4. BASIC RESPONSES

Jump raises - minors	PRE
Jump raises - Majors	PRE
Jump shifts after minor opening	1m - 2M = NAT, strong, S/T; others: see interior
Jump shifts after Major opening	1M - 3m = NAT INV, NF; others: see interior
Responses to strong 2 suit open.	2♣ - 2♦ = waiting, then 2♥ = inverted Kokish; others: see interior
Responses to 2NT opening	3♣ = Mod. PUP Stayman; 3♦/♥ = TRF; 3♠ = both m; 4m = S/T M

5. PLAY CONVENTIONS   Show priorities

		Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads	Sequences:	Underlead, except HH doubleton	Overlead all except AKx(+)
	Four or more with an honour	3rd/low	Low
	From 4 small	3rd	High or 2nd high
	From 3 cards (no honour)	3rd	Top or Middle
	In partner's suit	Overl all ex AK; JT9 = 0/2 higher	Overl all ex AK; JT9 = 0/2 higher
Discards		1st = odd ENC	1st = odd ENC
Count		Reverse Original	Reverse Original
Signal	on partner's lead:	Low ENC	Low ENC
Signal	on declarer's lead:	Reverse Smith Peter vs NT. Count or S/P when appropriate	
Notes		vs S: S/P if 0-1 in dummy; Count on K lead if Qx(+) or xx in dummy	
		Attitude switches at trick 2+, and J/T/9 switches show 0/2 higher.	

6. SLAM CONVENTIONS

4NT:	Blackwood	☐	RKCB	1430	4♣ Gerber ☐ when?	

Slam Notes 4 of [trump suit+1] is the RKCB ask, w/ Q ask and specific K

Cue Bids	X	1st/ 2nd
Asking Bids	☐	

7. OTHER CONVENTIONS

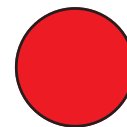|	
Mod. 2-way Drury by PH over 3rd/4th 1M:	Maximal DBLs and FSJs in COMP.
2[M-2] = 3-card raise; 2[M-1] = 4-card raise.	TRF advances to O/C starting with the cue.
TRFs after REV.	CAPP1MX. 1♣/1♦/1♥- (X) - XX = TRF.
Cheapest m = S/T after 3-level opening.	Also may other TRFs/inversions in COMP
EKCB 0-1-1.5-2-2.5-3-3.5.	(see interior).

After 1♣ - 1R - 1z, 1♦-1♥-1♠ and 1♥-1♠-1NT:

　　2♣ = PUP 2♦; 2♦/♥/♠/NT = TRFs.

Gazzilli after 1♥-1♠ and 1♠-1NT.

ABF

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	476791	Griff WARE
& Names:	497746	Michael WILKINSON

Basic System: Strong NT; modified 2/1 GF; TRF-style RESP to 1♣; mini-multi 2♦

Brown Sticker ☐   Classification: Green ☐   Blue ☐   Red **X**   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape **X**

1♣	2+♣, 11+ [incl any BAL 11-14/18-19]	1♥	5+♥, 10+
1♦	4+♦, 10+, unbal	1♠	5+♠, 10+
1NT	15-17 (semi)-BAL; good 14 may upgrade espec with 5M may contain 5 card Major **X**		

1NT Responses	2♣ Simple Stayman		
2♦	TRF to ♥, then TRFs	2♠	RP or TRF to ♣
2♥	TRF to ♠, then TRFs	2NT	TRF to ♦, then shortage
other	3♣ = 0-1♥; 3♦ = 0-1♠; 3M = 4oM CoG; 4m = TRF to 4M		

2♣	Strong, either (i) 20-21 (semi)-BAL, may contain 5M, or (ii) any GF
2♦	In 1st/2nd: weak in ♥ or ♠, 3-7, may be only a 5-card suit if NV. In 3rd/4th: wk/int in ♦
2♥	6+♥, (8)9-11 [wider, weaker range in 3rd]
2♠	6+♠, (8)9-11 [wider, weaker range in 3th]
2NT	22-23 (semi)-BAL, may contain 5M **3NT** 6+♥ and 5+♠, 9-13
other	

