

4. BASIC RESPONSES

Jump raises - minors	Inverted, 6-9, Usually 5+ cards
Jump raises - Majors	Weak, 4-6, 4+ cards (May be more aggressive)
Jump shifts after minor opening	Weak except 1♦-3♣: Inv, 6+♣ & 1♣-2♦: Inv, 6+♦
Jump shifts after Major opening	Symmetric steps with 4+M: 13+; 10-12; 10-12 (3M); FG Splinter
Responses to strong 2 suit open.	2♦: Wait or Neg; Shift: Pos; 2NT: Pos, 5/5+ ♦&♣; 3♥/♠: Suit set
Responses to 2NT opening	3♣: Muppet; 3♦/♥: Trf; 3♠: minor-stay; 4♣/♦: slammy; 4♥/♠: to play

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A-Attitude K-Count, Coded 9/10	K=Att, Coded 9/10, Q asks for J
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Same	
Discards	Att: (Low Encourage), Count	
Count	Low-High = Even	
Signal on partner's lead:	Attitude/Count, SP	
Signal on declarer's lead:	SPIT and Count	Reverse Smith Echo then Count
Notes	Leads may be whatever looks good, Present count is given	
	Attitude switches vs NT and Suit, We have many standard suit preference situations.	

6. SLAM CONVENTIONS

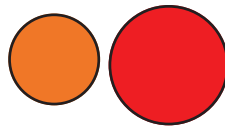
4NT: Blackwood <input type="checkbox"/>	RKCB KB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Kickback is used instead of RKCB mostly	
Cue Bids <input checked="" type="checkbox"/>	Multi-Cues i.e. 1st or 2nd round control (Ace/King/Void/Singleton)	
Asking Bids <input checked="" type="checkbox"/>	3rd round control ask in slam auctions after Kickback	

7. OTHER CONVENTIONS

3SF, 4SF, DREPO, Cue-Raises,	New-School Jacoby, Reverse Drury,
Exclusion Blackwood, Exit Transfers,	Semi-forcing NT, Serious 3NT,
Impossible 2♠, Inverted minors,	Serious Shortage, Smolen,
Jordan 2NT, Leaping Michaels, Michaels	Splinters, Texas Transfers,
Mittleman Adjunct, Muppet Stayman,	Transfer lebensohl, Trial Bids,
www.abf.com.au	Two-Way Checkback,
PDF Form Rev. 15F06 by RoL	Unusual over Unusual,
MyRev. 3OCT2021	Xs: Support/Game-Try/ELCD/Doecke
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	935220	Charles McMahon
& Names:	935212	John McMahon
Basic System:	2 over 1	
Brown Sticker <input checked="" type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 11+, 2+♣, Nat or Bal (Maybe ♦>♣)	1♥ 11+, 5+♥
1♦ 11+, 4+♦, Un-Bal (May hold longer ♣)	1♠ 11+, 5+♠
1NT 15-17 Balanced/Semi-Balanced	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman, may have 0 HCP 2♦ Transfer ♥ 2♠ ♣ OR Strong ♣&♦ 2♥ Transfer ♠ 2NT ♦ OR Weak ♣&♦ other 3x: Slam Interest, 4♣/♦: Texas Transfer, 4♥/♠: To play, 4NT: Quantitative	
2♣ Unbalanced FG OR Balanced/Semi-Balanced 22+	
2♦ Weak, 5/5+, at least one Major	(6♦ & 11-13 in 4th seat)
2♥ Weak, Typically 6♥	(6♥ & 11-13 in 4th seat)
2♠ Weak, Typically 6♠	(6♠ & 11-13 in 4th seat)
2NT 20-21 Balanced/Semi-Balanced	3NT Specific Ace Ask
other Natural & pre-emptive, may be more aggressive/wide ranging opp. passed partner	

2. PRE-ALERTS

Transfers after 1♣	Symmetric Major Raises
Rubens Advances	Low/Middle/High Theme
Transfer responses after 1♥/♠-(X)	Fit-Showing Jumps in competition

