

4. BASIC RESPONSES

Jump raises - minors	5-9 usually 5+ support
Jump raises - Majors	0-6 4+M 1st/2nd seat
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣=Fit/INV 1st/2nd seat. 1m-2M & 1♣-2♦ by p/hand=0-5 6-
Jump shifts after Major opening	1♠-3♥=3♠ INV; 1♥-2♠=3♥ INV; 1M-3♣/3♦ Bergen 1st/2nd seat
Responses to strong 2 suit open.	2♦=Waiting; 2♥/♠ +ve HHxxx, 2NT=5/5minors; 3♣/3♦ HHxxxx
Responses to 2NT opening	3♣=Mup Stayman; 3♠=MSS; 3♦ & 3♥=TRF 4♣=♥, 4♦=♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Att K-Count	O/lead, A-Att K-Count/unblock
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle but top if support	Middle but top if support
In partner's suit	Overlead; 4th; Xx	Overlead; 4th; Xx
Discards	**Low Enc	**Low Enc
Count	High-Low = Odd	High-Low = Odd
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes Suit preference where obvious		
** Low Enc on 1st discard, then reverse original count		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? Kickback
Slam Notes	King Ask - Show Specific		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd below game		
Asking Bids <input checked="" type="checkbox"/>	5 level raise of trump suit asks for 1st or 2nd round control in Opp's suit		

7. OTHER CONVENTIONS

Blackout after a Reverse by Opener	
Lebensol 2NT over interference of 1NT opening	
Lebensol 2NT over X of weak 2	Splinters
DOPI/ROPI over interference of RKCB	

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Blackout: Rebid of responder's suit is F1 and 5+.

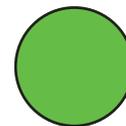
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Otherwise, cheaper of 2NT or 4th suit promises only 4 in first bid suit and a minimum hand

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	726273	Kirstyn Fuller
& Names:	264997	Pele Rankin
Basic System:	2 over 1	
Brown Sticker <input 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♣ 2+ 11+	1♥ 5+ 11+
1♦ (4) 5+ 11+ if 4, will be some 4441	1♠ 5+ 11+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman (Smolen); 3♣ Puppet Stayman 2♦ TRF ♥ 2♠ TRF ♣ (3♣ = Superaccept) 2♥ TRF ♠ 2NT TRF ♦ (3♦ = Superaccept) other 3♦=5/5 ♣/♦ FG; 3M=Singleton (31)(54), 4♣=TRF ♥; 4♦=TRF ♠; 4NT=INV	
2♣ 22+ Bal or FG	
2♦ 6♦ 5-10	
2♥ 6♥ 5-10	
2♠ 6♠ 5-10	
2NT 20-21	3NT ♣/♦ AKQxxxx
other 4NT Specific Ace Ask	