2. PRE-ALERTS

TRF-style RESP to 1♣ and in COMP:	1♣ - 1NT = INV; 1♣ - 2♦ = INV 6+♣ or 6+♦
can include X/XX and cues may not be cue	1♥ - 2♣ = INV 3+♥, GF ♣ or GF BAL
raises. See back/interior.	1♥ - 2♣ = ♥; 1♠ - 2♦ = 3-way; 1♠ - 2♥ = ♣

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5♥	Jump overcalls	Weak
Responsive doubles through	5♥	Unusual NT	5+/5+ LUBS, weak or strong
1NT overcall - immediate	15-18	Immediate cue of minor	5+/5+ majors, weak or strong
1NT overcall - re-opening	**	Immediate cue of Major	5+oM/5+♣, weak or strong
Over weak twos	T/O X. Leaping Michaels	Over opening threes	T/O X. Non-leaping Michaels
Over opponent's 1NT	ASPTRO: 2♣ = ♥ and another; 2♦ = ♠ and another		

** reopening 1NT = 10-13/11-14/12-15/13-16 over 1♣/♦/♥/♠

8. RESPONSES TO OPENING BIDS
Describe strength, minimum length, or specific meaning

1♣	1♦	4+♥	2♦	INV w/ 6+♣ OR 6+♦	3♦	(6)7+♦, PRE
	1♥	4+♠	2♥	NAT, strong, S/T	3♥	7+♥, PRE
	1♠	Either no M or 5+♦	2♠	NAT, strong, S/T	3♠	7+♠, PRE
	1NT	NAT INV	2NT	NAT, GF	3NT	Undiscussed
	2♣	5+♣, near GF	3♣	6+♣, PRE	4♣	PRE
	other	4♦ = ♣ RCKB; 4M = To play				

1♦	1♥	4+♥	2♥	NAT, strong, S/T	3♥	SPL
	1♠	4+♠	2♠	NAT, strong, S/T	3♠	SPL
	1NT	5-10(11), no M	2NT	NAT INV	3NT	Undiscussed
	2♣	4+♣, 10+	3♣	4+♦, INV	4♣	SPL
	2♦	4+♦, near GF	3♦	4+♦, PRE	4♦	PRE
	other	4M = To play				

1♥	1♠	4+♠	2♥	NAT	3♦	NAT INV, NF
	1NT	Semi-F	2♠	Misc mini-SPL	3♥	PRE
	2♣	INV 3+♥/GF ♣/GF BAL	2NT	4+♥, GF	3♠	Misc min GF SPL
	2♦	5+♦, GF	3♣	NAT INV, NF	3NT	♠ SPL
	other	4♣/♦ = SPL; 4♥ = PRE; 4♠ = To play				

1♠	1NT	Semi-F	2♠	NAT	3♥	4+♠, min GF
	2♣	5+♥ INV+ or 4♥ GF	2NT	4+♠, GF	3♠	PRE
	2♦	INV 3+♠/GF ♦/GF BAL	3♣	NAT INV, NF	3NT	♣ SPL
	2♥	5+♣, GF	3♦	NAT INV, NF	4♣	♦ SPL
	other	4♦ = ♥ SPL; 4♥ = To play; 4♠ = PRE				

1NT	3♣	0-1♥	3♠	4♥, choice of games	4♦	TRF to 4♠
	3♦	0-1♠	3NT	To play	4♥	To play
	3♥	4♠, choice of games	4♣	TRF to 4♥	4♠	To play
	other					

