

#### 4. BASIC RESPONSES

Jump raises - minors	<b>weak; 1m-2m is Game Force</b>
Jump raises - Majors	<b>Bergen; 1M-3M =10 losers; 1M-3C =9L; 1M-3D =8L; 1M-2NT= Jacoby</b>
Jump shifts after minor opening	<b>1m-2M is 6 carder, 0-5 HCP; 1C-2D and 1D-3C are limit raises</b>
Jump shifts after Major opening	<b>Bergen but 1H-2S or 1S-3H are weak 6 carders</b>
Responses to strong 2 suit open.	<b>2C-2D is weak/waiting; 2M = 6 carders, 6+HCP; 2NT(10+HCP)</b>
Responses to 2NT opening	<b>Best minor; 2NT-3M is F1R</b>

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	<b>A=att;K=REO count show A/Q</b>	
Four or more with an honour	<b>4th highest</b>	
From 4 small	<b>2nd highest</b>	
From 3 cards (no honour)	<b>MUD, top if raised</b>	
In partner's suit	<b>MUD</b>	
<b>Discards</b>	<b>Low to encourage</b>	
<b>Count</b>	<b>REO odd card = odd count</b>	
<b>Signal</b> on partner's lead:	<b>Low to encourage; REO count</b>	
<b>Signal</b> on declarer's lead:	<b>REO count</b>	
<b>Notes</b>	<b>McKenney Suit Preference where appropriate</b>	

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? Partner's last bid nat. NT

Slam Notes 5NT after 4NT is spec. Kings; imm 5NT is Culbertson

Cue Bids  1st round control

Asking Bids  minorwood; D0P1, R0P1

#### 7. OTHER CONVENTIONS

<b>Puppet Stay &amp; Texas over 2NT(21+HCP)</b>	<b>Lebensohl</b>
<b>Jacoby 2NT and splinters</b>	<b>1m-2NT is 10-12 HCP</b>
<b>New Minor Forcing</b>	<b>4th Suit Forcing to suit agreement</b>
<b>Cue Raises; Non-serious 3NT</b>	<b>Spiral 2NT</b>
<b>Rev Drury - 2C/D and over their X</b>	<b>After 2NT(20+) , puppet, mss</b>

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Help suit trials after major suit agreement

PDF Form Rev. 17D23 by RoL

Controlled suits are bid after minor agreement

MyRev.

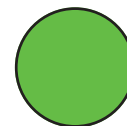
1NT-(X)-XX is transfer to 2CorD else system on

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1M - 1NT by a passed hand is not forcing



## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	92142	Ken Dawson
& Names:	695602	Alison Dawson
Basic System:	2/1 with Bailey Twos	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

Apr 6th 2026

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3 (11+HCP)	1♥ 5 (11+HCP)
1♦ 3 (11+HCP)	1♠ 5 (11+ HCP)
1NT 15 - 17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman, Smolen; super accepts; Texas

2♦ transfer to 2H 2♠ transfer to 3C

2♥ transfer to 2S 2NT transfer to 3D

other 3C=Puppet Stayman; 3D=5-5 minors; 3H = 31(54); 3S=13(54)

2♣ Game Force or 9 playing tricks or 2NT(23 - 24HCP) or 3NT to play

2♦ Multi - 6 card major and 6 - 10 HCP OR 20 - 22 HCP balanced

2♥ 5 or 6 hearts, 2 or 3 spades, 8-11 HCP, no void; 2H-3H is Game Try

2♠ 5 or 6 spades, 2 or 3 hearts, 8-11 HCP, no void; 2S-3S is Game Try

2NT Minors - weak or very strong 3NT Gambling

other

#### 2. PRE-ALERTS

\*1C-1D denies major unless strong enough to bid it on the next round

\*Negative free bids, 8-11 HCP, 5 carder, after value two level overcalls

\*Bergen raises

\*Support doubles and redoubles

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through 4H Unusual NT lower two remaining suits

1NT overcall - immediate 15-18, system on Immediate cue of minor Michaels, weak or v.strong

1NT overcall - re-opening 10-14, system on Immediate cue of Major Michaels, weak or v.strong

Over weak twos X=t/o; 2NT(15-18); 3NT(19-21) Over opening threes X=takeout; 3NT(19-20)

