

4. BASIC RESPONSES

Jump raises - minors	Inverted 6-9 HCP
Jump raises - Majors	Preemptive
Jump shifts after minor opening	2M=<6 HCP, 6 card suit. 1♣-2♦=5 card supp INV(unbal), 1♦-3♣=♣ INV
Jump shifts after Major opening	3♣=7-9 w/4+M, 3♦=10-12 w/4+M, 1♠-3♥=6+♥ INV
Responses to strong 2 suit open.	2♦= Waiting, 2NT=5+/5+ minors +ve, Others natural +ve
Responses to 2NT opening	3♣=Puppet Stayman, 3♦/3♥=TRF, 3♠=5♠s + 4♥s

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A = Att, K = count	Overlead
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	MUD	Top
In partner's suit	Att if support else as above	
Discards	Low encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count if appropriate (Reverse original count)	
Notes	Suit preference if shortage in dummy	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Over a genuine NT bid

Slam Notes DOPI I.E. X=1/4 P=3/0 etc

Cue Bids 1st or 2nd

Asking Bids King ask, trump suit=no, otherwise lowest K

7. OTHER CONVENTIONS

2 way checkback over 1NT rebid	1NT(X PEN)-system on but XX run to minor
3♣ Checkback over 2NT rebid	Long and short suit tries
M super accepts (3suit=16-17,+4, not 4333)	Reverse Drury
1m-1M-2M-2NT=inv, 3NT=Choice of contract	DOPI
1m - 1M; 2m - cheapest new suit = ART GF	

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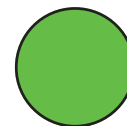
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264873	Paul Hooykaas
& Names:	213527	Peter Evans
Basic System:	2/1 GF	
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♣ 11+ HCP, 2+♣	1♥ 11+ HCP	5+♥
1♦ 11+ HCP, 4+♦ (4♦,4♣=open1♦)	1♠ 11+ HCP	5+♠
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥ 2♠ Range Probe or TRF ♣

2♥ TRF ♠ 2NT TRF ♦ (3♣ = S/accept)

other Smolen, 3♣=Puppet Stayman, 3M splinter (31)(54), Gerber, Texas transfers

2♣ 23+ BAL or any game force (Interference over 2♣ opening: X=T/O)

2♦ 6♦ 5-(10) }

2♥ 6♥ 5-(10) } (2NT=Shortage ask)

