

4. BASIC RESPONSES

Jump raises - minors	weak	Other:	
Jump raises - Majors	weak	Other:	
Jump shifts after minor opening	2♥/♠ NAT NF about 3-7, ditto 2♠ over 1♥		
Jump shifts after Major opening	Bergen (not if interference, and 3♣ include flat BAL min game raise)		
Responses to strong 2 suit open.	2♦ denies 3 controls other bids nat 3+ controls		
Responses to 2NT opening	NAT new suit forcing		

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Underlead	
Four or more with an honour	reverse count	
From 4 small	4th highest	
From 3 cards (no honour)	Middle or top	
In partner's suit	Middle or top	
Discards	reverse attitude	
Count	reverse	
Signal on partner's lead:	reverse attitude, reverse count	
Signal on declarer's lead:	reverse count if needed - some mckenny	
Notes trick 1 leads reverse count, including low from doubleton		
count signals are reverse original		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	after Q ask, cheapest trump bid if no, else spec K. 5NT ask spec K	
Cue Bids <input checked="" type="checkbox"/>	first or second with discretion	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

inverted minors - forcing to 3 minor step responses	fit jumps in competition, and by passed hand
1M 2NT Jacoby step responses	4th suit GF (1♣, 1♦, 1♥, 1♠ ambiguous)
after 1m, 1M, 2M 2NT checkback not GF	1m-(1H)-1S = 4+, X=T/O not 4♠
2-way checkback after 1x-1y-1NT incl opp bids	1M-2♣ = ♣ GF, or BAL GF, or 3-card limit raise
all system off by passed hands	Drury (2♣ 3-card, 2♦ 4-card)

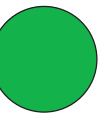
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	20389	Peter Fordham
& Names:	29327	Mike Hughes
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 <input type="checkbox"/>
1♣ 3+, 11+	1♥ 5+, 11+	
1♦ 4(3)+, 11+	1♠ 5+, 11+	
1NT 14-16 may up or downgrade, may be off shape	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ 5 card Major enquiry	Other: then 3♣ baron 3♦ stayman, 3M smc
2♦ transfer to ♥	2♠ range probe but may be transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦ or 5/5 ♣ & ♦	
other 3-level bids short in suit bid, GF, 3+ cards in other suits, not 5M		

2♣ Game Force	
2♦ weak 2M or 20-22 BAL	
2♥ 5♥ & 4+m, less than opening bid	
2♠ 5♠ & 4+m, less than opening bid	
2NT 5/5 ♣ & ♦, less than opening bid	3NT good 4 major, like acol 2
other 4NT specific ace ask	

2. PRE-ALERTS

support X, XX but primarily raise shows 4	trick 1 leads reverse count
1M-2♣ multi-meaning includes 3card limit raise	point ranges include extra for suit length
[1♣]-2♦ Michaels both M	step responses to inv minor, jacyby

