

4. BASIC RESPONSES

Jump raises - minors	Pre-empt
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	weak, apprxo 3-7 HCP (unless PH, when FIT SHOWING JUMP)
Jump shifts after Major opening	Bergen, except 1H - 2S = weak jump; 1S - 3H = heart invite
Responses to strong 2 suit open.	2D = weak or waiting (Kokish), else natural except 2NT
Responses to 2NT opening	3C = Muppet 3D/H = transfers, 3S = tfr to 3NT => minor slam tries

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Varies but often MUD or att.	
In partner's suit	depends if support shown	
Discards	High Encourage	
Count	High-Low = Even	
Signal on partner's lead:	Some 'natural' attitude or count =	what we think partner needs
Signal on declarer's lead:	Some count, Suit preference with trumps, Smith Peter v. NT	
Notes	*** Smith Peter v. NT ***	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB YES	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	1430 Majors, 0314 minors; 1NT/2NT - 4S = ace ask	
Cue Bids <input checked="" type="checkbox"/>	1st / 2nd round controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Fourth suit = game forcing (except 1S = nat)	Transfers after opener's 2NT jump rebid
Long suit game tries	Lebensohl
Blackout after reverses (lower of 4th suit/2N)	2C Drury after 1-Major (by Passed Hand)
2-way checkback after opener's 1NT rebid	Support doubles and redoubles (not mandat
Splinters	Transfers after opponents open Multi 2D

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PDF Form Rev. 17121 by RoL

MyRev. NOVEMBER 2019

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Transfers after 1MX (opening or overcall) - 2M = weaker r

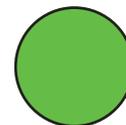
1NT (X penalty): XX = single-suited, bid = lower of 2 suits

1NT (X artificial): system ON

Gazilli after 1M - 1NT



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	313092	Candice Ginsberg
& Names:	199567	Barbara Travis
Basic System:	2 OVER 1 GAME FORCING	
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

1♣ 3+ cards, approx 11+ HCP 1♥ 5+ cards, approx 11+ HCP

1♦ 3+ cards, approx 11+ HCP 1♠ 5+ cards, approx 11+ HCP

1NT 1st/2nd hand: 14 to 16.5 HCP. 3rd/4th hand: 15-17 HCP may contain 5 card Major

1NT Responses 2♣ Stayman/Smolen

2♦ Transfer: hearts 2♠ Range probe or clubs (2NT min)

2♥ Transfer: spades 2NT Transfer: diamonds (3C min)

other 3C = 5 card Major enquiry

2♣ any GF or 22+ HCP balanced

2♦ weak 2 in a Major (approx 6-10 HCP)] in 4th seat: 10-13 HCP, 6 card diamonds

2♥ 5H + 4+ minor (approx 7-10 HCP)] in 4th seat: 10-13 HCP, 6 card hearts

2♠ 5S + 4+ minor (approx 7-10 HCP)] in 4th seat: 10-13 HCP, 6 card spades

2NT (19+) 20-21 HCP, bal or semi-bal 3NT 1st/2nd: Gambling, 3rd/4th: to play

other

2. PRE-ALERTS

2C Drury after 1-Major (by Passed Hand) Transfers after 1MX (opening or overcall)

Fit showing jumps in competition or Passed Transfers after opener's 2NT jump rebid

Transfers after opponents open Multi 2D

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak-ish

Responsive doubles through 3S Unusual NT Lower 2 unbid suits

1NT overcall - immediate 15+ to 18- HCP Immediate cue of minor 5/5+ in Majors

1NT overcall - re-opening 13-16 HCP Immediate cue of Major 5/5 in other Major + minor

Over weak twos X = takeout, Leaping Michae Over opening threes X = takeout, L/Michaels over 3

Over opponent's 1NT Weak 1NT double = penalty; strong (14+) 1NT double = 4 Major + longer

2C = 5/4+ Majors; 2D = one Major (2NT = ask); 2M = 5/4+ Major/minor; 3D/H/S/ = weak;

