

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Weak unless Bergen
Responses to strong 2 suit open.	2D = waiting
Responses to 2NT opening	Puppet Stayman and Transfers to Majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count	
Notes Suit Preference when relevant		
A = Attitude, K = count		

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	1NT, 2NT opening or rebid
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st/2nd controls
5NT bid specific Kings up the line		

7. OTHER CONVENTIONS

Ogust		

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 1049781 Seb Wright
& Names: 1055682 Damon Flicker

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2+, 12+hcp	1♥ 5+, 12+hcp
1♦ 4+, 12+hcp	1♠ 5+, 12+hcp
1NT 15-17 hcp	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ Transfer to H	2♠ Transfer to C or Range Ask
2♥ Transfer to S	2NT Transfer to D
(Dbl)	other 3C = Puppet, 4NT/5NT = Quantitative

2♣ 23+ hcp Game Force	
2♦ Flannery 11-15hcp 5+H, 4S	
2♥ Weak	
2♠ Weak	
2NT 20-22hcp	3NT Gambling
other	

2. PRE-ALERTS

Wide ranging 6-11hcp NT response to 1D/+	
Transfers over 1C	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Values, Takeout, Penalties	Negative DBL thru 4H
Support Doubles	Responsive DBL thru 4H
Jump overcalls weak	Unusual NT Lowest Unbid Suits
1NT overcall: (immediate) 15-18	(re-opening) 12-14
Immediate cue: (minor) Majors	(Major) Major and Minor
Over: Weak Twos X = takeout	Opening Threes X = takeout
Opponent's transfers	
Opponent's 1NT X = Penalties, Multi-Landy, 2NT = minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp, 4+H	2♦ Weak	3♦ Splinter 10-12hcp
1♥ 6+hcp, 4+S	2♥ Weak	3♥ Splinter 10-12hcp
1♠ 6-9hcp & NT or 6+ &D	2♠ Weak	3♠ Splinter 10-12hcp
1NT 10-11 hcp	2NT Never bid	3NT To play
2♣ 10+hcp, 6+C	3♣ 6-9hcp, 6+C	4♣
other 4D, 4H, 4S = 13+ hcp Splinter		
1♦ 1♥ 6+hcp, 4+H	2♥ Weak	3♥ Splinter 10-12hcp
1♠ 6+hcp, 5+S	2♠ Weak	3♠ Splinter 10-12hcp
1NT 6-11hcp	2NT Never Bid	3NT To Play
2♣ 12+hcp, 4+C	3♣ Splinter 10-12hcp	4♣
2♦ 10+hcp, 6+C	3♦ 6-9hcp, 4+D	4♦
other		
1♥ 1♠ 6+hcp, 5+S	2♥ 6-9hcp, 3H	3♦ 10-12hcp, 4+H
1NT 6-11hcp	2♠ 10-12hcp 3H	3♥ 0-5hcp, 4+H
2♣ GF Bal or 4+C	2NT Jacoby 4+H	3♠ Splinter <12
2♦ 12+hcp, 5+D	3♣ 6-9hcp, 4+H	3NT 13-15hcp, 3H Bal
other 4C, 4D = Splinter		
1♠ 1NT 6-11hcp	2♠ 6-9hcp, 3S	3♥ 10-12hcp, 3S
2♣ GF Bal or 4+C	2NT Jacoby 4+S	3♠ 0-5hcp, 4+S
2♦ 12+hcp, 5+D	3♣ 6-9hcp, 4+S	3NT 13-15hcp, 3S Bal
2♥ 12+hcp, 5+H	3♦ 10-12hcp, 4+S	4♣ Splinter
other 4D, 4H = Splinter		
1NT 3♣ Puppet Stayman	3♠ Natural slam try	4♦ Transfer to 4H
3♦ Natural slam try	3NT To play	4♥ Transfer to 4S
3♥ Natural slam try	4♣ Gerber	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 7+hcp, 5+H	3♣ 7+hcp, 6+C	3♠
2♠ 7+hcp, 5+S	3♦ 7+hcp, 6+D	3NT
other		
2♦ 2♥ Signoff in H	3♣ Natural signoff	3♠ Invitational 4+S
2♠ Signoff in S	3♦ Natural signoff	3NT To Play
2NT Strong inquiry 15+ hcp	3♥ Invitational 3+H	4♣ Transfer to 4H
other Responses to 2NT are: 3m = short m, 3H = min 22 minors, 3S = max 22 minors		

Notes

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To Play
2NT Ogust	3♥ Extending	4♣
3♣ Natural forcing	3♠ To Play	4♥ To Play
other		
2♠ 2NT Ogust	3♥ Natural forcing	4♣
3♣ Natural forcing	3♠ Extending	4♥
3♦ Natural forcing	3NT To Play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ Minor Stayman	4♦ Transfer to 4H
3♦ Transfer to H	3NT To Play	4♥ Transfer to 4S
3♥ Transfer to S	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2WCB: 3support, 4M, 2NT

Defence to 3NT opening X = values

Defence to Opening Twos X = takeout

Multi 2♦ X of 2D = values, X of 2M = takeout

RCO style 2-s

Other 2-s

Defence (1♣):
to
strong (2♣):
1♣/2♣ X = Majors, NT = Minors

Over 1NT Interference Lebensohl

Lebensohl - other uses Over weak 2's

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES