

## 4. BASIC RESPONSES

Jump raises - minors	Inverted, 6-9, Usually 5+ cards
Jump raises - Majors	Weak, 4-7, 4+ cards (May be more aggressive)
Jump shifts after minor opening	Weak except 1♣-2♦ & 1♦-3♣: Inv, 6+Nat; 2♥: 5♠/4-5♥, 8-11
Jump shifts after Major opening	Symmetric steps with 4+M: 13+; 10-12; 10-12 (3M); FG Splinter
Responses to strong 2 suit open.	2♦: Wait or Neg; Shift: Pos (TRF to m); 3♥/♠/4♣/♦: Suit set
Responses to 2NT opening	3♣: Muppet; 3♦/♥: Trf; 3♠: minor-stay; 4♣/♦: slammy; 4♥/♠: to play

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A-Attitude K-Count, varies	Honour asks unblock or signal
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Same	
<b>Discards</b>	Att: (Low Encourage), Count	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Attitude/Count, SP	
<b>Signal</b> on declarer's lead:	SPIT and Count	Reverse Smith Echo then Count
<b>Notes</b>	Leads may be whatever looks good, Underlead interior sequences	
	Attitude switches vs NT and Suit, We have many standard suit preference situations	
	Present count is given	

## 6. SLAM CONVENTIONS

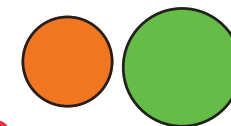
4NT: Blackwood <input type="checkbox"/>	RKCB KB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Kickback is used instead of RKCB mostly	
Cue Bids <input checked="" type="checkbox"/>	Multi-Cues i.e. 1st or 2nd round control (Ace/King.Void/Singleton)	
Asking Bids <input checked="" type="checkbox"/>	3rd round control ask in slam auctions after Kickback	

## 7. OTHER CONVENTIONS

3rd Suit Forcing, D/REPO, Cue-Raises,	New-School Jacoby, Reverse Drury,
Exclusion Blackwood, Exit Transfers,	Semi-forcing NT, Serious 3NT,
Impossible 2♥or♠, Inverted minors,	Serious Shortage, Swolen,
Jordan 2NT, Leaping Michaels,	Splinters, Texas Transfers,
Mittleman Adjunct, Muppet Stayman,	Transfer lebensohl, Trial Bids,
<a href="http://www.abf.com.au">www.abf.com.au</a>	Two-Way Checkback,
PDF Form Rev. 15F06 by RoL	Unusual over Unusual,
MyRev. 12NOV2024	Xs: Support/Game-Try/ELCD/Doecke
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	935220	Charles McMahon
& Names:	935212	John McMahon
Basic System:	<b>2 over 1</b>	
Brown Sticker	<input checked="" 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♣ 9+, 2+♣, Nat or Bal (Maybe ♦>♣)	1♥ 9+, 5+♥
1♦ 9+, 4+♦, Un-Bal (May hold longer ♣)	1♠ 9+, 5+♠
<b>1NT</b> (14)15-17 Balanced/Semi-Balanced	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman, may have 0 HCP	
2♦ Transfer ♥	2♠ ♣ OR Strong ♣&♦
2♥ Transfer ♠	2NT ♦ OR Weak ♣&♦
other 3x: Slam Interest, 4♣/♦: Texas Transfer, 4♥/♠: To play, 4NT: Quantitative	
2♣ Gameforcing Unbalanced OR (21)22+ Balanced/Semi-Balanced	
2♦ Weak, 5/5+, at least one Major	(6♦ & 11-13 in 4th seat)
2♥ Weak, Typically 6♥ (May be 5 when NV)	(6♥ & 11-13 in 4th seat)
2♠ Weak, Typically 6♠ (May be 5 when NV)	(6♠ & 11-13 in 4th seat)
<b>2NT</b> (19)20-21 Balanced/Semi-Balanced	<b>3NT</b> Specific Ace Ask
other Natural & pre-emptive, may be more aggressive/wide ranging opp. passed partner	

