

4. BASIC RESPONSES

Jump raises - minors	Inverted ie weak;
Jump raises - Majors	Preempt 4+ cards(0-6)
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣ = limit raise, 1m-2♥&2♠ = weak
Jump shifts after Major opening	Modified Bergen and 1♥-2♠=(10-12), 1♠-3♥=♥s(10-12)
Responses to strong 2 suit open.	2♦=waiting, 2♥=double negative (0 controls or <3 Queens)
Responses to 2NT opening	3♣=Puppet Stayman, 3♦/♥=TRF, 3♠=minor suit Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	King asks for unblock or count
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	3rd highest or att if count known	As above
Discards	Low encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count or Suit preference if needed	
Notes	Ace for Attitude and King for count vs 5+ level or after declarer's preempt	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430	4NT opening=minors, 4NT in comp=2 suited
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd round control; Then 3NT is non-serious slam try
Exclusion Keycard when a suit is agreed				

7. OTHER CONVENTIONS

4th suit GF, except after reverse	System ON if they X;
Transfers after strong 2NT rebid	System OFF if they overcall
Smolen over 1NT opening;	Kokish
Two-up Texas in 4 suits after Strong 2NT	Michaels, Leaping Michaels & non-leaping
.	Michaels in several situations

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Blackout after reverse is cheaper of NT or 4SF

2NT in competition has different meanings (situational)

2 way checkback after 1X-1Y-1Z (except *)

* no 2 way checkback after 1♣-1♦-1♠ or 1♦-1♥-1♠



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	226394	David Hudson Feb26
& Names:	22381	Peter Gill

Basic System: 2/1 with transfer responses to 1♣;15-17NT and UDCA

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

1♣ 11+ HCP, 3+♣	1♥ 11+ HCP, 5+♥
1♦ 11+ HCP, 3+♦	1♠ 11+ HCP, 5+♠
1NT 15-17 Balanced (14-16 in 1st seat favourable)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman; Smolen

2♦ Transfer ♥	2♠ Range Probe or TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl) Sys On; XX forces 2C	other 3♣=Puppet Stayman, 4♣&4♦=Texas

2♣ 22+ BAL or any game force

2♦ 1st seat Favourable vul: 0-6HCP 5+♦s Otherwise: Weak 2 in Diamonds

2♥ 1st seat Favourable vul: 0-6HCP 5+♥s Otherwise: Weak 2 in Hearts

2♠ 1st seat Favourable vul: 0-6HCP 5+♠s Otherwise: Weak 2 in Spades

2NT 20-21 balanced

3NT Gambling, solid minor, no side A or K

other 4NT = minors

2. PRE-ALERTS

Transfer responses to 1♣ opening	Aggressive overcalls at 1 level or fav vul
Transfers after 1M (X)	3 level preempts 1st seat fav vul=6+cards
Modified Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Xs & XXs to 2S including 1NT by OPENER	Negative DBL thru	4♥
3rd X by our partnership=Penalty;XX-> then X=Penalty	Responsive DBL thru	4♥

Jump overcalls Weak

Unusual NT 2 lowest unbid suits

1NT overcall: (immediate) 15-18 BAL (System ON) (re-opening) 11-14 BAL (System ON)

Immediate cue: (minor) Michaels 5+/5+ Majors (not 7/5) (Major) Michaels (not 7/5)

Over: Weak Twos 2NT=15-18;X=T/O w Leb Opening Threes 3NT=natural, X=T/O

Opponent's transfers typically Dbl is takeout of suit shown but not always so you should ask

Opponent's 1NT X=Penalty; 2C=Majors(4+/4+) then 2D = No preference;

