

## 4. BASIC RESPONSES

Jump raises - minors	Inverted: 1m-3m=4-6 HCP, 1♣-2NT/1♦-3♣ 7-9 HCP 5+ support
Jump raises - Majors	Preempt: 4+ support, 0-5 HCP
Jump shifts after minor opening	1♣-2♦=GF 5+♦, 1♦-3♣ 7-9 HCP 5+♦s, 1♣-2M/3♦ PRE
Jump shifts after Major opening	ART agreeing suit
Responses to strong 2 suit open.	2♦ A/K/QQ or better, 2♥ no A/K/QQ, 2♠/2NT(H)/3m 5+ 2 of AKQ
Responses to 2NT opening	Puppet Stayman & transfers

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Top of 2, low from 3	
<b>Discards</b>	Low odd=ENCRG, even=S/P	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low ENCRG	
<b>Signal</b> on declarer's lead:	S/P	
<b>Notes</b>	Signal on A lead against a suit contract is reverse attitude for trick 3.	

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/> RKCB	1430	3014 when agreed suit is ♣
Asking Bids	<input type="checkbox"/> Cue Bids	<input checked="" type="checkbox"/>	

## 7. OTHER CONVENTIONS

Kokish relay (2♣-2♦-2♥-2♠ ...)	
Texas	
Leaping Michaels over weak 2 opening	
Smolen	
2 way checkback after three 1 level actions	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL

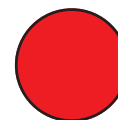
MyRev. 21-05-25 ANC

Copyright © ABF 2021



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	335533	John GROSVENOR
& Names:	1071981	Mardi GROSVENOR

Basic System: 2/1 Game Force, Transfers over 1♣

Brown Sticker ☐ Classification: Green ☐ Blue ☐ Red ☒ Yellow ☐

## 1. OPENING BIDS

1♣	1+♣, 11-14 BAL or 11-20 5+♣, no 5M	1♥	11-20, 5+♥
1♦	1+♦ F1, 18-19 BAL or 11-20 5+♦, no 5M	1♠	11-20, 5+♠
1NT	(14)15-17 BAL	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Stayman

2♦ Tfr ♥ (2♠ = 4+ max, 3♥ = 4+ min) 2♠ Range probe / tfr ♣ (2NT min, 3♣ max)

2♥ Tfr ♠ (2NT = 4+ max, 3♠ = 4+ min) 2NT Tfr ♦

(DBL) XX=3334, any=4/4, /=5+ suit F->XX other 3♣ puppet Stayman, 4♦/4♥ tfrs

2♣ 20+ HCP GF (not 20-21 BAL) or 9+ playing tricks in a major

2♦ 6-9(10), 6♦

2♥ 6-9(10), 6♥

2♠ 6-9(10), 6♠

2NT 20-21 BAL

3NT

other

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support X and XX, Maximal, Take Out, Negative,	Negative DBL thru	4♠
Responsive		Responsive DBL thru	4♠

Jump overcalls Weak 6+ card suit Unusual NT 5:5+ lower unbid, 6-9/16+

1NT overcall: (immediate) 15-18 BAL (re-opening) 12-14 BAL

Immediate cue: (minor) 5:5+ MM, 6-9/16+ (Major) 5:5+ other M&m, 6-9/16+

**Over:** Weak Twos X=T/O (LEB), suit=11-15 Opening Threes X=T/O

Opponent's transfers X=bid suit, TFR suit=T/O of TFR suit, all others NAT (5+)

Opponent's 1NT Strong: X=4M&5+m (2♣=P/C m, 2♦=bid M, 2♥♠ NAT), 2♣=MM (2♦= no pref),

2♦=6+M, 2♥/♠=M&m, 2NT=mm.

Weak: X=PEN (14+BAL), 2♣=MM (2♦=no pref), 2♦=16+ 5+M, 2♥/♠=opening<16 5+M, 2NT=mm