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	lower 2 suits, 5+/5+, wide range
1NT overcall - immediate	15+-18	Immediate cue of minor	over 1♣ NAT over 1♦ 5/5M wide
1NT overcall - re-opening	11-14	Immediate cue of Major	other major/minor, 5+/5+, wide
Over weak twos	X = T/O, or 13-15 BAL if multi	Over opening threes	X = T/O
Over opponent's 1NT	2♣ both majors 2♦ single major 2♥, 2♠ 5+, 4+minor, 2NT minors		
X = PEN			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, no 4M unless inv+	2♦ limit raise, 5+, no 4M	3♦ GF splinter
1♥ 4+, may have longer m	2♥ NAT NF, 6+, 3-7	3♥ GF splinter
1♠ 4+, may have longer m	2♠ NAT NF, 6+, 3-7	3♠ GF splinter
1NT 5-11, usually 4+♣	2NT 11-12 Bal no major	3NT 13-15 BAL
2♣ inverted, 4+, F to 3♣	3♣ PRE, 5+	4♣ PRE
other 4M NAT PRE		
1♦ 1♥ 4+, may have longer m	2♥ NAT NF, 6+, 3-7	3♥ GF splinter
1♠ 4+, may have longer m	2♠ NAT NF, 6+, 3-7	3♠ GF splinter
1NT 5-11 semi-forcing	2NT 11-12 Bal no major	3NT 13-15 BAL
2♣ NAT GF	3♣ limit raise, 5+, no 4M	4♣ splinter
2♦ inverted, 4+, F to 3♦	3♦ PRE, 5+	4♦ PRE
other 4M NAT PRE		
1♥ 1♠ 4+, may have longer m	2♥ NAT 3H about 6-8	3♦ 9-11 4+♥
1NT 5-11 semi-forcing	2♠ NAT NF, 6+, 3-7	3♥ weak
2♣ ART see notes	2NT GF, 4+♥	3♠ splinter GF
2♦ NAT GF	3♣ 5-8, 4♥ or 12-13 BAL 4♥	3NT 13-15 BAL, 3H, NF
other 4 level splinters but 4♠ NAT PRE		
1♠ 1NT 5-11 semi-forcing	2♠ NAT 3♠ about 6-8	3♥ splinter GF
2♣ ART see notes	2NT GF, 4+♠	3♠ weak
2♦ NAT GF	3♣ 5-8, 4♠ or 12-13 BAL 4♠	3NT 13-15 BAL, 3♠, NF
2♥ NAT GF	3♦ 9-11, 4+♠	4♣
other 4-level slinters but 4♥ to play		
1NT 3♣ 0/1 C, GF, 3+ other suits	3♠ 0/1S, GF, 3+ other suits	4♦ forces 4♠
3♦ 0/1 D, GF, 3+ other suits	3NT to play	4♥ to play
3♥ 0/1H, GF, 3+ other suits	4♣ forces 4♥	4♠ to play
other		
2♣ 2♦ ART less than 3 controls	2NT semi BAL 3+ controls	3♥ NAT 6+ suit but < 3 controls
2♥ NAT 3+ controls	3♣ NAT 3+ controls	3♠ NAT 6+ suit but < 3 controls
2♠ NAT 3+ controls	3♦ NAT 3+ controls	3NT
other		
2♦ 2♥ P/C	3♣ NAT F	3♠ P/C
2♠ P/C	3♦ NAT F	3NT P/C
2NT ask, 3♣ = ♥ 3♦ = ♠	3♥ P/C	4♣
other all bids up to 3NT except 2NT are P/C. Above 3NT are NAT		

Notes

point ranges include points for extra length

2♥ 2♠ NAT NF	3♦ NAT NF	3NT to play
2NT bid your minor	3♥ to play	4♣ splinter
3♣ NAT NF	3♠ splinter	4♥ to play
other		
2♠ 2NT bid your minor	3♥ NAT NF	4♣ splinter
3♣ NAT NF	3♠ to play	4♥ to play
3♦ NAT NF	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ NAT F	4♦ NAT NF
3♦ to play	3NT to play	4♥ to play
3♥ NAT F	4♣ NAT NF	4♠ to play
other		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	wide range
4th Suit Forcing	One round <input type="checkbox"/>	1C-1D-1H-1S ambiguous <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/>	Priorities: 2C art inv, 2D art GF, 3bid = slam interest, 2NT=♣
Defence to 3NT opening	4♣ stayman if 3NT gambling	
Defence to Opening Twos	X = T/O if bid suit is natural else as below. style is x-x-x	
Multi 2♦	X = 13-15 quasi BAL or 16+ any	
RCO style 2-s	X = 13-15 quasi BAL or 16+ any	
Other 2-s	X = 13-15 quasi BAL or 16+ any	
Defence to strong ♣	1♣ : X=♠ & ♦ or ♥ & ♣, 1D=♠ & ♣ or ♥ & ♦, 1NT = majors or minors	
strong ♣	analogous defence to strong 2C opening, and over negative response to strong C or 2C	

Over 1NT Interference	2NT scramble	after scramblesohl (2NT asks minor)
Lebensohl - other uses	after scramblesohl, removal to other suit is weaker than direct bid	
Take out of 4 level pre-empts	4♣/4♦	X primarily T/O
	4♥	X convertible values mostly t/o
	4♠	X convertible values

10. OTHER NOTES

scramblesohl : after X of 2M (or equivalent) 2NT requests better minor. If 2NT bidder removes to a suit below the doubled suit, that is weak. 2NT then 3NT shows both OM and stopper, 2NT then cue bid show OM but no stopper. Immediate cue bid denies 4OM and denies stopper. Same after natural interference over our 1NT