

4. BASIC RESPONSES

Jump raises - minors	1m-3m = 0-5ish, vulnerability dependent
Jump raises - Majors	1M-3M = 0-5ish, vulnerability dependent
Jump shifts after minor opening	1m-2M=6+M invitational. Jump other minor=6-9 raise of minor
Jump shifts after Major opening	1M-3♣=6-9 4+M, 1M-3♦=10-12 4+M. Jump oM = 3-card limit
Responses to strong 2 suit open.	2♣-2♦=waiting. No Kokish by opener
Responses to 2NT opening	Stayman, transfers, 3♠=minors, 4x='two-under' slam try transfer

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All*	Overlead*, K asks for UB/count
Four or more with an honour	3rd from even, low from odd	4th best
From 4 small	3rd	2nd or top from bad suit
From 3 cards (no honour)	3rd	2nd or top from bad suit
In partner's suit	3rd/low (attitude if supported)	Low from xxx is possible
Discards	Low encourage	
Count	Reverse count	
Signal on partner's lead:	Low encourage (or count or SP)	
Signal on declarer's lead:	Reverse count (or SP). Suit preference primary signal vs NT.	
Notes	Vs. suit contract, A for attitude/K for count at five-level+ or preemptive declarer.	
	Vs. NT contract, K asks for unblock or count (from strong sequences);	
	Can lead Q from weaker KQ sequences vs. NT.	

6. SLAM CONVENTIONS

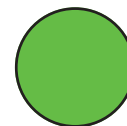
4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	3NT="non-serious" when major suit agreed	
Cue Bids <input checked="" type="checkbox"/>	1/2 round controls shown equally	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

1m (1♥) Dbl=4♠, 1♠=5+♠	"Blackout" over opener's reverse
1m (1NT) 2♣=both majors	1m-1M-2x-3M = natural GF
Transfers after 1M (Dbl) starting from 1NT	1m-1M-2M-2NT = ART INV+ inquiry
Scrambling 2NT frequently used	2♣ Drury by passed hand over 1M
www.abf.com.au	After 1x (Dbl), system on for the most part.
PDF Form Rev. 17K21 by RoL MyRev.	Other jumps in competition usually natural and weak.
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	656658	Pete Hollands
& Names:	804517	Jamie Thompson
Basic System:	2/1 GF	
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 <input type="checkbox"/>
1♣ 2+ (4♦/2♣ might open 1♣)	1♥ 5+	
1♦ 4+ (can be BAL)	1♠ 5+	
1NT 14-16 NV 1st/2nd seat, 15-17 other positions	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman		
2♦ 5+♥	2♠ 6+♣ or invite to 3NT	
2♥ 5+♠	2NT 6+♦	
other 3♣=ask 5M, 3♦=GF minors, 3M=SPL (denies 4oM), 4m=Texas		
2♣ GF		
2♦ weak two (0-6 5+♦ dealer favourable)		
2♥ weak two (0-6 5+♥ dealer favourable)		
2♠ weak two (0-6 5+♠ dealer favourable)		
2NT 20-22	3NT Gambling 1st/2nd	
other		

2. PRE-ALERTS

HCP are a guideline only	
Light action possible in all situations	
Very light action when favourable	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	preemptive
Responsive doubles through	4♠	Unusual NT	lowest unbid suits 5/5+
1NT overcall - immediate	15-18	Immediate cue of minor	both majors 5/5+
1NT overcall - re-opening	13-16ish	Immediate cue of Major	other major + minor 5/5+
Over weak twos	Dbl=t/o (then 2NT Leb)	Over opening threes	Dbl=t/o
Over opponent's 1NT	2♣=both majors, 2♦=one major, 2♥/2♠=5+M 4+m		
Dbl = values (next double takeout)			
In passout seat vs strong 1NT, reopening double can be very light (sometimes 9+ HCP)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ 5+♣ 6-9	3♦ Void splinter
1♥ natural	2♥ 6+♥ invitational	3♥ Void splinter
1♠ natural	2♠ 6+♠ invitational	3♠ Void splinter
1NT 6-10ish (no 4M)	2NT Invitational	3NT
2♣ 5+♣ invitational+	3♣ 5+♣ 0-5	4♣
other		
1♦ 1♥ natural	2♥ 6+♥ invitational	3♥ Void splinter
1♠ natural	2♠ 6+♠ invitational	3♠ Void splinter
1NT natural	2NT Invitational	3NT
2♣ 4+♣ GF	3♣ 5+♦ 6-9	4♣
2♦ 5+♦ invitational+	3♦ 5+♦ 0-5	4♦
other		
1♥ 1♠ natural	2♥ simple raise	3♦ 4+♥ 10-12
1NT 0-12 NF	2♠ 3♥ invitational	3♥ 4+♥ 0-5
2♣ 2+♣ GF	2NT 4+♥ GF	3♠ Splinter 9-12
2♦ (4)5+♦ GF	3♣ 4+♥ 6-9	3NT 4333 raise 13-15
other		
1♠ 1NT 0-12 NF	2♠	3♥ 3♠ invitational
2♣ 2+♣ GF	2NT 4+♠ GF	3♠ 4+♠ 0-5
2♦ (4)5+♦ GF	3♣ 4+♠ 6-9	3NT 3433 raise 13-15
2♥ 5+♥ GF	3♦ 4+♠ 10-12	4♣ Splinter 9-12
other		
1NT 3♣ Asks for 5M	3♠ 13(54) or similar	4♦ Transfer to 4♠
3♦ Minors GF	3NT	4♥ To play
3♥ 31(54) or similar	4♣ Transfer to 4♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ (others=positive)	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ (new suits F when V)	3♣	3♠
2♠ (new suits NF when NV)	3♦	3NT
2NT Asks for shortage	3♥	4♣
other		

Notes

2♥ 2♠ (same as 2♦)	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT (same as 2♦)	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ Stayman	3♠ Both minors	4♦ 6+♠ slam try
3♦ 5+♥	3NT	4♥ 6+♣ slam try
3♥ 5+♠	4♣ 6+♥ slam try	4♠ 6+♦ slam try
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits, 5/5+

4th Suit Forcing One round Includes 2/1 auctions Game force

NT Checkback Priorities: 2-way CB over 1NT rebid, 3♣ checkback over 2NT

Defence to 3NT opening

Defence to Opening Twos X=takeout vs naturalish, values vs artificial (next X takeout)

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : Dbl majors, NT minors

to

strong (2♣) : Dbl majors, NT minors

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After opponent's two-level opening is doubled

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

After 1m-2m, first step=ART min, then next step asks opener to bid shortage.

After 1M-2NT, opener bids shortage, otherwise 3M strongest/3NT medium slam interest.

After 1NT (X pen), responder's pass is no preference/scramble (opener's XX = running);

XX = natural (next double takeout);

2x = natural 5+ suit.