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak, Wide ranging opposite passed partner	
Responsive doubles through	4♠	Unusual NT	♣&♦ or Other m&M, 5/5+,Weak or Strong	
1NT overcall - immediate	15-18, stopper	Immediate cue of minor	♥&♠, 5/5+, Weak or Strong	
1NT overcall - re-opening	Shifting (12-14/16)	Immediate cue of Major	Other M&m, 5/5+, Wk or Str	
Over weak twos	X: T/O, Leaping Michaels		Over opening threes	X: T/O, Leaping Michaels
Over opponent's 1NT	Multi-Landy against any strength			
X: Penalties vs Wk, 5m/4M vs strong (may contain 15 points); 2♣: ♥&♠; 2♦: ♥ or ♠;				
2♥: ♥/m, 5/4+; 2♠: ♠/m, 5/4+; 2NT: ♣&♦, 5/5+				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♥(Can be weak)	2♦ Invite, 6+♦	3♦ 16-18, 5+♣, 0 or 1 ♦
1♥ 6+, 4+♠(Can be weak)	2♥ 4-7, 6+♥	3♥ 16-18, 5+♣, 0 or 1 ♥
1♠ ♦GF/No M/RightSide	2♠ 4-7, 6+♠	3♠ 16-18, 5+♣, 0 or 1 ♠
1NT Invite, Bal	2NT 16+, Bal	3NT 13-15, Bal
2♣ 10+, 4+♣, Inverted	3♣ 6-9, 5+♣, Inverted	4♣ To play
other If Clubs agreed: 4♦ is Kickback (RKCB 1430)		
1♦ 1♥ 6+, 4+♥	2♥ 4-7, 6+♥	3♥ 16-18, 5+♦, 0 or 1 ♣
1♠ 6+, 4+♠	2♠ 4-7, 6+♠	3♠ 16-18, 5+♦, 0 or 1 ♥
1NT 6-12, Semi-forcing	2NT 16+, Bal	3NT 13-15, Bal
2♣ FG, 4+♣	3♣ Invite, 6+♣	4♣ 16-18, 5+♦, 0 or 1 ♠
2♦ 10+, 4+♦, Inverted	3♦ 6-9, 4+♦, Inverted	4♦ To play
other If Diamonds agreed: 4♥ is Kickback (RKCB 1430). Trf rebid after 1♦-1M		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ FG, 4+♥, 1 ♠or♦or♣
1NT 6-12, Semi-forcing	2♠ Jacoby, 4+♥	3♥ 4-6, 4+♥
2♣ FG, 3+♣	2NT 10-12, 4+♥	3♠ FG, 4+♥, ♣ Void
2♦ FG, 5+♦	3♣ 10-12, 3♥	3NT FG, 4+♥, ♦ Void
other If ♥'s: 4♠ is Kickback (RKCB 1430); 4♣: ♠ Void Splitter		
1♠ 1NT 6-12, Semi-forcing	2♠ 6-9, 3♠	3♥ FG, 4+♠, 1 ♥or♦or♣
2♣ FG, 2+♣	2NT Jacoby, 4+♠	3♠ 4-6, 4+♠
2♦ FG, 5+♦	3♣ 10-12, 4+♠	3NT FG, 4+♠, ♣ Void
2♥ FG, 5+♥	3♦ 10-12, 3♠	4♣ FG, 4+♠, ♦ Void
other If ♠'s: Normal RKCB 1430 and Exclusion asks at 5-level; 4♦ is ♥ Void Splitter		
1NT 3♣ Slammy: 6+♣	3♠ Slammy: 6+♠	4♦ 6+♠, To play in 4♠
3♦ Slammy: 6+♦	3NT To play	4♥ To play
3♥ Slammy: 6+♥	4♣ 6+♥, To play in 4♥	4♠ To play
other 4NT: Quantitative		
2♣ 2♦ Waiting or 0-4HCP	2NT 5+, 5/5+ ♣ & ♦	3♥ Suit-setting
2♥ 5+, 5+♥ Good suit	3♣ 5+HCP, 6+♣	3♠ Suit-setting
2♠ 5+, 5+♠ Good suit	3♦ 5+HCP, 6+♦	3NT Doesn't exist
other Fast Arrival applies, 4m response is suit-setting		
2♦ 2♥ Pass/Correct	3♣ Forcing 3♦, multi	3♠ Pass/Correct
2♠ Pass/Correct	3♦ Invite, both Majors	3NT To play
2NT Forcing Inquiry	3♥ Pass/Correct	4♣ TRF me to Major
other 4♦: Bid your Major; 4♥/♠: To play		