2. PRE-ALERTS

Support X/XX	3 & 4 lvl resp to 1NT & 2NT opening
2♣/2♦ Resp=Rev Drury to 3/4 seat M opening	
Tfr resp to 1♣ (2+), may be light if short in ♠'s	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	6(7), Weak
Responsive doubles through	4♠	Unusual NT	5/5-2 lower unbid suits unlimited; 19-21 4th seat
1NT overcall - immediate	15-18	Immediate cue of minor	♥/♠ 5/5 but nat if short minor
1NT overcall - re-opening	11-14	Immediate cue of Major	Other M/Minor 5/5 Unlimited
Over weak twos	X=T/O; Lebensol 2NT	Over opening threes	X=T/O
Over opponent's 1NT	Weak X = Penalty, Strong X=4M/5+m; 2♣=5/4 ♥/♠; 2♦=1 Major;		
2M=5M/4+minor; 2NT=5/5♣/♦; 4th seat X by passed hand = ♣ or ♦			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 5+ 1♥ 4+♠, 5+ 1♠ (4)5+♦, 5+ 1NT 5-10 2♣ 5+♣, FG; 10-11 5♣ p/h other 4♥/4♠/5♦ = To Play	2♦ 5+♣, 10-11; 6♦ 0-5 p/h 2♥ Weak, 6♥ 0-5HCP 2♠ Weak, 6♠ 0-5HCP 2NT 10-12 3♣ 5+♣, 5-9	3♦ Splinter 3♥ Splinter 3♠ Splinter 3NT 13-15 4♣ Weak
1♦ 1♥ 4+, 5+ 1♠ 4+, 5+ 1NT 5-10 2♣ 4+♣, FG 2♦ 4+♦, FG; 10-11 4+♦ p/h other 4♥/4♠/5♣ = To Play	2♥ Weak, 6♥ 0-5HCP 2♠ Weak, 6♠ 0-5HCP 2NT 10-12 3♣ 4+♦, 10-11 3♦ 4+♦, 5-9	3♥ Splinter 3♠ Splinter 3NT 13-15 4♣ Splinter 4♦ Weak
1♥ 1♠ 4+, 5+ 1NT 5-11, Semi-forcing 2♣ ♣'s or Bal FG 2♦ 5+, FG other 4♣/4♦ = 10-12, Splinter; 4♠/5♣/5♦ = To Play	2♥ 3, 5-9 2♠ 3♥ INV 2NT 4+♥, FG 3♣ 4+♥, 7-9	3♦ 4+♥, 10-11 3♥ 4+♥, 0-6 3♠ 10-12, Splinter 3NT 33(34) 13-15
1♠ 1NT 5-11, Semi-forcing 2♣ ♣'s or Balanced, FG 2♦ 5+, FG 2♥ 5+, FG other 5♣/5♦ = To Play	2♠ 3, 5-9 2NT 4+♠, FG 3♣ 4+♠, 7-9 3♦ 4+♠, 10-11	3♥ 3♠ INV 3♠ 4+♠, 0-6 3NT 33(34) 13-15 4♣ 4♦/4♥ = 10-12, Splinter
1NT 3♣ Puppet Stayman 3♦ 5/5 ♣/♦ FG 3♥ Singleton 31(54) other 4NT = INV	3♠ Singleton 13(54) 3NT To Play 4♣ TRF ♥, to play or RKCB	4♦ TRF ♠, to play or RKCB 4♥ To Play 4♠ To Play
2♣ 2♦ Waiting 2♥ 5+♥, good suit 2♠ 5+♠, good suit other Suit responses will be good suits - at worst headed by 1 of the top 3 honours with texture	2NT 5♣/5♦ FG 3♣ 6+♣, good suit 3♦ 6+♦, good suit	3♥ Sets Suit 3♠ Sets Suit 3NT AKQxxx+ any suit
2♦ 2♥ Natural, F1 2♠ Natural, F1 2NT Ogust other	3♣ Natural, F1 3♦ To play 3♥ Nat, FG	3♠ Nat, FG 3NT To Play 4♣

Notes 1♣ - 1♦ - 1♥ - 1♠ = Forth suit forcing to game

1♣- 1♦ - 2♥/2♠ = Natural and FG as with 1♣- 1♥ - 2♠ = Natural and FG

2♥ 2♠ NAT, INV. Raise with fit 2NT Ogust 3♣ Natural, Forcing other Opener bids suit with values opposite responder's change of suit	3♦ Natural, Forcing 3♥ To Play 3♠ 6+♠, FG	3NT To Play 4♣ 4♥ To Play
2♠ 2NT Ogust 3♣ Natural, Forcing 3♦ Natural, Forcing other Opener bids suit with values opposite responder's change of suit	3♥ 5+♥, FG 3♠ To Play 3NT To Play	4♣ 4♥ To Play 4♠ To Play
2NT 3♣ Muppet Stayman 3♦ TRF ♥ 3♥ TRF ♠ other	3♠ Minor Suit Stayman 3NT To Play 4♣ TRF ♥; 4♦ Interest	4♦ TRF ♠; 4♥ Interest 4♥ TRF ♣; 4NT/5♣ to play 4♠ TRF ♦; 4NT/5♦ to play

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 Way Checkback; 2♣=Forces 2♦ or INV. 2♦=ART FG

Defence to 3NT opening XXX

Defence to Opening Twos Natural weak 2 - X=T/O (Lebensohl). Others - XXX

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s XXX

Defence [1♣]: X=♣ 1NT=4m/5+m, 2♣=♥/♠ 4/5, 2♦=1M, 2M=5M/4+m, 2NT=m/m 5/5

to

strong

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses X of Natural weak 2

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = T/O; 4NT = 2 Suited T/O

10. OTHER NOTES

System on over X of opener's 1 level opening but off after simple overcall

2 way checkback over 1NT applies after any 1 level interference

Defence to 2NT or 2♠ showing 5♣/5♦: XXX; 3♣=♥/♠ longer ♥; 3♦=♥/♠ longer ♠