4. BASIC RESPONSES

Jump raises - minors	about 5-8, 5c sup. Single raise inverted, GF.
Jump raises - Majors	about 5-7, 4c sup. 2NT=3+c sup, ~8-12
Jump shifts after minor opening	2♥=11-12 bal; 2♠=5c sup,9-11; 2NT=classic 11-12 bal.
Jump shifts after Major opening	6c suits, 9-11, NF
Responses to strong 2 suit open.	2♦ = 5-8; 2♥ = 0-4; 2♠ = 9+; higher transfers
Responses to 2NT opening	3♣=Stayman; 3♦/♥=trfrs; 3♠=m's. 4♣/♦/♥/♠=2 under trfrs

5. PLAY CONVENTIONS — Show priorities

		Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads	Sequences:	Overlead	
	Four or more with an honour	4th	4th
	From 4 small	4th	4th, 2nd from weak suits
	From 3 cards (no honour)	usually 3rd	varies
	In partner's suit	as above	
Discards		nat attitude / count / suit pref.	
Count		natural. 2nd highest from four.	
Signal	on partner's lead:	rev attitude / count / suit pref.	
Signal	on declarer's lead:	natural (present) count	
Notes		Reverse Smith if needed: high says look elsewhere; low says no preference / like.	
		King for count at 4+ level and after declarer pre-empted	

6. SLAM CONVENTIONS

4NT:	Blackwood [X]	RKCB 1430	4♣ Gerber [ ]	when?

Slam Notes RKCB is always "agreed suit + 1"

Cue Bids [X]

Asking Bids [ ]

7. OTHER CONVENTIONS

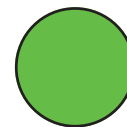|	
passed hand 1♥ or 1♠: 2♣ /2♦= Drury	Oppo passed hand: jumps are fit showing.
2 way Checkback	Cue raises, inc some 2NT
Support doubles (& XX), not compulsory	Opposite 5+M suit: 2NT = 4c sup in comp.
Blackout after a reverse.	Transfers after comp over our 1NT
Lebensohl if they bid or promise a Major.	

ABF

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	3727	David Beauchamp
& Names:	61107	Matthew Thomson

Basic System: Standard 2-over-1 GF

Brown Sticker [ ] Classification: Green [X] Blue [ ] Red [ ] Yellow [ ]

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape [ ]

1♣	3♣+, usually 11+hcp	1♥	5♥+, usually 11+hcp
1♦	3♦+, usually 11+hcp	1♠	5♠+, usually 11+hcp
1NT	(14)15-17 bal		may contain 5 card Major [X]

1NT Responses	2♣ Stayman		
2♦	Trf ♥	2♠	6+♣
2♥	Trf ♠	2NT	6+♦
other	3♣=Pup Stay; 3♦=4-1 in Ms; 3♥/♠=54+♣&♦ bid M fragment; 4♣/♦=Trf's ♥/♠		

2♣	GF
2♦	4♠ & 5+m, 10-14
2♥	4♥ & 5+m, 10-14
2♠	Weak Two. In 4th about 10-13.
2NT	20-21-22 bal 3NT Specific ace ask
other	

2. PRE-ALERTS

(1♣) : X = often 12-14 bal or 1♣ opening	(1♣): 2♦=4♠&5+♦; 2♥=4♥&5+♦
(1m): p : (1♦/NT) : 2♣ = Majors	
1M : 2♣ = ART GF may not have long ♣s	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak not Vul, intermediate Vul
Responsive doubles through	4♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♣=5+/4+Ms; ♦=5+♥/4+♠
1NT overcall - re-opening	(13) 14-16	Immediate cue of Major	4+oM/5+m
Over weak twos	X=TO, Leaping Michaels	Over opening threes	X=TO
Over opponent's 1NT	2♣=♥+♠; 2♦=♠+m; X= ♥+m, or greater strength than opener		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	3+	2♦	6c, 9-11	3♦	GF splinter
	1♥	4+	2♥	11-12 bal, no 4cM	3♥	GF splinter
	1♠	4+	2♠	5+♣, 9-11 unbal'd	3♠	GF splinter
	1NT	nat, about 6-10	2NT	classic 11-12 bal, no M	3NT	4♣333, 13-15
	2♣	GF, 5(4)+♣	3♣	5♣s, about 5-8	4♣	strong
	other					