2♠ 6♠ 5-(10) }

2NT 20-22 balanced

3NT AKQxxxx ♣ or ♦ no other A/K

other

2. PRE-ALERTS

1♣ - 1♥ - 1♠ = unbalanced

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak, unless 2 level vul
Responsive doubles through	4♠	Unusual NT	5/5 Lower 2 unbid suits unlimited
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	5/5 ♥/♠ unlimited
1NT overcall - re-opening	12-(15) BAL	Immediate cue of Major	5/5 oM/m unlimited
Over weak twos	2NT(15)16-18,t/oX with Leb	Over opening threes	T/O X
Over opponent's 1NT	X= PEN/values (next X = T/O, 3rd X = PEN)		
2♣=Majors, 2♦= single suited M, 2M= 5Major/4+minor, 2NT= ♣/♦ 5/5, 3 level =PRE			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ Unbal INV raise ♣s	3♦ SPL GF
1♥ 5+ HCP, 4+♥	2♥ <6 HCP, 6+♥	3♥ SPL GF
1♠ 5+ HCP, 4+♠	2♠ <6 HCP, 6+♠	3♠ SPL GF
1NT 5-10 HCP	2NT 11(12) HCP, 3334	3NT 12-15 HCP, 33(34)
2♣ 10+ 5+♣ no major	3♣ 6-9 5+♣	4♣ Preemptive
other 1♣-2♣=Step=ART min then step shtg ask. Answer NLMH		
1♦ 1♥ 5+ HCP, 4+♥	2♥ <6 HCP, 6+♥	3♥ SPL GF
1♠ 5+ HCP, 4+♠	2♠ <6 HCP, 6+♠	3♠ SPL GF
1NT 5-10 HCP	2NT 11-(12) HCP, 33(34)	3NT 12-15 HCP, 33(34)
2♣ GF 5+(4)♣	3♣ ♣ invite	4♣ SPL GF
2♦ 10+ 4+♦ no major	3♦ 6-9, 4+♦	4♦ Preemptive
other 1♦-2♦=Step=ART min then step shtg ask. Answer NLMH		
1♥ 1♠ 5+ HCP, 4+♠	2♥ Simple raise 3+♥	3♦ 10-(12) 4+♥
1NT 5-11 HCP	2♠ <6HCP 6+♠	3♥ 3-6 4+♥
2♣ GF ♣s or BAL	2NT GF 4+♥	3♠ SPL any suit, 6 loser
2♦ GF 5+♦	3♣ 7-9 4+♥	3NT ♠ SPL 7 loser
other 4♣/4♦ = SPL 7 loser		
1♠ 1NT 5-11HCP	2♠ Simple raise 3+♠	3♥ INV 6+♥
2♣ GF ♣s or BAL	2NT GF 4+♠	3♠ 3-6 4+♠
2♦ GF, 5+♦	3♣ 7-9 4+♠	3NT SPL any suit, 6 loser
2♥ GF, 5+♥	3♦ 10-(12) 4+♠	4♣ SPL 7 loser
other 4♦/♥ = SPL 7 loser		
1NT 3♣ Puppet Stayman	3♠ 13(5/4)	4♦ TRF ♥
3♦ 5/5 ♣/♦ GF	3NT To play	4♥ TRF ♠
3♥ 31(4/5)	4♣ Gerber	4♠ Pick a minor
other To escape 1NT-[X]-XX=BID 2♣ then will P/C; other System on i.e. stayman/dfs		
2♣ 2♦ Waiting	2NT +ve 5/5 ♣/♦	3♥
2♥ +ve 5+♥ KJ+	3♣ +ve 6+♣ KJ+	3♠
2♠ +ve 5+♠ KJ+	3♦ +ve 6+♦ KJ+	3NT
other Kokish i.e. 2♣-2♦; 2♥-2♠; 2NT=25+. 2♣-2♦-2NT=23-24		
2♦ 2♥ NAT, F1	3♣ NAT F1	3♠
2♠ NAT, F1	3♦ To play	3NT To play
2NT Shortage Enquiry **	3♥	4♣
other ** 3♣/3♥/3♠=shortage 3♦=Min, no shortage, 3NT=Max, no shortage		

Notes Generally ignore opposiiton Xs

2♥ 2♠ NAT F1	3♦ NAT F1	3NT To play
2NT Shortage Enquiry **	3♥ To play	4♣
3♣ NAT F1	3♠	4♥ To play
other ** 3♣/3♦/3♠=shortage 3♥=Min, no shortage, 3NT=Max, no shortage		
2♠ 2NT Shortage Enquiry **	3♥ NAT F1	4♣
3♣ NAT F1	3♠ To play	4♥ To play
3♦ NAT F1	3NT To play	4♠ To play
other ** 3♣/3♦/3♥=shortage 3♠=Min, no shortage, 3NT=Max, no shortage		
2NT 3♣ Puppet Stayman **	3♠ 5♠s + 4♥s	4♦ TRF 4♥s
3♦ ♥s	3NT To play	4♥ TRF 4♠s
3♥ ♠s	4♣ Gerber	4♠ Pick a minor
other **3♣ - 3♦ (one+ M); now 4♦=both M		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=puppet to 2♦ then INV, 2♦=GF, 2NT=Puppet to 3♣

Defence to 3NT opening

Defence to Opening Twos 2NT=(15)16-18 BAL, Lebensohl resp. to X if opp pass

Multi 2♦ X = T/O ♠s, 2H = T/O ♥s, 2NT = (15)16-18

RCO style 2-s XXX. 1st X=13+. 2NT = 2 suiter with ♣s, 3C = 2 suiter without ♣s

Other 2-s

Defence 1♣ : Tverb

to X=good hand, non-♠ suit = long higher suit or 2 below, ♠ = 2 non-touching,

strong NT = long suit above ♠s or 2 below, bids above 3NT to play

♣ Same method used over [1♣] P [1♦]

Over 1NT Interference Rubensohl. X=T/O of anchor suit otherwise XXX

Lebensohl - other uses After double of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4nt minors 4♠ X=values, 4NT=T/O

10. OTHER NOTES

1♣ -1♥; -1NT- 2♠ = INV 4/4. 1♣ -1♥; -1NT - 2♣; - 2♦ - 2♠ = INV 5♥/4♠

Jacoby Rebid: 3 Suit=shows HCP then Step=Shortage ask

1M - 1NT; 2NT = GF 5/4 or S/suited. 3♣ Enq - 3M S/suit, other 4 card suit (3NT=♣)

1st step up from reverse is weak