2NT = transfer to clubs, may be big 2-suiter (5+C + 5+ other), 3C = tfr diamonds (ditto)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ cards, F	2♦ 10+ HCP, clubs, F	3♦ splinter, 10-13 HCP
1♥ 4+ cards, F	2♥ ~3-7 HCP, 6+ cards	3♥ splinter, 10-13 HCP
1♠ 4+ cards, F	2♠ ~3-7 HCP, 6+ cards	3♠ splinter, 10-13 HCP
1NT 7/8-11 HCP, NF	2NT GF, clubs, slam interes	3NT 13-15 HCP, clubs
2♣ 6-9 HCP, NF	3♣ ~3-6 HCP, weak	4♣ pre-emptive
other		
1♦ 1♥ 4+ card, F	2♥ ~3-7 HCP, 6+ cards	3♥ splinter, 10-13 HCP
1♠ 4+ cards, F	2♠ ~3-7 HCP, 6+ cards	3♠ splinter, 10-13 HCP
1NT 6-11 HCP, NF	2NT GF, diamonds, slam int	3NT 13-15 HCP, diamonds
2♣ Natural, GF	3♣ 10+ HCP, diamonds, F	4♣ splinter, 10-13 HCP
2♦ 6-9 HCP, NF	3♦ ~3-6 HCP, weak	4♦ pre-emptive
other		
1♥ 1♠ 4+ cards, F	2♥ 7-9 HCP, 3 hearts	3♦ 4+ cards, 10-11/12 HCP
1NT 5-11 HCP, NF (incl LR)	2♠ ~3-7 HCP, 6+ cards	3♥ pre-emptive
2♣ Natural, GF	2NT GF raise, non-splinter	3♠ void splinter (3NT asks)
2♦ Natural, GF	3♣ 4+ cards, 6-9 HCP	3NT splinter, 10-13 HCP
other 4-minor: splinter, 10-13 HCP		
1♠ 1NT 5-11 HCP, NF (incl. LR)	2♠ 7-9 HCP, 3 spades	3♥ H splinter, 10-13 HCP
2♣ Natural, GF	2NT GF raise, non-splinter	3♠ pre-emptive
2♦ Natural, GF	3♣ 4+ cards, 6-9 HCP	3NT void splinter (4C asks)
2♥ Natural, GF	3♦ 4+ cards, 10-11/12 HCP	4♣ splinter, 10-13 HCP
other 4C/D: splinter, 10-13 HCP; 4H = to play		
1NT 3♣ 5 card Major ask	3♠ GF splinter on spades	4♦ hearts (weak or slam)
3♦ 5/5+ minors, slam try+	3NT to play	4♥ spades (weak or slam)
3♥ GF splinter on hearts	4♣ 5/5+ Majors, game only	4♠ Ace ask
other		
2♣ 2♦ Kokish (weak/waiting)	2NT Positive, 5/5+ minors	3♥ HHxxxx (weak)
2♥ Positive, 5+ hearts	3♣ Positive, 6+ clubs	3♠ HHxxxx (weak)
2♠ Positive, 5+ spades	3♦ Positive, 6+ diamonds	3NT ---
other		
2♦ 2♥ Pass or correct	3♣ Natural F	3♠ Natural F
2♠ Pass or correct	3♦ asks for 3M or diam, F	3NT to play
2NT Asks suit and range	3♥ Natural F	4♣ asks for suit below Maj
other 4D: asks for 4-Major to be bid, 4H/4S = to play (natural)		

Notes

2♥ 2♠ Natural F	3♦ Pass/correct	3NT to play
2NT Enquiry, range/minor	3♥ Pre-emptive	4♣ Pass/correct
3♣ Pass/correct	3♠ Splinter	4♥ to play
other		
2♠ 2NT Enquiry, range/minor	3♥ Natural F	4♣ Pass/correct
3♣ Pass/correct	3♠ Pre-emptive	4♥ to play
3♦ Pass/correct	3NT to play	4♠ to play
other		
2NT 3♣ Muppet Stayman	3♠ forces 3NT rebid (minor)	4♦ hearts (weak or slam)
3♦ hearts	3NT to play	4♥ spades (weak or slam)
3♥ spades	4♣ 5/5+ Majors, game only	4♠ Ace ask
other 4NT = quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Majors first; 2NT = any 4-3-3-3

Defence to 3NT opening X = strong; 4m = Majors, longer in relative Major

Defence to Opening Twos

Multi 2♦ X = hearts or strong; 2NT = natural; others = transfers; 3M = stopper ask

RCO style 2-s X = strong (3rd double = penalties); 2NT = natural

Other 2-s X = strong (3rd double = penalties); 2NT = natural

Defence to	1♣ : X = Majors, 1NT = minors, 1-level to 2C = natural, 2D = one Major,
strong	2M = 5/5+ Major + minor
1♣ / 2♣	2♣ : X = Majors, 2NT = minors, 2D = one Major, 2M = 5/5+ Major + minor

Over 1NT Interference Lebensohl

Lebensohl - other uses after takeout doubles at 2-level (2-openings or 1x P 2x X)

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ 4NT (X = general values)

10. OTHER NOTES

1-any: first response is 4NT = Blackwood (0 1 2 3)

1NT X (penalty): XX = single-suiter, Bid = lower of 2+ suits, 2S = pre-emptive (spade)

1NT X (artificial): system ON, XX = penalty interest (good hand)