Over opponent's 1NT mod capp over Weak NT. X=pen. 2C=MM; 2D=Single Suit; 2M=M&m

Meckwell over Strong 1NT. X=SSm or MM; 2C=C&M; 2D=D&M; 2M=nat; 2NT=mm

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+HCP	2♦ 5+♣, 8 losers	3♦ splinter
1♥ 4+♥, 6+HCP	2♥ 6+♥, 0-5 HCP	3♥ splinter
1♠ 4+♠, 6+HCP	2♠ 6+♠, 0-5 HCP	3♠ splinter
1NT 6-10 HCP, no major	2NT 11 HCP, no major	3NT to play
2♣ 4+♣, GF, asks for stopper	3♣ 5+♣, preemptive	4♣ GF, forces cues
other 1C - 4D is crisscross minorwood; 1C - 4H/S are exclusion rkc		
1♦ 1♥ 4+♥, 6+HCP	2♥ 6+♥, 0-5 HCP	3♥ splinter
1♠ 4+♠, 6+HCP	2♠ 6+♠, 0-5 HCP	3♠ splinter
1NT 6-10 HCP, no major	2NT 11 HCP, no major	3NT to play
2♣ 4+♣, GF	3♣ 5+♦, 8 losers	4♣ crisscross minorwd
2♦ 4+♦GF	3♦ 5+♦, preemptive	4♦ GF, forces cues
other 1D - 4H/S are exclusion rkc		
1♥ 1♠ 4+♠, 6+HCP	2♥ 3♥, 8-10 TP	3♦ Bergen 4♥, 8 losers
1NT 6-11 HCP, F1R, <4♣	2♠ 6+♠, 0-5 HCP	3♥ Bergen 4♥, 10 losers
2♣ 4+♣, GF	2NT Jacoby 2NT, 4+♥, GF	3♠ splinter
2♦ 4+♦, GF	3♣ Bergen 4♥, 9 losers	3NT 33(43), 12-13 HCP
other 1H-4C/D are splinters; 1H-4S/5C/5D are exclusion rkc; help suit trials		
1♠ 1NT 6-11 HCP, F1R	2♠ 3♠, 8-10 TP	3♥ 6+♥, 0-5 HCP
2♣ 4+♣, GF	2NT Jacoby 2NT, 4+♠, GF	3♠ Bergen 4♠, 10 losers
2♦ 4+♦, GF	3♣ Bergen 4♠, 9 losers	3NT 33(43), 12-13 HCP
2♥ 5+♥, GF	3♦ Bergen 4♠, 8 losers	4♣ splinter
other 1S-4D/H are splinters; 1S-5C/D/H are exclusion rkc; help suit trials		
1NT 3♣ Puppet Stayman	3♠ 13(54), GF	4♦ 6+♥, Texas
3♦ 5-5 minors, GF	3NT to play	4♥ 6+♠, Texas
3♥ 31(54), GF	4♣ Sumple Gerber	4♠ not used
other		
2♣ 2♦ weak or waiting	2NT 10+HCP; Stayman	3♥ not used
2♥ 6+♥; 6+HCP	3♣ 6+♠; 10+HCP	3♠ not used
2♠ 6+♠; 6+HCP	3♦ 6+♦; 10+HCP	3NT not used
other After 2C-2D and 2/3NT rebid (23+HCP), sys ON, Puppet Stayman, 3S is mss		
2♦ 2♥ Pass or Correct	3♣ 6+♠, forcing 1 round	3♠ Pass or correct
2♠ Pass or describe	3♦ 6+♦, forcing 1 round	3NT To Play
2NT asks; 3M rebid is min.	3♥ Pass or correct	4♣ Not used
other New suit by responder after 2NT ask and answer is F1R		

**Notes** If responder simply bids his major and rebids it, it is to play. 2D-2H; 2S-3H  
 If they bid a suit over our multis that opener can't have, double is penalties.  
 If they bid a suit over our multis that opener could have, double is takeout.

2♥ 2♠ to play	3♦ 6+♦ to play	3NT to play
2NT asks for best minor	3♥ Game Try	4♣ /4♦ splinters
3♣ 6+♣ to play	3♠ Game Try	4♥ to play
other		
2♠ 2NT asks for best minor	3♥ to play	4♣ /4♦ splinters
3♣ 6+♣ to play	3♠ Game Try	4♥ to play
3♦ 6+♦ to play	3NT to play	4♠ to play
other New suit by responder after 2NT ask is F1R		
2NT 3♣ to play	3♠ 6+♠, invitational	4♦ Invitational
3♦ to play	3NT to play	4♥ to play
3♥ 6+♥, invitational	4♣ Invitational	4♠ to play
other		

## 9. CONVENTIONS

Unusual NT: Lower 2 remaining suits, weak or very strong

4th Suit Forcing One round  at the 2 level, else GF Game force

NT Checkback  Priorities: 2♦ is GF; 2♣ is invite or weak

Defence to 3NT opening Natural

Defence to Opening Twos

Multi 2♦ X is hrt overcall or BIG; 2♥ shows spa; 2♠ is minors; 2NT(15-18) sys on

RCO style 2-s natural

Other 2-s natural

Defence (1♣ Prec) - Mathe. X for majors; 1NT minors else natural

to (1♦ Prec) - no Michaels over their precision minors

strong (2♣) -CRO

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses In response to our X of their classic weak 2M

Take out of 4 level pre-empts 4♣/4♦ X for takeout

4♥ X for takeout 4♠ X = penalties; 4NT is takeout

## 10. OTHER NOTES

After 1m-2m, 2NT rebid shows both majors stopped. Suit bids show stopper.

Stoppers are shown up-the-line.

Spiral 2NT by responder after opener's simple major raise of responder's major:-

Opener rebids 3♣ to show 12-13 HCP and 3 card support only.

Opener rebids 3♦ to show 14-15 HCP and 3 card support only.

Opener rebids 3♥/3♠ to show 4 card ranges with min/max strength

1m-1M, 1NT-3M is forcing, 6 carder