2♣	2♦	ART, waiting	2NT	any 6+/5+ poor suits	3♥	TRF w 1 loser 7+♠
	2♥	NAT, good suit	3♣	NAT, good suit	3♠	TRF w 1 loser 7+♣
	2♠	NAT, good suit	3♦	NAT, good suit	3NT	Misc solid 6+ card suit
	other	Inverted Kokish after 2♣ - 2♦				

2♦	2♥	Pass or correct	3♣	NAT NF	3♠	Pass or correct
	2♠	Pass or correct	3♦	NAT NF	3NT	To play
	2NT	Enquiry	3♥	Pass or correct	4♣	Asks opener to TRF
	other	4♦ = Asks opener to bid his suit; 4M = To play				

Notes After 1m - (X): XX/1♦/♥/♠ = TRFs; 1NT = INV; 2x = FSJs; 2NT= INV/mix in ♣/♦.
After 1♣ - (1♦): X/1♥/1♠ = TRFs; 1NT = INV; 2♦/♥/♠ = TRFs to 6+card suits; 2NT = GF.
After 1m - (1♥): X = 4-5♠; 1♠ = 0-3♠; 1NT = INV; 2♣ = ♦; 2♦ = m; 2♥/♠ = 6+♠ INV+/WK.

2♥	2♠	NAT F	3♦	NAT F	3NT	To play
	2NT	Asks for shortage	3♥	PRE, mildly INV	4♣	SPL
	3♣	NAT F	3♠	SPL	4♥	To play
	other					

2♠	2NT	Asks for shortage	3♥	NAT F	4♣	SPL
	3♣	NAT F	3♠	PRE, mildly INV	4♥	
	3♦	NAT F	3NT	To play	4♠	To play
	other					

2NT	3♣	Mod PUP Stayman	3♠	Both minors	4♦	S/T in ♠
	3♦	TRF to ♥	3NT	To play	4♥	S/T in ♣
	3♥	TRF to ♠	4♣	S/T n ♥	4♠	S/T in ♦
	other	4NT = QUANT				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, weak or strong.

4th Suit Forcing   One round [ ]   Game force [X]

NT Checkback [ ]   Priorities: 2♣ = PUP 2♦; other = TRFs.   TRFs after 1x - 1y - 2NT

Defence to 3NT opening   If 3NT = long m, then 4♣/♦ = both M emphasising ♥/♠

Defence to Opening Twos   T/O X of NAT 2s

Multi 2♦   X = 11-14 BAL or 19+ any

RCO style 2-s   X = values

Other 2-s   X T/O of anchor suit

Defence to strong ♣	1♣ : X = ♥ + ♠; 1♦ = ♣ + ♦; 1M = NAT; 1NT = ♠ + m; 2m = m + ♥
	2M = NAT PRE; 2NT = big M+m 2-suiter; other = NAT PRE
	2♣ : X = both M

Over 1NT Interference   Rubensohl

Lebensohl - other uses   LEB after our T/O X of a weak 2. 2♦ = LEB after T/O X of 2♣.

Take out of 4 level pre-empts   4♣/4♦ X
   4♥ X   4♠ X

10. OTHER NOTES

After 1♣ - (1♠): 1NT = NAT**; 2m = TRFs; 2♥ = NAT negative free bid.
After 1♦ - (1♠): 1NT = NAT**; 2♣ = ♥; 2♥ = ♣.   [**NB 1m - (1♠) - 1NT is not INV.]
After 1♥ - (1♠): X = nebulous; 1NT = INV; 2♣ = ♦; 2♦ = good raise; 2♠ = ♣; 2NT = raise.
After 1♣ - (1NT) we play ASPTRO. 1♦ - (1NT) - 2♣ = both M. 1M - (1NT) - 2m = m + oM.
After 1♦/♥/♠ - (2♣) and 1♣ - (2♦), 2-level suit bids that are not raises are inverted.
After (1♠) - 2♣ - (P or X) we invert the meanings or 2R.
Otherwise we play TRFs after our O/C starting with cue [doesn't apply to reopening O/C].