 2/3 Honours	3♦ 6+♦, 2/3 Honours	3NT AKQxxx in a suit
other Kokish 2♣-2♦-2♥-2♠-2NT=25+		
2♦ 2♥ to play	3♣ Natural NF	3♠ to play, not inv
2♠ to play	3♦ Natural invite to 3NT	3NT to play
2NT F relay asks for shape	3♥ to play, not inv	4♣
other		

Notes 4♣ by responder over Weak 2 and 3 level Pre-empts asks for KC: 0, 1, 1+Q, 2, 2+Q

4♣ is used as RCKB when 1NT opener shows a Major - 0314

2♥ 2♠ NAT, INV. Raise with fit	3♦ Natural, Forcing	3NT To Play
2NT Feature ask	3♥ To Play	4♣ KC poor man responses
3♣ Natural, Forcing	3♠ 6+♠, FG	4♥ To Play
other Feature is a K or suit. 3♥=min no feature, 3NT=max no feature		
2♠ 2NT Feature ask	3♥ 5+♥, FG	4♣ KC poor man responses
3♣ NAT, Forcing	3♠ To Play	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other Feature is a K or suit. 3♠=min no feature 3NT=max no feature		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ TRF ♠; 4♥ Interest
3♦ TRF ♥	3NT To Play	4♥ TRF ♣; 4♠=RKCB
3♥ TRF ♠	4♣ TRF ♥; 4♦ Interest	4♠ TRF ♦; 5♣=RKCB
other		

9. CONVENTIONS

Unusual NT: Usually Minors 5/5 May be Other Minor/♥ 5/5 (lower 2 suits)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening XXX

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl). Others - XXX

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s XXX

Defence X=Majors, 1NT=Minors, 1♦-1♠=Natural & Constructive, Others=2♣ 5+♥/4+ other

to 2♦ 5+♠/4+ minor, jumps weak, 2NT minors

strong

♣

Over 1NT Interference Rubensohl 3♣-3♥ TRF, INV+; 3♠=1/2 Stop; 4♣/4♦ TFR ♥/♠

Lebensohl - other uses after our X of weak 2

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

4♥ X = T/O

4♠ X = VALUES; 4NT = 2 Suited T/O

10. OTHER NOTES

Step responses after inverted minor raise

1M-Jacoby 2NT: 3♣=11-13 - Step asks for shortage, 3♦=14-16 & 3♥=17+ - new suit = cue 1/2 control

1M-Jacoby 2NT: 3♠ if 1M=♥ is void, slam int; 4♣/4♦/4♥ if M=♠ is void, slam int

1M [1x or 2x] 2NT = 4+ Inv+ raise. Natural if 1m opening. Transfers over some 1 level overcalls

1m [2m both Ms] 2♥=Inv+♣ and 2♠=Inv+♦. Opener's bids now NT probes or 4m Minorwood

Fit showing jumps by passed hand or over interference. Double jump = splinter