

## 4. BASIC RESPONSES

Jump raises - minors	Inverted Minor: 5+ card support and 6-9 points
Jump raises - Majors	Bergen Raise: 4+ card support and 0-5 points
Jump shifts after minor opening	2 Level (2♦/2♥/2♠) = 0-5 points 6+ card suit, 3 Level = Splinter
Jump shifts after Major opening	Bergen Raises, Splinters
Responses to strong 2 suit open.	2♦ = 8+ pts, 2♥ = 0-4 pts, 2♠ = 5-7 pts, Other = transfer 4-7 pts
Responses to 2NT opening	Puppet Stayman, Transfers to Majors, Minorwood, Quantitative

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	McKenney	
<b>Count</b>	Natural (High-Low = Even)	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Natural Count (when given see notes)	
<b>Notes</b>	McKenney used in obvious situations. All signals given only if possible on the hand. Present count and only given where we think it is required.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	3041
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control
Minorwood (Minorwood is ON over interference where obvious. 4NT is a sign off.)		
King Ask: we show the number of Kings 0, 1, 2, 3		

## 7. OTHER CONVENTIONS

Walsh Style	Bergen Raises and Cue Raises
Jacoby 2NT	Drury (rebid of suit is weak < opening)
Support Double & Redouble	TOM (the other Minor)
Game Try Double & Redouble	Sandwich NT (5/5 in unbid suits)
Ogust	Fourth Suit Forcing to Game

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Lebensohl after interference over 1NT opening

Super Accept of Transfers (9 card fit & maximum)

Unassuming Cue Bid

Help Suit Game Try / Long Suit Trial Bids



AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 332364 Carmel Martin  
& Names: 707937 Abby Wanigaratne

Basic System: 2/1 Game Force

Brown Sticker  Classification: Green  Blue  Red  Yellow

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé

1♣ 11+ HCP, 3+♣ 1♥ 11+ HCP, 5+♥

1♦ 11+ HCP, 3+♦ 1♠ 11+ HCP, 5+♠

1NT 15-17 HCP, Balanced may contain 5 card Major

1NT Responses 2♣ Puppet Stayman 8+ HCP

2♦ Transfer to ♥ 2♠ Transfer to ♣

2♥ Transfer to ♠ 2NT Transfer to ♦

(Dbl) System ON & XX is Rescue other 4NT & 5NT Quantitative Slam Trys

2♣ 21+ Unbalanced OR 23+ Balanced OR Any Game Force Hand

2♦ Weak, 5-9 HCP, 6+♦

2♥ Weak, 5-9 HCP, 6+♥

2♠ Weak, 5-9 HCP, 6+♠

2NT 20-22 HCP Balanced

3NT Gambling, solid Minor, no side A or K

other

## 2. PRE-ALERTS

Walsh Style

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles Negative DBL thru 4♥

Game Try Double & Redouble, Reopening Double Responsive DBL thru 4♥

Jump overcalls Weak Unusual NT 5/5 in 2 lowest unbid suits

1NT overcall: (immediate) 15-18 Balanced, Stopper (re-opening) 11-14 Balanced, Stopper

Immediate cue: (minor) 5/5 in a boths Majors (Major) 5/5 in other Major & a Minor

**Over:** Weak Twos X = takeout, 2NT = 16-18 Opening Threes X = takeout, 3NT = 19+

Opponent's transfers X = takeout of their suits, Natural suit bids

Opponent's 1NT Multi Landy: 2♣ = 5+/4+ in Majors, 2♦ = a 6+ card Major

2♥ = 5+♥'s & a 4+ Minor, 2♠ = 5+♠'s & a 4+ Minor, 2NT = 5+/5+ Minors, 3 of suit Natural

Point range if 5/5 shape is 8+ non-vul 10+ vul, if 5/4 shape is 10+ non-vul, 12+ vul

