

4. BASIC RESPONSES

Jump raises - minors: shapely limit

Jump raises - Majors: shapely limit

Jump shifts after minor opening: invitational

Jump shifts after major opening: invitational

Responses to 2NT opening: 3♣/3♦ to play, 3♥/♠ forcing

5. PLAY CONVENTIONS

	vs Suit	Vs Notrump
Sequence leads	0 or 2 higher	0 or 2 higher (K from AKJ)
4+ with an honour	3rds & 5ths	3rds & 5ths, not strict
From 4 small	2nd highest	
From 3 small	bottom	top
Discards	reverse count, some reverse attitude	
On partner's lead	reverse attitude, some reverse count	
On declarer's lead	reverse count, some (reverse) Smith Peters	

6. SLAM CONVENTIONS

4NT RKCB (1430)

Cue bids, 1st or 2nd

Asking bids in relay auctions

Simple defence to Forcing Pass method (not vul)

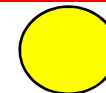
vs Pass	13+ any	Ignore and open light; 1NT strong; 2♣ = overcall (?)
vs 1♣	4+♥s, 7-12	X = tko of ♥s; 1♥ = natural
vs 1♦	4+♠s, 7-12	X = tko of ♠s; 1♠ = natural
vs 1♥	7-12 bal	X = majors, strong notrump
vs 1♠	0-7 any	X = 16+ with 2♣ negative; others 11-15
vs 1NT	5+♦s, 7-12	X = tko of ♦s; 2♦ = Majors

ABF STANDARD SYSTEM CARD

Names: Nicoleta Giura & Nick Hughes

System: Forcing pass (not vul)

Strong club (vul)



1. OPENING BIDS

Not vul: forcing pass		vulnerable: strong club	
Pass	13+ pts, any shape	1♣	16+ pts, any shape
1♣	4+♥s, 7-12 pts	1♦	4+♠s (not 4♥s) 10-15 pts (natural (3+) in 3rd/4th)
1♦	4+♠s (not 4♥s) 7-12 pts	1♥	4+♥s (not 4♠s in 1st/2nd) 11-15
1♥	7-12 balanced-ish, no 4cM	1♠	Majors in 1st/2nd (4+4+) 11-15
1♠	0-7 pts, any shape	1NT	12-15 balanced-ish, no 4cM 2♣ relay 13+; 2♦/♥ transfers
1NT	5+♦s, no 4cM, 7-12 pts 2♣ relay 13+; 2♦ to play 2♥/♠ nat, non-forcing ***	2♣	5+♠s, no 4cM, 10-14 pts
2♣	5+♠s, no 4cM, 7-12 pts	2♦	5+♦s, no 4cM, 10-14 pts
2♦	weak 2 in a major, 3-7 pts	2♥	weak two, 6-cd suit, 5-10 pts
2♥	5♥s & 4+ minor, 6-10 pts	2♠	weak two, 6-cd suit, 5-10 pts
2♠	5♠s & 4+ minor, 6-10 pts	2NT	5-5 minors, 10-14 pts
2NT	5-5 minors, 7-12 pts	3NT	gambling
3NT	gambling		

2. PRE-ALERTS

Pass	13+ any	1♦ = 4+ spades
1♠	0-7 any	(Precision-style in 3rd/4th: 1♦ = 3+♦s,
1♣+	artificial, 7-12 pts	1NT = 14-16 & 1♥/♠ nat, usually 5+)
(see separate sheet for recommended defences, also on back)		
*** Bids in opener's denied major occasionally made on shortage		

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥	Jump overcalls: weak
Responsive doubles through 4♥	Unusual NT: lower unbid (3+)
1NT overcall - immediate: 15-18	Immediate cue of minor: majors
1NT overcall - re-opening: 10-14	(If minor is 3+, otherwise natural)
Over weak twos: X = tko (2NT Leb)	Immediate cue of Major: Michaels
Over opponent's 1NT: ASPRO (2♣ = ♥s & another, 2♦ = ♠s & a minor)	