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♥	2♦ GF, 5+♦, no 4M	3♦ PRE, 3-5, 6-7♦
1♥ 5+, 4+♠	2♥ PRE, 3-5, 6♥	3♥ PRE, 3-5, 7♥
1♠ 5-10 no 4M, or GF	2♠ PRE, 3-5, 6♠	3♠ PRE, 3-5, 7♠
1NT No 4M, INV 3NT	2NT 6-9, 5+♣, no 4M	3NT 13-15 BAL, no 4M
2♣ 11+, 5+♣, no 4M	3♣ 4-5, 5+♣, no 4M	4♣
other		
1♦ 1♥ 0+, 2+♥	2♥	3♥
1♠ 0+, 2+♠	2♠	3♠
1NT 6-10, no 4M	2NT 11-12 BAL, no 4M	3NT 13-15 BAL, no 4M
2♣ 11-12, 5+♣, no 4M	3♣ 6-9, 5+♦, no 4M	4♣
2♦ 11+, 5+♦, no 4M	3♦ 4-5, 5+♦, no 4M	4♦
other		
1♥ 1♠ 5+. 4+♠	2♥ 6-9, 3♥	3♦ INV 10-12, 3♥
1NT 6-12 semi-F, 0-2♥, 0-3♠	2♠ 6-9/13-15, 4+♥, a S/S	3♥ 0-5, 4♥
2♣ 13+, GF, 0-3♥, 3+♠	2NT 10+, 4+♥	3♠ 10-12/16+, 4+♥, a S/S
2♦ 13+, GF, 0-3♥, 4+♦	3♣ 6-9, 4+♥, no S/S	3NT 10-12, 4+♥, ♠ void
other 4♣=10-12, 4+♥, ♣ void; 4♦=10-12, 4+♥, ♦ void; 4♥=0-5, 5+♥		
1♠ 1NT 6-12, semi-F, 0-2♠	2♠ 6-9, 3♠	3♥ INV 10-12, 3♠
2♣ 13+, GF, 0-3♠, 3+♠	2NT 6-9/13-15, 4+♠, a S/S	3♠ 0-5, 4♠
2♦ 13+, GF, 0-3♠, 4+♦	3♣ 10+, 4+♠	3NT 10-12/16+, 4+♠, a S/S
2♥ 13+, GF, 0-3♠, 5+♥	3♦ 6-9, 4+♠, no S/S	4♣ 10-12, 4+♠, ♣ void
other 4♦=10-12, 4+♠, ♦ void; 4♥=10-12, 4+♠, ♥ void, 4♠=0-5, 5+♠		
1NT 3♣ Puppet STAY	3♠	4♦ TFR ♥
3♦	3NT To play	4♥ TFR ♠
3♥	4♣ Ace ask	4♠
other		
2♣ 2♦ ART, A/K/QQ or better	2NT 5+♥s, 2+ of AKQ	3♥
2♥ ART Denies A/K/QQ	3♣ 5+ cards, 2+ of AKQ	3♠
2♠ 5+ cards, 2+ of AKQ	3♦ 5+ cards, 2+ of AKQ	3NT Any AKQxxx
other		
2♦ 2♥ F1, 5+♥	3♣ F1, 5+♣	3♠
2♠ F1, 5+♠	3♦ 3♦, <15 HCP	3NT To play
2NT 15+ enquiry	3♥	4♣
other 4♦ = 4♦, <15 HCP, not INV		

**Notes** 1♥-2♥-2♠ / 1♠-2♠-2NT = INV, L/S G/T ask. 1M-2M-3any = INV, S/S G/T

After 1M responses showing undisclosed S/S bidding the next step asks for shortage

After 1m-2m / 1♣-2♦ / 1♥-2NT / 1♠-3♣: opener bids steps to show strength and shortage

2♥ 2♠ F1, 5+♠	3♦ F1, 5+♦	3NT To play
2NT 15+ enquiry	3♥ 3♥, <15 HCP, to play	4♣
3♣ F1, 5+♣	3♠	4♥ To play
other		
2♠ 2NT 15+ enquiry	3♥ F1, 5+♥	4♣
3♣ F1, 5+♣	3♠ 3♠, <15 HCP, to play	4♥
3♦ F1, 5+♦	3NT To play	4♠ To play
other		
2NT 3♣ Puppet STAY	3♠	4♦ TFR ♥
3♦ TFR ♥	3NT To play	4♥ TFR ♠
3♥ TFR ♠	4♣ Ace ask	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits, 6-9 or 16+

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

**NT Checkback** ☒ Priorities:

**Defence to 3NT opening** 4NT = bid a minor

**Defence to Opening Twos** X = T/O or 16+ (LEB), 2NT = 15-18 BAL, suit = 11-16

Multi 2♦ X = 16+, 2NT = 15-18 BAL, suits NAT

RCO style 2-s X = Values

Other 2-s X = Values

**Defence** (1♣) : X=♣, 1NT=mm, 2♠=single suit (not ♣), 2♦=MM, 2M=M&m

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** LEB. After 2♣ overcall, X=STAY, TFRs on

**Lebensohl - other uses** Responding to weak 2 T/O X

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

4♥ x=T/O, 4NT=5/5 minors

4♠ X=T/O, 4NT=2 suits 5/5

## 10. OTHER NOTES

After 1♣-1♦/♥ X is transfer (4+ ♥/♠), 1♠ is ART (as for 1♣-1♠)