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ points, 4+♦	2♦ Weak 0-5 pts 6+♦	3♦ Splinter
1♥ 6+ points, 4+♥	2♥ Weak 0-5 pts 6+♥	3♥ Splinter
1♠ 6+ points, 4+♠	2♠ Weak 0-5 pts 6+♠	3♠ Splinter
1NT 6-9 points No Major	2NT 10-12 points No Major	3NT 13-15 points No Major
2♣ 10/11+ points 5+♣*	3♣ 6-9 points 5+♣	4♣ Minorwood
other *After Inverted Minor 2♥/2♠ = stopper in that suit, 2NT/3NT = stopper in both Maj		
1♦ 1♥ 6+ points, 4+♥	2♥ Weak 0-5 pts 6+♥	3♥ Splinter
1♠ 6+ points, 4+♠	2♠ Weak 0-5 pts 6+♠	3♠ Splinter
1NT 6-9 points No Major	2NT 10-12 points No Major	3NT 13-15 points No Major
2♣ 10+ points, 5+♣	3♣ Splinter	4♣ Splinter
2♦ 10/11+ points 5+♦	3♦ 6-9 points 5+♦	4♦ Minorwood
other *After Inverted Minor 2♥/2♠ = stopper in that suit, 2NT/3NT = stopper in both Maj		
1♥ 1♠ 6+ points, 4+♠	2♥ 8-10 3♥s or 6-9 pts*	3♦ Bergen 10-12 pts, 4+♥
1NT 6-12 or 6-9 points*	2♠ Splinter	3♥ Bergen 0-5 pts, 4+♥
2♣ Game Force 13+, 4+♣	2NT Jacoby 13+ TP, 4+♥	3♠
2♦ Game Force 13+, 4+♦	3♣ Bergen 6-9 pts, 4+♥	3NT To Play
other 4♣/4♦ = Splinter, 4♥ = weak freak 6-9 points 5+♥		
1♠ 1NT 6-12 or 6-9 points*	2♠ 8-10 3♠s or 6-9 pts*	3♥ Splinter
2♣ Game Force 13+, 4+♣	2NT Jacoby 13+ pts, 4+♠	3♠ Bergen 0-5 pts, 4+♠
2♦ Game Force 13+, 4+♦	3♣ Bergen 6-9 pts, 4+♠	3NT To Play
2♥ Game Force 13+, 5+♥	3♦ Bergen 10-12 pts, 4+♠	4♣ Splinter game force
other 4♣/4♦ = Splinter, 4♠ = weak freak 6-9 points 5+♠		
1NT 3♣ Slam Try 6+♣	3♠ Slam Try 6+♠	4♦ Minorwood
3♦ Slam Try 6+♦	3NT To Play	4♥ To Play
3♥ Slam Try 6+♥	4♣ Minorwood	4♠ To Play
other 2C Puppet: 2♦ 1+ x 4 card M, 2♥/2♠ 5 card M, 2NT no M Min, 3NT no M Max		
2♣ 2♦ Positive 8+ any shape	2NT Trsfr to ♣, 5+♣ 4-7 pts	3♥ Trsfr to ♠, 5+♠ 4-7 pts
2♥ 0-4 points any shape	3♣ Trsfr to ♦, 5+♦ 4-7 pts	3♠
2♠ 5-7 points, Bal / 4441*	3♦ Trsfr to ♥, 5+♥ 4-7 pts	3NT
other *2♠ response won't have a 5 card suit so balanced or 4441 shape		
2♦ 2♥ To Play	3♣ 5+♣ 18+ pts forcing	3♠ 5+♠ 18+ pts forcing
2♠ To Play	3♦ Pre-emptive 3+♦	3NT To Play
2NT Ogust Strong Inquiry	3♥ 5+♥ 18+ pts forcing	4♣
other 4♦ = Minorwood, 5♦ = To Play (weak or strong)		

**Notes** \*Forcing 1NT 6-12 and 8-10pts raise apply if responder is an unpassed hand and no interference, if responder is a passed hand OR there is interference 6-9 points.  
If Interference: Systems ON over a X, OFF over a suit bid, except splinter in their suit.

2♥ 2♠ To Play	3♦ 5+♦ 18+ pts forcing	3NT To Play
2NT Ogust	3♥ Pre-emptive 3+♥	4♣
3♣ 5+♣ 18+ pts forcing	3♠ 5+♠ 18+ pts forcing	4♥ To Play (wk or strong)
other		
2♠ 2NT Ogust	3♥ 5+♥ 18+ pts forcing	4♣
3♣ 5+♣ 18+ pts forcing	3♠ Pre-emptive 3+♠	4♥
3♦ 5+♦ 18+ pts forcing	3NT To Play	4♠ To Play (wk or strong)
other		
2NT 3♣ Puppet Stayman	3♠	4♦ Minorwood
3♦ Transfer to ♥	3NT To Play	4♥
3♥ Transfer to ♠	4♣ Minorwood	4♠
other 4NT: Quantitative slam try, 5NT: Quantitative grand slam try,		

## 9. CONVENTIONS

**Unusual NT:** 5+/5+ in 2 lowest unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: TOM: 4 of other Maj or 3 card support, if both bid up the line

**Defence to 3NT opening** Natural

**Defence to Opening Twos**

Multi 2♦ 2NT = 16-18 Balanced, X = Takeout, suit bids are Natural

RCO style 2-s Double for takeout, 2NT = Balanced 16-18 HCP, suit bids are Natural

Other 2-s Double for takeout, 2NT = Balanced 16-18 HCP, suit bids are Natural

**Defence** Natural, after strong 1♣ artificial opening 2♣ is Clubs

to If 1♦ is also artificial, then Natural, 2♦ is Diamonds

**strong** (2♣):

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X = Takeout, Suit Bids = To Play

4♥ X = Takeout, Suit Bids = To Play 4♠ X = Penalty, 4NT = Takeout

## 10. OTHER NOTES

2C Puppet Stayman Responses after a 1NT Opening:

2♦ = No 5 card Major, but atleast 1 x 4 card Major

2♥ / 2♠ = 5 card Major (any points)

2NT = No 5 or 4 card Major Minimum points

3NT = No 5 or 4 card Major Maximum points

Ogust Responses: 3♣ = 5-7 weak suit, 3♦ = 5-7 good suit, 3♥ = 8-9 weak suit,

3♠ = 8-9 good suit, 3NT = awesome suit is AKQxxx. Good Suit = 2 of top 3 houours.