8. RESPONSES (Forcing pass system, non-vul)

<i>Pass</i>	1♣	6-10 any	1♠	4+♥s, 11+ pts	2♦	11+ bal, no 4cM
	1♦	0-6 any	1NT	4+♦s, no 4cM, 11+	2♥	3-suited, 11+ pts
	1♥	4+♠s, 11+ pts	2♣	11+ bal, 4cM	2♠+	6+♠s, 11+ pts
1♣	1♦	EITHER 7-12 unsuited to other actions, OR weak raise, OR 13-15 any	2♥	raise, 8-12 TP	3♥	shapely 8-12 TP
	1♥	16+ any, relay	2♠	5-3 fit-suggesting	3♠	pre-emptive
	1♠	natural (5+) non-f	2NT	limit+ raise, 4♥s	3NT	semi-gambling
	1NT	8-12 bal	3♣/♦	invitational	4♣/♦	4-5 fit-showing
	2♣/♦	natural, 7-12 pts				
1♦	1♥	EITHER 7-12 unsuited to other actions, OR weak raise, OR 13-15 any	2♠	raise, 8-12 TP	3♠	shapely 8-12 TP
	1♠	16+ any, relay	2NT	limit+ raise, 4♠s	3NT	semi-gambling
	1NT	8-12, maybe 4+♥s	3♣/♦	invitational	4♣/♦	4-5 fit-showing
	2♣/♦	natural, 7-12 pts				
	2♥	natural, 7-12 ***	3♥	invitational ***		
1♥	1♠	13+ any, relay	2♥/♠	natural, 7-12 ***	3♥/♠	pre-emptive
	1NT	8-12, maybe 4+♠s	2NT	minors	3NT	to play
	2♣/♦	natural, 7-12 pts	3♣/♦	pre-emptive		
1♠	1NT	15-19 semi-bal	2♣	natural, 10-18 pts	3♦+	pre-emptive
	2♣	19+ any	2NT	20-21	3NT	semi-gambling
	2♦/♥	natural, 10-18 pts	3♣	natural, 10-18 pts		
1NT	3♣	natural, 7-12 pts	3♦	shapely raise	3♥/♠	invitational ***
2♣	2♦	15+ any, relay	2NT	13-15	3♥/♠	invitational ***
	2♥/♠	natural, 9-14 ***	3♣	raise, 11-14 TP		
2♦	2♥/♠	pass/correct	3♣/♦	natural, non-f	4♣	Xfer to your M
	2NT	strong enquiry	3♥/♠	pass-correct		
2♥	2♠	natural, non-f ***	3♣/♦	natural, non-f	3♠	natural, forcing
	2NT	asks for minor	3♥	to play	4♣/♦	fit-showing
2♠	2NT	asks for minor	3♥	natural, non-f ***	4♣/♦	fit-showing
	3♣/♦	natural, non-f	3♠	to play		
2NT	3♣/♦	to play	3♥/♠	natural, forcing ***	4♣/♦	invitational

*** These bids occasionally made on shortage and weakish hands

8. RESPONSES (Strong club system, vulnerable)

1♣	1♦	0-7 any	1NT	4+♦s, no 4cM, 8+	2♥	3-suited, 8+ pts
	1♥	4+♠s, 8+ pts	2♣	8+ bal, 4cM	2♠+	6+♠s, 8+ pts
	1♠	4+♥s, 8+ pts	2♦	8+ bal, no 4cM		
1♦	1♥	EITHER 5-10 unsuited to other actions, OR weak raise, OR 10-12 any	2♠	raise, 6-10 TP	3♠	shapely 6-10 TP
	1♠	13+ any, relay	2NT	limit+ raise, 4♠s	3NT	semi-gambling
	1NT	6-10, maybe 4+♥s	3♣/♦	invitational	4♣/♦	4-5 fit-showing
	2♣/♦	natural, 5-10 pts				
	2♥	natural, 5-10 pts	3♥	invitational		
1♥	1♠	11+ any, relay	2♥	raise, 6-10 TP	3♥	shapely 6-10 TP
	1NT	6-10, maybe 4+♠s	2NT	limit+ raise, 4♥s	3NT	semi-gambling
	2♣/♦	natural, 5-10 pts	3♣/♦	invitational	4♣/♦	4-5 fit-showing
1♠	1NT	6-10, semi-forcing	2♥/♠	raises, 5-10 TP	3♦	invitational
	2♣	11+ any, relay	2NT	4+♥s, limit+ raise	3♥/♠	shapely raises
	2♦	natural, 5-10 pts	3♣	natural, 5-10 pts	4♣/♦	natural & 4+♠s
1NT	3♣/♦	to play	3♥/♠	shortage	4♣/♦	SA Texas (♥/♠)
2♣	2♦	13+ any, relay	2NT	11-13	3♥/♠	invitational
	2♥/♠	natural, 7-12	3♣	raise, 9-12 TP		
2♦	2♥	13+ any, relay	2NT	11-13	3♦	raise, 9-12 TP
	2♠	natural, 7-12	3♣/♥	natural, 7-12	3♠	invitational
2♥	2♠	natural, non-f	3♣/♦	natural, non-f	3♠	natural, forcing
	2NT	strong enquiry	3♥	to play	4♣/♦	fit-showing
2♠	2NT	strong enquiry	3♥	natural, non-f	4♣/♦	fit-showing
	3♣/♦	natural, non-f	3♠	to play		
2NT	3♣/♦	to play	3♥/♠	natural, forcing	4♣/♦	invitational

