

## 4. BASIC RESPONSES

Jump raises - minors	3-7 weak jump shift (6+)
Jump raises - Majors	Preempt 0-6 HCP, 5+ cards
Jump shifts after minor opening	Natural, weak at 2 level, 1♣ 2♦ mixed raise, 1♦ 3♣ nat inv
Jump shifts after Major opening	3♣ 7-11 4 card R, 3♦ 10-11 3 card R, OM natural
Responses to strong 2 suit open.	2♦ negative or waiting
Responses to 2NT opening	3♣ simple stayman, 3♦/3♥ transfers, 3♠ minors, smolen

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest/highest
From 3 cards (no honour)	Middle	Top
In partner's suit	Middle	Lowest
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Reverse Count	Reverse Count
<b>Signal</b> on partner's lead:	Reverse Attitude	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	- Suit preference when attitude/count known irrelevant	
	- Suit preference in trump suit	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	
Exclusion Key card 0,1,1½		

## 7. OTHER CONVENTIONS

Support Xs XXs	FSJ in competition only
Drury 2♣ 3/4 card support	
3nt non serious slam try	
Smolen	
Blackout	

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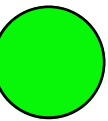
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	265195	Tony Leibowitz
& Names:	600393	Paul Gosney
Basic System:	2 over 1, transfers 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, min.length, or specific meaning Canapé

1♣ 11+ HCP, 2+♣	1♥ 11-15 HCP 5+♥
1♦ 11+ HCP, 4+♦	1♠ 11-20 HCP, 5+♠
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman (4♣/4♦ = Texas Transfers)
2♦ -> 2♥	2♠ Invite or ♣'s (2NT min)
2♥ -> 2♠	2NT -> 3♦
(Dbl) System on	other Retransfers, smolen

2♣ GF or 22+ bal	
2♦ Both Major 4+4+ 5-10 (44 only at non vul)	
2♥ 6-10 6♥ (occasionally 5 at suitable vulnerabilities) (9-12 4th seat)	
2♠ 6-10 6♠ (occasionally 5 at suitable vulnerabilities) (9-12 4th seat)	
2NT 20-21 Bal	3NT Gambling, 1st or 2nd, to play 3rd or 4th other

## 2. PRE-ALERTS

Transfers over 1♣
2 over 1
Light action in 3rd at equal NV or fav V

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4♥
	Responsive DBL thru 4♥
Jump overcalls weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15-18 BAL	(re-opening) 12-15 (system on)
Immediate cue: (minor) Michaels 5/5 Majors	(Major) 5 other Major & 5 minor
<b>Over:</b> Weak Twos 2NT 16-18, T/O X with L5	Opening Threes X T/O
Opponent's transfers	Bidding implied suit = t/o
Opponent's 1NT 2♣ Majors, 2♦ 1 long major, 2♥/2♠ 5 Major + 4+ minor, X = points	
X after pass = 5 min/4 maj	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥ (transfer)	2♦ 6-9 5+ ♣	3♦ Splinter
1♥ 4+ ♠ (transfer)	2♥ 3-7 6 ♥	3♥ Splinter
1♠ No major, unless reverse	2♠ 3-7 6 ♠	3♠ Splinter
1NT 11-12 Invitational	2NT 0-5 both minors	3NT
2♣ 5+ ♣ 10+	3♣ 6-9 5+ ♣	4♣
other		
1♦ 1♥ 4+ ♥	2♥ 3-7 6 ♥	3♥ Splinter
1♠ 4+ ♠	2♠ 3-7 6 ♠	3♠ Splinter
1NT 6-10	2NT Natural invitational	3NT
2♣ GF with ♣	3♣ 6+ ♣ 10-11 hcp	4♣
2♦ 4+ ♦ 10+	3♦ 6-9 4+ ♦	4♦
other		
1♥ 1♠ 4+ ♠	2♥ 6-9 3♥	3♦ 10-11 3 ♥
1NT 6-11	2♠ 0-5 6 ♠	3♥ 0-5 4+ ♥
2♣ GF 2+ ♣	2NT GF 4+ ♥	3♠ Singleton
2♦ GF 5+ ♦	3♣ 7-11 4 ♥	3NT Void splinter
other 4♣ / ♦ = Singletons		
1♠ 1NT 6-11	2♠ 6-9 3 ♠	3♥ 6+ ♥ 10-11 hcp
2♣ GF 2+ ♣	2NT GF 4+ ♠	3♠ 0-5 4+ ♠
2♦ GF 5+ ♦	3♣ 7-11 4 ♠	3NT Void splinter
2♥ GF 5+ ♥	3♦ 10-11 3 ♠	4♣ ♣ Singleton
other 4♦/4♥ = Singletons		
1NT 3♣ Puppet Stayman	3♠ Shortage denies 4♥	4♦ trf ♦'s
3♦ 5+5+ minors FG	3NT to play	4♥ to play
3♥ shortage can have 4♠	4♣ trf ♥'s	4♠ to play
other 1NT-2♠-2NT(min); 3♣ (max) (Note: Super Acc = 2NT or 3♣'s [for ♦'s])		
2♣ 2♦ Neg/waiting	2NT balanced 8+hcp	3♥
2♥ 7+hcp 5+♥	3♣ 8+ hcp 5+ ♣	3♠
2♠ 7+hcp 5+♠	3♦ 8+ hcp 5+ ♦	3NT
other		
2♦ 2♥ To play	3♣ To play	3♠ Preemptive
2♠ To play	3♦ Natural forcing	3NT To play
2NT Strong inquiry	3♥ Preemptive	4♣
other		

**Notes** 3 lvl opening - change of suit, all F

Over preempts, 4♣ = catch all slam try, except over 3♣, then 4♦

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To play
2NT Strong enquiry	3♥ To play	4♣ Splinter
3♣ Natural forcing	3♠ Splinter	4♥ Splinter
other		
2♠ 2NT Strong enquiry	3♥ Natural forcing	4♣ Splinter
3♣ Natural forcing	3♠ To play	4♥ To play
3♦ Natural forcing	3NT To play	4♠ To play
other		
2NT 3♣ Simple Stayman	3♠ Minors	4♦ Slam try spades
3♦ Transfer	3NT To play	4♥
3♥ Transfer	4♣ Slam try hearts	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: Up the line; 2♣->2♦ invitational, 2♦ GF

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ x 12-15 semi bal or 19+, 2M natural, 2nt 16-18

RCO style 2-s x 12-15 semi bal or 19+, 2M natural, 2nt 16-18

Other 2-s x 12-15 semi bal or 19+, 2M natural, 2nt 16-18

**Defence** (1♣) : X=majors, 1nt=minors, 2NT=♦s + ♥s

to

**strong** (2♣) : Same as over Strong ♣

1♣ / 2♣

**Over 1NT Interference** Lebensohl, X values

**Lebensohl - other uses** Weak 2's

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

4♥ T/O

4♠ X Values, 4nt takeout

## 10. OTHER NOTES

1m (1nt) 2♣ majors - (INT) x (any) X = t/o (CTP)

1x - 1y - 2NT, then all bids transfers - (INT) x (any) P

Defence to trf responses - bid of implied suit = t/o (P) x = t/o (CTP)

Uncontested Short suit and contested Long suit trial bids

1M - 1NT - 2NT = GF

INT (X) - System on; XX forces 2♣ and is weak hand with long minor

IM (X) 2 any = forcing R1, NOT GF