

4. BASIC RESPONSES

Jump raises - minors	Inverted - 6-9ish
Jump raises - Majors	Preempt - <6
Jump shifts after minor opening	Weak 0-6, but 1♣-2♦ & 1♦-3♣ = limit raise
Jump shifts after Major opening	Bergen, but 1♥-2♠ & 1♠-3♥ = 3 card limit raise
Responses to strong 2 suit open.	2♦ relay (Kokish)
Responses to 2NT opening	3♣ Puppet Stayman & Transfers, 3♠=Minor Suit Stayman (MSS)

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	
From 4 small	2nd	
From 3 cards (no honour)	xXx	
In partner's suit	Mud/low from honour	
Discards	Low encourage	
Count	Reverse (present)	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

The lead of a Q or J in NT is either an overlead or asking for an unblock of the card below

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?	DOPI/ROPI
Slam Notes	voidwood responses 1430			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd below game			
Asking Bids <input checked="" type="checkbox"/>				

7. OTHER CONVENTIONS

Bergen raises	Support X and XX
2 way checkback over 1NT only	Non-serious 3NT
Blackout: 2NT=Min denies 5M	4 of a minor = Minorwood (1430) if obvious
Drury: 2♣=3M/2♦=4M INV	Walsh style
1m - (1♥) : X = 4♠, 1♠ = 5+♠	Equal level conversion doubles

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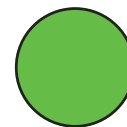
2NT rebid: 3♣ = checkback

1m-1M; 2M-2NT: 3♣=3min, 3♦=3max, 3♥=4min, 3♠=4max

Unassuming cue bids to our overcalls



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	695602	Alison Dawson
& Names:	264997	Pele Rankin
Basic System:	2 over 1 Game Force	
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+, 3+	1♥ 11+, 5+
1♦ 11+, 4(3)+	1♠ 11+, 5+
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥'s	2♠ Transfer to ♣'s
2♥ Transfer to ♠'s	2NT Transfer to ♦'s
other 3♣ = Puppet, 4♣/♦ - Texas to ♥/♠	

2♣ Game Force	
2♦ 6-10, 6 card ♦ suit	
2♥ 6-10, 6 card ♥ suit	
2♠ 6-10, 6 card ♠ suit	
2NT 20-22 HCP Bal	3NT Gambling no outside K
other	

2. PRE-ALERTS

Support X/XX to 2M	1M 3rd/4th seat - 2♣/2♦ resp=Drury

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lower unbid suit
1NT overcall - immediate	15-18HCP	Immediate cue of minor	5♥/5♠ unlimited
1NT overcall - re-opening	11-14 (2♣ stay etc)	Immediate cue of Major	5/5 OM + minor unlimited
Over weak twos	Takeout X - Lebensohl	Over opening threes	Takeout X
Over opponent's 1NT	X=Penalty, 2♣=Both Majors, 2♦=One Major, 2M=5M+4+m, 2NT=minors		
1NT [X] XX=bid 2♣ (will p/c to ♦); 1NT [2♣] X=Stayman; other system on			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+ suit	2♦ Limit raise in ♣	3♦ Splinter
1♥ 5+, 4+ suit	2♥ 0-6, 6+ suit	3♥ Splinter
1♠ 5+, 4+ suit	2♠ 0-6, 6+ suit	3♠ Splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 5+ suit	3♣ Pre-emptive	4♣
other		
1♦ 1♥ 5+, 4+ suit	2♥ 0-6, 6+ suit	3♥ Splinter
1♠ 5+, 4+ suit	2♠ 0-6, 6+ suit	3♠ Splinter
1NT 5-11, natural	2NT 10-12 natural, no M	3NT 13-15 bal, no M
2♣ 12+ GF, 4+ suit	3♣ Limit raise in ♦	4♣ Splinter
2♦ 12+ GF, 4+ suit	3♦ Pre-emptive	4♦
other		
1♥ 1♠ 5+, 4+ suit	2♥ 6-10, 3(4) card support	3♦ Bergen 10-12, 4♥
1NT 5-11, NF	2♠ 8-11, 3♥	3♥ Pre-emptive
2♣ GF, 3+♣ or Bal	2NT GF raise	3♠ Splinter
2♦ GF, 4+ suit	3♣ Bergen 6-9, 4♥	3NT 13-15, bal
other 4♣/♦- splinter		
1♠ 1NT 5-11, natural	2♠ 6-10, 3(4) card support	3♥ 8-11, 3♠
2♣ GF, 3+♣ or Bal	2NT GF raise	3♠ Pre-emptive
2♦ GF, 4+ suit	3♣ Bergen 6-9, 4♠	3NT 13-15 bal
2♥ GF, 5+ suit	3♦ Bergen 10-12, 4♠	4♣ Splinter
other 4♦ - splinter; 4♥ - to play		
1NT 3♣ Puppet Stayman	3♠ 13(54)	4♦ Transfer to ♠; 4NT=KC
3♦ ♣/♦ 5/5 GF	3NT To play	4♥ To play
3♥ 31(54)	4♣ Transfer to ♥; 4NT=KC	4♠ To play
other 4NT = quantitative		
2♣ 2♦ Relay, Kokish	2NT	3♥
2♥ 7+, 5+ suit	3♣ 7+, 6+ suit	3♠
2♠ 7+, 5+ suit	3♦ 7+, 6+ suit	3NT
other		
2♦ 2♥ Natural F1	3♣ Natural F1	3♠
2♠ Natural F1	3♦ Natural F1	3NT To play
2NT Range/shortness ask	3♥	4♣
other 4♦=Minorwood		

Notes If opponents bid Michaels M/m: X=values, cue=3 INV+, 2NT=4 INV+

If opponents bid 2NT(♣/♦): 3♣=♥, 3♦=♠ 3♥=NF, 3♠=NF

2♥ 2♠ Natural F1	3♦ Natural F1	3NT To play
2NT Range/shortness ask	3♥ Pre-emptive	4♣
3♣ Natural F1	3♠	4♥ To play
other		
2♠ 2NT Range/shortness ask	3♥ Natural F1	4♣
3♣ Natural F1	3♠ Pre-emptive	4♥ To play
3♦ Natural F1	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ MSS	4♦ TFR to ♠; 4NT=KC
3♦ Transfer to ♥'s	3NT To play	4♥ TFR to ♣; Step=Like**
3♥ Transfer to ♠'s	4♣ Transfer to ♥; 4NT=KC	4♠ TFR to ♦; Step=Like**
other 4NT - quantitative **After Step=Like, next step=KC		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any strength

4th Suit Forcing One round 1♣-1♦-1♥-1♠ Game force

NT Checkback Priorities: 2 way checkback

Defence to 3NT opening XXX 1st=13+/2nd=T/O/3rd=Penalty

Defence to Opening Twos X=T/O or XXX

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s

Defence X = Majors, 1NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl (3NT=To play) 3M cue = 4 OM no stopper

Lebensohl - other uses Weak two's

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

1M-2NT: 3any = shortage, 3M = 17+, 3NT=15-16, 4other=5+source of tricks, 4M=To play

1M (X) sys on, 1m (X) sys on

1NT - (Xpen) - XX = 1 minor and other system on

1NT - (2♣) - System on i.e. X = simple stayman, etc