NT Checkback

Vs 3NT Opening

Vs Multi 2♦

Vs RCO style 2s

Vs Other 2s

Defence to strong 1♣/2♣

Over 1NT interference

After some 1NT rebids

4♣ = Majors

X = tko of spades, 2♥ = tko of hearts

X = length in bid suit plus its companion

If a weak option is a 1-suiter, X = tko of that suit

Aspro: X = ♥s & another, 1♦ = ♠s & a minor

Suit transfers after 2♥/2♠ overcall; 2NT natural

Recommended defences to SPAM (Giura - Hughes)
Mix & match, or ignore ...

Strong pass when we are NOT VULNERABLE

vs Pass (13+ any) (a) Ignore & play your system. Open light, but 1NT should be strong, 2♣ can be an overcall.

(b) Play whatever you play vs strong club, though 1NT should be natural.

vs 1♣ (4+♥s, 7-12) (a) X = tko of hearts, 1♥ natural, 2♥ Michaels. 1NT strong. Sound overcalls, intermediate jumps.

vs 1♦ (4+♠s, 7-12) X = tko of spades, 1♠ natural, 2♠ Michaels. 1NT strong. Sound overcalls, intermediate jumps.

(b) Bid our Major (1♥/1♠) for tko, X = the bid suit (♣/♦) or weak notrump.

vs 1♥ (7-12 no M) (a) X = majors, strong notrump. (b) X = 16+ any with 1♠ = 0-7 neg. Others 11-15.

vs 1NT (5+♦s, 7-12) X = tko of diamonds, 2♦ = Majors

vs 1♠ (0-7 any) (a) Precision-style X = 16+ with 2♣ neg 0-7 & others 8+ pts GF. 1NT+ = 12-15, strong jumps. Same in 4th seat.

If you wish to aim for penalties, try (b) X = 14+ bal. Partner can pass or bid 1NT, else responds as to 1NT, with 2♣ Stayman, etc. Overcalling 1NT through 2♠ are transfers.

Recommended defences to SPAM (Giura - Hughes)
Mix & match, or ignore ...

Strong pass when we are NOT VULNERABLE

vs Pass (13+ any) (a) Ignore & play your system. Open light, but 1NT should be strong, 2♣ can be an overcall.

(b) Play whatever you play vs strong club, though 1NT should be natural.

vs 1♣ (4+♥s, 7-12) (a) X = tko of hearts, 1♥ natural, 2♥ Michaels. 1NT strong. Sound overcalls, intermediate jumps.

vs 1♦ (4+♠s, 7-12) X = tko of spades, 1♠ natural, 2♠ Michaels. 1NT strong. Sound overcalls, intermediate jumps.

(b) Bid our Major (1♥/1♠) for tko, X = the bid suit (♣/♦) or weak notrump.

vs 1♥ (7-12 no M) (a) X = majors, strong notrump. (b) X = 16+ any with 1♠ = 0-7 neg. Others 11-15.

vs 1NT (5+♦s, 7-12) X = tko of diamonds, 2♦ = Majors

vs 1♠ (0-7 any) (a) Precision-style X = 16+ with 2♣ neg 0-7 & others 8+ pts GF. 1NT+ = 12-15, strong jumps. Same in 4th seat.

If you wish to aim for penalties, try (b) X = 14+ bal. Partner can pass or bid 1NT, else responds as to 1NT, with 2♣ Stayman, etc. Overcalling 1NT through 2♠ are transfers.