2D= 6+ Major; 2H=H+m; 2S=S+m; 2NT= both minors(5+/5+); 3x=pre-emptive

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP; 4+♥	2♦ 10-12HCP; 5+♣	3♦ N/A
1♥ 5+ HCP; 4+♠	2♥ <8HCP; 6+♥	3♥ N/A
1♠ 5+ HCP, 4+♦ or 3334	2♠ <8HCP; 6+♠	3♠ N/A
1NT 11-12HCP, bal, no 4M	2NT 13-15HCP, no 4M, <5♣	3NT N/A
2♣ Usually GF*, 5+♣	3♣ Pre-emptive; 5+♣	4♣ Pre-emptive
other After 1♣-2♣ opener shows HCP range and shortage. *1♣-2♣-3♣ can be passed		
1♦ 1♥ 5+HCP, 4+H	2♥ 8-11; 5S & 4 or 5♥	3♥ N/A
1♠ 5+HCP, 4+♠	2♠ =<8 HCP, 6+♠	3♠ N/A
1NT 5-10 HCP, Bal; No 4M	2NT 11-12HCP, Bal; No 4M	3NT 13-15 Bal
2♣ GF, 4+♣	3♣ 10-12HCP; 5+♦	4♣ N/A
2♦ Usually GF*, 5+♦	3♦ Pre-emptive; 5+♦	4♦ Pre-emptive
other After 1♦-2♦ opener shows HCP range and shortage. *1♦-2♦-3♦ can be passed		
1♥ 1♠ 5+HCP, 4+♠	2♥ 5-9; 3H	3♦ 4+ ♥ limit raise
1NT 5-11(12); <3♥, <4♠	2♠ 9-11; 6+♠	3♥ <6; 4+ ♥
2♣ GF, 2+♣	2NT GF, 4+♥ (Jacoby)	3♠ 10-12, 4+♥, ANY s/ton
2♦ GF, 5+♦	3♣ 3+♥ limit OR 6-9&4♥	3NT 8-11; void ♠
other 4+C&4+D=8-11HCP & void. 1♥-4♠=to play 1♥-2♣/♦-2♥ may be only 5♥		
1♠ 1NT 5-11(12); <3♠	2♠ 5-9; 3+♠	3♥ 9-12HCP, 6H
2♣ GF; 2+♣	2NT GF; 4+♠	3♠ <6HCP; 4+♠
2♦ GF; 5+♦	3♣ 3+♠ limit OR 6-9&4♠	3NT 10-12, 4+♠, ANY s/ton
2♥ GF; 5+♥	3♦ 4cd limit raise	4♣ 8-11HCP; void ♣
other 4♦=8-11HCP & void ♦; 1♠-4♥= to play, 1♠-2♣/♦/♥-2♠ may be only 5		
1NT 3♣ Puppet Stayman*	3♠ 1354 or 1345	4♦ 6+♠
3♦ 5/5 minors	3NT to play	4♥ To play
3♥ 3154 or 3145	4♣ 6+♥	4♠ To play
other * 1NT - 3♣ - 3♦ may OR may not have a 4cM		
2♣ 2♦ Waiting	2NT 5/5 ♣&♦, slam interest	3♥ 8+HCP, good 6+suit
2♥ Double Negative	3♣ 8+HCP, good 6+suit	3♠
2♠ 8+HCP, good 5+suit	3♦ 8+HCP, good 6+suit	3NT
other 2♣-2♦-2♥=GF ♥s OR Bal 2♣-2♦-3♥/♠=5♦&4♥/♠		
2♦ 2♥ natural, F1	3♣ natural, F1	3♠ N/A
2♠ natural, F1	3♦ pre-emptive	3NT to play
2NT enquiry, invitational +	3♥ N/A	4♣ N/A
other 2NT=shortage ask; Bid 3D with short M and min; 3NT=Max+No Shortage		

Notes Responses to 1st seat Fav weak 2s are nat NF but 2NT is a strong enquiry

2♥ 2♠ Natural, F1	3♦ Natural, F1	3NT To play
2NT Enquiry, invitational +	3♥ To Play	4♣ N/A
3♣ Natural, F1	3♠ N/A	4♥ & 4♠ =To play
other 2NT=shortage ask; Bid 3H with short S and min; 3NT=Max+No Shortage		
2♠ 2NT enquiry, invitational +	3♥ Natural, F1	4♣ N/A
3♣ Natural, F1	3♠ To Play	4♥ To play
3♦ Natural, F1	3NT To Play	4♠ To play
other 2NT=shortage ask; Bid 3S with min+no Shortage; 3NT=Max+No Shortage		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ 6+ ♠ then 4NT=RKC
3♦ Transfer to ♥	3NT To play	4♥ 6+ ♣ Then 4♠=RKC
3♥ Transfer to ♠	4♣ 6+H then 4NT=RKC	4♠ 6 ♦, 5♣=RKC
other Transfer to M followed by 4NT is quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ 4th suit may be blackout after a reverse Game force ☒

NT Checkback ☒ Priorities: 2♣ forces 2♦, over 2♦(GF) opener bids out shape up the line

Defence to 3NT opening Dbl of Gambling 3NT; X/X/X

Defence to Opening Twos 2NT = 15-18 w Puppet & Sys On; X=T/O

Multi 2♦ 2NT=16-18 Bal & Sys ON; Dbl = 13-15 Bal or 19+; (2♦) X (2♥) X = T/O

RCO style 2-s X/X/X:

Other 2-s X/X/X but T/O of Nat or T/O of Anchor suit if 5+ Anchor suit

Defence	(1♣) : X=Majors 4+/4+, 1NT=minors 5+/4+, 2♦=6cd Major,
to	2♥/♠=5cd suit & 4+ minor, 2NT= minors 5+/5+
strong	(2♣) : X=Majors 5+/4+, 2♦=6cd Major, 2♥/♠=5cd suit & 4+ minor,
1♣/2♣	2NT = minors 5+/5+

Over 1NT Interference Lebensohl

Lebensohl - other uses after a takeout Dbl of a weak 2

Take out of 4 level pre-empts 4♣/4♦ Dbl = takeout, 4NT = 2 places to play

4♥ Dbl = takeout, 4NT = 2 places to play 4♠ Dbl = takeout, 4NT = 2 places to play

10. OTHER NOTES

1m - 1M - 2M -2NT = GF 1M-1NT-2NT=art GF, forces 3♣, opener then shows shape

1M(our opening or overcall) - (their overcall) - 2NT = mixed raise (< limit)

If opener rebids a minor it will be a 6 card suit unless we have 5440 shape

Over short 1♣ (0-1): 2♣ = nat, 2♦ = Michaels, 2NT= minors

Over Precision 1♦(2+): 2♦ = nat, 2♥ = weak Michaels, 3♦ = strong Michaels

1NT - 2♠ - 2NT = min, 3♠ = max, 3 level continuations from responder show shortage