Notes A passed-hand 2 over 1 response typically shows a 5-card suit and 9-11. In response to 3rd seat 1♥/1♠, 2♣ is Reverse Drury (10+ pts, 3+ support).

Then by opener: 2M weak; 2♦ is generic invite; Other is a trial bid

2♥ 2♠ Forcing Inquiry	3♦ 1RF, 5+♠	3NT To play
2NT 1RF, 5+♣	3♥ To play	4♣ S/T, ♦ splinter
3♣ 1RF, 5+♦	3♠ S/T ♣ Splitter	4♥ To play
other 4♦: S/T, ♠ splinter; 4♠: To play; After 2♥-2♠ Top honour and Shape inquiries		
2♠ 2NT Forcing Inquiry	3♥ 1RF, 5+♥	4♣ S/T, ♣ splinter
3♣ 1RF, 5+♣	3♠ To play	4♥ S/T, ♥ splinter
3♦ 1RF, 5+♦	3NT To play	4♠ To play
other 4♦: S/T, ♦ splinter; After 2♠-2NT Top honour and Shape inquiries		
2NT 3♣ Muppet Stayman	3♠ minor-suit stayman	4♦ S/T 6+♦
3♦ 5+♥	3NT To play	4♥ To play
3♥ 5+♠	4♣ S/T, 6+♣	4♠ To play
other 5♣/♦: To play; 4NT: Quantitative		

9. CONVENTIONS

Unusual NT: ♦&♣ or Other minor & Major(Unspecified), 5/5+, Weak or Strong

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Up the line major-oriented

Defence to 3NT opening X: Pen; 4♣: Majors with better ♥; 4♦: Majors with better ♠

Defence to Opening Twos X: T/O with T-lebensohl; 2NT: 15-18; Leaping Michaels

Multi 2♦ X:16/12+ with T-lebensohl; 2NT: 15-18; Leaping Michaels; 3♥/♠: GF

RCO style 2-s XXX: Values, Take-out, Penalties

Other 2-s Locate anchor suit and treat as weak 2. See 'Defence to Opening Twos'

Defence to strong ♣	1♣: Mathe X: ♠&♥, 1NT: ♦&♣; Other destructive and natural
	1st Pass: Strong or Nothing to say
	2♣: Mathe X: ♠&♥; 2NT: ♦&♣, 5/5+; Other destructive and natural

Over 1NT Interference Modified Transfer lebensohl

Lebensohl - other uses Weak 2s/weak jumps/2♣ Interference

Take out of 4 level pre-empts 4♣/4♦ Natural
4♥ X: T/O; 4♠: ♠; 4NT: ♦♣ 4♠ X: T/O; 4NT: 2+Suited

10. OTHER NOTES

2 over 1 is 100% Forcing to Game in response to a 1st or 2nd seat opening. Opener's rebids are natural swapping 2M/2NT although extra is needed, to raise responder's minor directly or to make a high reverse e.g. 1♠-2♦-3♣. Opener's jump-rebid shows a solid 7+ suit while the double-jump rebid shows a broken 8+ suit. At responder's rebid, 2NT is usually temporising, waiting to hear more about opener's hand. Opener may show a 3-card suit at their re-rebid. Jump-shifts into new suits are spinters. Fast arrival applies to both opener and responder when a fit is found. Multi-Cues up the line may be used.