

4. BASIC RESPONSES

Jump raises - minors	Inverted, 6-9, Usually 5+ cards
Jump raises - Majors	Weak, 0-5, 4+ cards
Jump shifts after minor opening	Weak except 1♦-3♣: 10-11, 6+♣
Jump shifts after Major opening	3♣: 10-12, 4 support; 3♦: 6-9, 4 support; 2♠/3♥: 10-12, 3 support
Responses to strong 2 suit open.	2♦: Wait or Neg; Shift: Pos; 2NT: Pos, 5/5+ ♦&♣; 3♥/♠: Neg, 6+
Responses to 2NT opening	3♣: Muppet, 3♦/♥: Trans, 3♠: minor suit stayman, 4♦/♥: TT

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Sometimes Q from KQT
Four or more with an honour	4th highest	
From 4 small	2nd highest but top if touching	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Low Encourage, Count	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage, Count, SP	
Signal on declarer's lead:	Count sometimes Suit Preference	
Notes	Interior sequence leads, Present count is given	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when?	Over NT bids 15-17,+
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	Multi-Cues i.e. 1st or 2nd round control (Ace/King.Void/Singleton)		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Blackout, DEPO, Cue-Raises,	Michaels, Muppet Stayman, Reverse Drury,
Exclusion Blackwood,	Semi-forcing NT, Serious 3NT, Smolen,
Exit Transfers, Fourth Suit Forcing,	Splinters and Splinter Raises,
Impossible 2♠, Inverted minors,	Texas Transfers, Transfer lebensohl,
Jacoby 2NT, Kickback, Leaping Michaels,	Trial Bids, Unusual over Unusual,

www.abf.com.au

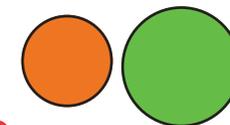
XYZ, Xs: Support/Game-Try/ELCD

PDF Form Rev. 15F06 by RoL
MyRev.

Copyright © ABF 2015



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	935220	Charles McMahon
& Names:	935212	John McMahon
Basic System:	2 over 1	
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♣ 11+, 2+♣	1♥ 11+, 5+♥	
1♦ 11+, 4+♦	1♠ 11+, 5+♠	
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman, may have 0 HCP		
2♦ Transfer ♥	2♠ RP OR Weak ♦or♣ OR Strong ♦&♣	
2♥ Transfer ♠	2NT FG, asks for 5♥or5♠ OR 4♦or4♣	
other 3x: Slam Interest, 4♣: Gerber, 4♦/♥: Texas Transfer, 4NT: Quantitative		
2♣	Unbalanced FG OR Balanced 20-22 or 25+	
2♦	Wilkosz, 6-10, 5/5+ At least one Major	
2♥	Weak, 6-10, ♥	
2♠	Weak, 6-10, ♠	
2NT	23-24 Balanced	3NT Specific Ace Ask
other	Natural	