1♦	1♥	4+	2♥	11-12 bal, no 4cM	3♥	GF splinter
	1♠	4+	2♠	5+♦, 9-11 unbal'd	3♠	GF splinter
	1NT	nat, about 6-10	2NT	classic 11-12 bal, no M	3NT	4♦333, 13-15
	2♣	GF, 5(4)+♣s	3♣	6+♣, 9-11	4♣	GF splinter
	2♦	GF, 5(4)+♦	3♦	5♦s, about 5-8	4♦	strong
	other					

1♥	1♠	4+	2♥	3(4)♥s, about 7-10	3♦	6+♦, 9-11
	1NT	nat, about 6-12, NF	2♠	6+♠, 9-11	3♥	4♥s, about 5-7, shape
	2♣	Artificial GF	2NT	3+♥s, about 8-12	3♠	splinter, 11-12 hcp
	2♦	5+♦s, GF	3♣	6+♣, 9-11	3NT	splinter(♦), 11-12 hcp
	other	May respond 1NT if weak (about 3-6) with 3(4)♥s				

1♠	1NT	nat, about 6-12, NF	2♠	3(4)♠s, about 7-10	3♥	6+♥, 9-11
	2♣	Artificial GF	2NT	3+♠s, about 8-12	3♠	4♠s, about 5-7, shape
	2♦	5+♦s, GF	3♣	6+♣, 9-11	3NT	splinter(♥), 11-12 hcp
	2♥	5+♥s, GF	3♦	6+♦, 9-11	4♣	splinter, 11-12 hcp
	other	May respond 1NT if weak (about 3-6) with 3(4)♠s		(1♠:4♥ = nat)		

1NT	3♣	Puppet stayman	3♠	3(2)♠ & 5/4+ in ♣/♦s	4♦	Trf to ♠s
	3♦	4-1 in Majors	3NT	TP	4♥	
	3♥	3(2)♥ & 5/4+ in ♣/♦s	4♣	Trf to ♥s	4♠	Slam Forcing Baron
	other	4NT is quant.				

2♣	2♦	5-8 hcp	2NT	6+♣, good suit	3♥	6+♠, good suit
	2♥	0-4	3♣	6+♦, good suit	3♠	
	2♠	9+	3♦	6+♥, good suit	3NT	
	other					

2♦	2♥	F1 enquiry	3♣	pass/correct	3♠	nat NF
	2♠	nat, TP	3♦	nat NF	3NT	TP
	2NT	5+♥s, F1	3♥	nat NF	4♣	pass/correct
	other	4♣/5♣ = pass/correct				

2♥	2♠	F1, Enquiry	3♦	nat NF	3NT	TP
	2NT	5+♠s, F1	3♥	nat NF	4♣	pass/correct
	3♣	pass/correct	3♠	nat NF	4♥	
	other	4♣/5♣ = pass/correct				

2♠	2NT	F1, Enquiry	3♥	nat, F1	4♣	
	3♣	nat, F1	3♠	nat NF	4♥	to play
	3♦	nat, F1	3NT	TP	4♠	
	other	Responder's 4♣ rebid=slam going in ♠. If 2♠ is X'd, then new suit=non-forcing				

2NT	3♣	Stayman	3♠	both minors	4♦	6+♠s
	3♦	Trf	3NT	TP	4♥	6+♣s
	3♥	Trf	4♣	6+♥s	4♠	6+♦s
	other	4NT is invite Baron				

9. CONVENTIONS

Unusual NT: lower two unbid suits

4th Suit Forcing — One round ☐ — Game force ☒

NT Checkback ☒ Priorities: 2♣ forces 2♦; 2♦ is GF.

Defence to 3NT opening — X=pen; 4♣=Stayman; 4♦=both Ms

Defence to Opening Twos

Multi 2♦ — X=13-15 or big. 2NT about 16-18. 4♣/♦=Leap Michaels

RCO style 2-s — as above

Other 2-s — over nat twos: X=TO; 2NT about 15-17

Defence	1♣ :	
to	X= majors; 1NT= minors. If we overcall, then 1NT or 2NT is F1.	
strong	2♣ :	
♣	as for over strong 1♣	

Over 1NT Interference — system on over X but XX is escaping; transfers often apply

Lebensohl - other uses — generally applies if they show a major at the two level

Take out of 4 level pre-empts — 4♣/4♦ X=TO; 4NT=nat.

4♥ X=TO; 4NT=2-suiter — 4♠ X=TO; 4NT=2-suiter.

10. OTHER NOTES

In GF when have major trump fit: 3NT=slam serious.

In Comp: After we open, jumps in a new suit below 3NT are nat, NF.

After we open 1♥/♠: 2NT=4c LR+; cue=3c LR+

Notes