## 2. PRE-ALERTS

Transfers after 1♣	Symmetric Major Raises
Transfer Advances	Gazilli
Transfer responses after 1♥/♠-(X)	Low Middle High Theme throughout

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak, Wide ranging opposite passed partner
Responsive doubles through	4♠	Unusual NT	♣&♦ or Other m&M, 5/5+, Variable strength
1NT overcall - immediate	15-18, stopper	Immediate cue of minor	♥&♠, 5/5+, Variable strength
1NT overcall - re-opening	Shifting (12-14/16)	Immediate cue of Major	Other M&m, Variable strength
Over weak twos	X: T/O, Leaping Michaels	Over opening threes	X: T/O, Leaping Michaels
Over opponent's 1NT	Multi-Landy against any strength		
Direct X: Penalties vs Wk, 5m/4M vs strong; Indirect X: 10+/12+ (Vul Dependant)			
2♣: ♥&♠; 2♦: ♥ or ♠; 2♥: ♥/m, 5/4+; 2♠: ♠/m, 5/4+; 2NT: ♣&♦, 5/5+			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♥(Can be weak)	2♦ Invite, 6+♦	3♦ 16-18, 5+♣, 0 or 1♦
1♥ 6+, 4+♠(Can be weak)	2♥ 8-11, 5♠/4-5♥	3♥ 16-18, 5+♣, 0 or 1♥
1♠ ♦GF/No M/RightSide	2♠ 0-5, 6+♠	3♠ 16-18, 5+♣, 0 or 1♠
1NT Invite, Bal	2NT 16+, Bal	3NT 13-15, Bal
2♣ 10+, 4+♣, Inverted	3♣ 6-9, 5+♣, Inverted	4♣ To play
other If Clubs agreed: 4♦ is Kickback (RKCB 1430)		
1♦ 1♥ 6+, 4+♥	2♥ 8-11, 5♠/4-5♥	3♥ 16-18, 5+♦, 0 or 1♣
1♠ 6+, 4+♠	2♠ 0-5, 6+♠	3♠ 16-18, 5+♦, 0 or 1♥
1NT 6-12, Semi-forcing	2NT 16+, Bal	3NT 13-15, Bal
2♣ FG, 4+♣	3♣ Invite, 6+♣	4♣ 16-18, 5+♦, 0 or 1♠
2♦ 10+, 4+♦, Inverted	3♦ 6-9, 4+♦, Inverted	4♦ To play
other If Diamonds agreed: 4♥ is Kickback (RKCB 1430). Trf rebid after 1♦-1M		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ FG, 4+♥, 1♠or♦or♣
1NT 5-12, Nat or 3-5, 3♥	2♠ Jacoby, 4+♥	3♥ 4-7, 4+♥
2♣ FG, 3+♣	2NT 10-12, 4+♥	3♠ FG, 4+♥, ♣ Void
2♦ FG, 5+♦	3♣ 10-12, 3♥	3NT FG, 4+♥, ♦ Void
other If ♥'s: 4♠ is Kickback (RKCB 1430); 4♣: ♠ Void Splinter		
1♠ 1NT 5-12, Nat or 3-5, 3♠	2♠ 6-9, 3♠	3♥ FG, 4+♠, 1♥or♦or♣
2♣ FG, 2+♣	2NT Jacoby, 4+♠	3♠ 4-7, 4+♠
2♦ FG, 5+♦	3♣ 10-12, 4+♠	3NT FG, 4+♠, ♣ Void
2♥ FG, 5+♥	3♦ 10-12, 3♠	4♣ FG, 4+♠, ♦ Void
other If ♠'s: Normal RKCB 1430 and Exclusion asks at 5-level; 4♦ is ♥ Void Splinter		
1NT 3♣ Slammy: 6+♣	3♠ Slammy: 6+♠	4♦ 6+♠, To play in 4♠
3♦ Slammy: 6+♦	3NT To play	4♥ To play
3♥ Slammy: 6+♥	4♣ 6+♥, To play in 4♥	4♠ To play
other 4NT: Quantitative		
2♣ 2♦ Waiting or 0-4HCP	2NT 5+HCP, 6+♣	3♥ Suit-setting
2♥ 5+, 5+♥ Good suit	3♣ 5+HCP, 6+♦	3♠ Suit-setting
2♠ 5+, 5+♠ Good suit	3♦ 5+HCP, 5/5+♦&♣	3NT Doesn't exist
other Fast Arrival applies, 4m response is suit-setting		
2♦ 2♥ Pass/Correct	3♣ Forcing 3♦, multi	3♠ Pass/Correct
2♠ Pass/Correct	3♦ Invite, both Majors	3NT To play
2NT Forcing Inquiry	3♥ Pass/Correct	4♣ TRF me to Major
other 4♦: Bid your Major; 4♥/♠: To play		