2. PRE-ALERTS

Transfer responses to 1♣	
Wilkosz 2♦	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	♦&♣ or Other m&M, 5/5+, 6-10 or 16+
1NT overcall - immediate	15-18, stopper	Immediate cue of minor	♠&♥, 5/5+, 6-10 or 16+
1NT overcall - re-opening	11-14, maybe stop	Immediate cue of Major	Other M&m, 5/5+, 6-10 or 16+
Over weak twos	X: 14/12+, Leaping Michaels	Over opening threes	X:16/14+
Over opponent's 1NT	Multi-Landy against any strength		
X: Penalties;	2♣: ♠&♥, 5/4+; 2♦: ♠ or ♥, 6+; 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+♥	2♦ 10-11, 6+♦	3♦ 13-15, 5+♣, 0 or 1♦
1♥ 6+, 4+♠	2♥ 0-5, 6+♥	3♥ 13-15, 5+♣, 0 or 1♥
1♠ 6+, 4+♦ or 6-9 Bal	2♠ 0-5, 6+♠	3♠ 13-15, 5+♣, 0 or 1♠
1NT 10-11, Bal	2NT 16+, Bal	3NT 12-15, Bal
2♣ 10+, 4+♣, Inverted	3♣ 6-9, 5+♣, Inverted	4♣ To play
other After Clubs agreed: 4♦ is Kickback (RKCB 1430) & 4NT: Exclusion in ♦		
1♦ 1♥ 6+, 4+♥	2♥ 0-5, 6+♥	3♥ 13-15, 5+♦, 0 or 1♥
1♠ 6+, 4+♠	2♠ 0-5, 6+♠	3♠ 13-15, 5+♦, 0 or 1♠
1NT 6-9	2NT 10-11, Bal	3NT 12-15, Bal
2♣ FG, 4+♣	3♣ 10-11, 6+♣	4♣ 13-15, 5+♦, 0 or 1♣
2♦ 10+, 4+♦, Inverted	3♦ 6-9, 4+♦, Inverted	4♦ To play
other After Diamonds agreed: 4♥ is Kickback (RKCB 1430) & 4NT: Exclusion in ♥		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 6-9, 4♥
1NT 6-11, Semi-forcing NT	2♠ 10-12, 3♥	3♥ 0-5, 4+♥
2♣ FG, 4+♣	2NT Jacoby, 13+, 4+♥	3♠ 13-15, 4+♥, 0 or 1♠
2♦ FG, 4+♦	3♣ 10-12, 4♥	3NT Doesn't exist
other After Hearts agreed: 4♠ is Kickback (RKCB 1430) & 4NT: Exclusion in ♠		
1♠ 1NT 6-11, Semi-forcing NT	2♠ 6-9, 3♠	3♥ 6-10, 3♠
2♣ FG, 3+♣ (If 3=4=3=3)	2NT Jacoby, 13+, 4+♠	3♠ 0-5, 4+♠
2♦ FG, 4+♦	3♣ 10-12, 4♠	3NT Doesn't exist
2♥ FG, 5+♥	3♦ 6-9, 4♠	4♣ 13-15, 4+♠, 0 or 1♣
other Normal RKCB 1430 and All Exclusion asks at the 5-level		
1NT 3♣ Slammy: Usually 6+♣	3♠ Slammy: Usually 6+♠	4♦ 6+♥, To play in 4♥
3♦ Slammy: Usually 6+♦	3NT To play	4♥ 6+♠, To play in 4♠
3♥ Slammy: Usually 6+♥	4♣ Gerber	4♠ 6+♣, To play in 5♣
other 4NT: Quantitative; 5♣: 6+♦; Gerber is on after 2♣/♦/♥/♠ response to 1NT		
2♣ 2♦ Waiting or Negative	2NT Positive, 5/5+ ♦&♣	3♥ Negative, 6+♥
2♥ Positive, 5+♥	3♣ Positive, 6+♣	3♠ Negative, 6+♠
2♠ Positive, 5+♠	3♦ Positive, 6+♦	3NT Doesn't exist
other Fast Arrival applies by responder		
2♦ 2♥ 2+♥, Pass/Correct	3♣ Play in my suit, bid 3♦	3♠ Preempt Pass/Correct
2♠ 3+♠, Pass/Correct	3♦ Invitational, 3/3+ ♥&♠	3NT To play
2NT Forcing Inquiry	3♥ Preemptive, 3/3+ ♥&♠	4♣ Transfer me to your M
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 a 3rd hand 1♥/1♠, 2♣ may also be reverse drury. 2♦ asks and accepts, 2M rejects, Other is natural and accepts

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Forcing Inquiry	3♥ To play	4♣ FG, 6+♣
3♣ To play	3♠ FG, 6+♠	4♥ To play
other 4♦: FG, 6+♦; 4♠: To play; After 2♥-2NT... 4♣ Kickback (RKCB 1430)		
2♠ 2NT Forcing Inquiry	3♥ To play	4♣ FG, 6+♣
3♣ To play	3♠ To play	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 4♦: FG, 6+♦		
2NT 3♣ Muppet Stayman	3♠ minor-suit stayman	4♦ 6+♥, To play in 4♥
3♦ 5+♥	3NT To play	4♥ 6+♠, To play in 4♠
3♥ 5+♠	4♣ Gerber	4♠ 6+♣, To play in 5♣
other 5♣: 6+♦; 4NT: Quantitative		

9. CONVENTIONS

Unusual NT: ♦&♣ or Other minor & Major(Unspecified), 5/5+, 6-10 or 16+

4th Suit Forcing One round Not on after 3 bids at the 1-level Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening Natural

Defence to Opening Twos X:14/12+ 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♣: Multi-Landy X: ♠&♥, 4/4+; 1♦: ♠ or ♥, 5+; 1♥: ♥/m, 4/4+;
to	1♠: ♠/m, 4/4+; 1NT: ♦&♣, 4/4+; 1st Pass: Strong or Nothing to say
strong	2♣: Multi-Landy X: ♠&♥, 5/5+; 2♦: ♠ or ♥, 6+; 2♥: ♥/m, 5/5+;
♣	2♠: ♠/m, 5/5+; 2NT: ♦&♣, 5/5+;

Over 1NT Interference Modified Transfer lebensohl

Lebensohl - other uses Over Opp's weak 2s & weak jumps; 2♣ Interference; Reverses

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

4♥ Natural 4♠ Natural

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, although extra is needed(Shape or Values), 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 spinters. Fast arrival applies to both opener and responder when a fit is found. Multi-Cues up the line may be used.