**Notes** A passed-hand 2 over 1 response typically shows a 5-card suit and 9-11. In response to 3rd seat 1♥/1♠, 2♣ is Reverse Drury (10+ pts, 3+ support). Then by opener: 2M weak; 2♦ is generic invite; Other is a trial bid

2♥ 2♠ Forcing Inquiry	3♦ 1RF, 5+♠	3NT To play
2NT 1RF, 5+♣	3♥ To play	4♣ S/T, ♦ splinter
3♣ 1RF, 5+♦	3♠ S/T ♣ Splinter	4♥ To play
other 4♦: S/T, ♠ splinter; 4♠: To play; After 2♥-2♠ Top honour and Shape inquiries		
2♠ 2NT Forcing Inquiry	3♥ 1RF, 5+♥	4♣ S/T, ♣ splinter
3♣ 1RF, 5+♣	3♠ To play	4♥ S/T, ♥ splinter
3♦ 1RF, 5+♦	3NT To play	4♠ To play
other 4♦: S/T, ♦ splinter; After 2♠-2NT Top honour and Shape inquiries		
2NT 3♣ Muppet Stayman	3♠ minor-suit stayman	4♦ S/T 6+♦
3♦ 5+♥	3NT To play	4♥ To play
3♥ 5+♠	4♣ S/T, 6+♣	4♠ To play
other 5♣/♦: To play; 4NT: Quantitative		

## 9. CONVENTIONS

**Unusual NT:** ♦&♣ or Other minor & Major(Unspecified), 5/5+, Variable strength

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

**NT Checkback**  Priorities: Up the line major-oriented

**Defence to 3NT opening** X: Pen; 4♣: Majors with better ♥; 4♦: Majors with better ♠

**Defence to Opening Twos** X: T/O with T-lebensohl; 2NT: 15-18; Leaping Michaels

Multi 2♦ X:16/12+ with T-lebensohl; 2NT: 15-18; Leaping Michaels; 3♥/♠: GF

RCO style 2-s XXX: Values, Take-out, Penalties

Other 2-s Locate anchor suit and treat as weak 2. See 'Defence to Opening Twos'

**Defence** 1♣: X: ♠&♥, 1NT: ♦&♣; Other destructive and natural

**to** 1st Pass: Strong or Nothing to say

**strong** 2♣: X: ♠&♥; 2NT: ♦&♣, 5/5+; Other destructive and natural

♣

**Over 1NT Interference** Modified Transfer lebensohl

**Lebensohl - other uses** Weak 2s/weak jumps/2♣ Interference

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

4♥ X: T/O; 4♠: ♠; 4NT: ♦♣ 4♠ X: T/O; 4NT: 2+Suited

## 10. OTHER NOTES

2 over 1 is 100% Forcing to Game in response to a 1st or 2nd seat opening. Opener's rebids are natural swapping 2M/2NT although extra is needed, to raise responder's minor directly or to make a high reverse e.g. 1♠-2♦-3♣. Opener's jump-rebid shows a solid 6+ suit while the double-jump rebid shows a broken 8+ suit. At responder's rebid, 2NT is usually temporising, waiting to hear more about opener's hand. Opener may show a 3-card suit at their re-rebid. Jump-shifts into new suits are splinters. Fast arrival applies to both opener and responder when a fit is found. Multi-Cues up the line may be used.