4. BASIC RESPONSES

Jump raises - minors	6-9
Jump raises - Majors	Weak
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	3m = Bergen; jump oM = limit raise
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	3♣ = Puppet Stayman, 3♦/3♥ = TRF to ♥/♠

5. PLAY CONVENTIONS

Show priorities	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber ☐

4NT: Blackwood	X	RKCB	1430
Asking Bids X	Cue Bids X	Queen asks	
Specific			

7. OTHER CONVENTIONS

2 way checkback	3♣ checkback after 1x-1y-2NT
Inverted minors	Ogust

ABF
AUSTRALIAN BRIDGE FEDERATION LTD.
STANDARD SYSTEM CARD

ABF Nos.	944440	Sebastian Langdon-Macmillan
& Names:	1138405	Kate Macdonald

Basic System: 2/1

Brown Sticker ☐   Classification: Green X   Blue ☐   Red ☐   Yellow ☐

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

1♣	11+, 3+♣	1♥	11+, 5+♥
1♦	11+, 3+♦	1♠	11+, 5+♠
1NT	15-17 BAL		may contain 5 card Major X

1NT Responses	2♣ Simple Stayman, doesn't promise 4M		
2♦	TRF ♥ (super = 3♥)	2♠	TRF ♣ (super = 2NT)
2♥	TRF ♠ (super = 3♠)	2NT	TRF ♦ (super = 3♣)
(Dbl)		other	3♣ Puppet Stayman

2♣	23+ BAL or any GF		
2♦	Weak, NAT		
2♥	Weak, NAT		
2♠	Weak, NAT		
2NT	20-22 BAL	3NT	Solid minor, no side A/K
other			

2. PRE-ALERTS

Can open light in 3rd seat

1st/3rd fav pre-empts can be very weak

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Xs & XXs	Negative DBL thru	4♥
	Responsive DBL thru	N/A

Jump overcalls	Weak, NAT	Unusual NT	LUBS
1NT overcall: (immediate)	15-18	(re-opening)	11-14
Immediate cue: (minor)	5/5+ Majors	(Major)	5/5+, oM + m
Over: Weak Twos	2NT 16-18, X = T/O	Opening Threes	X = T/O
Opponent's transfers	NT opening: X = Lead Direct; others are T/O of suit shown		
Opponent's 1NT	2♣ = Majors, 2♦ = one Major, 2M = 5+M/4+m, X = T/O , others = NAT		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣					
1♦	6+, 4+♦	2♦	Weak	3♦	SPL
1♥	6+, 4+♥	2♥	Weak	3♥	SPL
1♠	6+, 4+♠	2♠	Weak	3♠	SPL
1NT	6-9	2NT	INV	3NT	To play
2♣	10+, 5+♣	3♣	0-5, 5+♣	4♣	
other					

1♦					
1♥	6+, 4+♥	2♥	Weak	3♥	SPL
1♠	6+, 4+♠	2♠	Weak	3♠	SPL
1NT	6-9	2NT	INV	3NT	To play
2♣	GF, 3+♣	3♣	Weak	4♣	SPL
2♦	10+, 5+♦	3♦	0-5, 5+♦	4♦	
other					

1♥					
1♠	6+, 4+♠	2♥	5-9 3+♥	3♦	10-11 4+♥
1NT	6-11	2♠	10-11 3♥	3♥	0-5, 4+♥
2♣	GF 3+♣	2NT	GF, 4+♥	3♠	SPL
2♦	GF, 4+♦	3♣	6-9 4+♥	3NT	To play
other	4m = SPL				

1♠					
1NT	6-11	2♠	5-9 3+♠	3♥	10-11, 3♠
2♣	GF, 3+♣	2NT	GF, 4+♠	3♠	Weak
2♦	GF, 4+♦	3♣	6-9, 4+♠	3NT	to play
2♥	GF, 5+♥	3♦	10-11, 4+♠	4♣	SPL
other	4♦/4♥ = SPL				

1NT					
3♣	Puppet Stayman	3♠	GF, 31(54)	4♦	♠
3♦	GF, 5/5 minors	3NT	to play	4♥	to play
3♥	GF, 31(54)	4♣	♥	4♠	to play
other					

2♣					
2♦	waiting	2NT		3♥	
2♥	NAT, 8+	3♣	NAT, 8+	3♠	
2♠	NAT, 8+	3♦	NAT, 8+	3NT	to play
other					

2♦					
2♥	NAT, F1	3♣	NAT, F1	3♠	
2♠	NAT, F1	3♦	raise	3NT	to play
2NT	Ogust	3♥		4♣	
other					

2♥					
2♠	NAT, F1	3♦	NAT, F1	3NT	To play
2NT	Ogust	3♥	raise	4♣	
3♣	NAT, F1	3♠		4♥	To play
other					

2♠					
2NT	Ogust	3♥	NAT, F1	4♣	
3♣	NAT, F1	3♠	raise	4♥	
3♦	NAT, F1	3NT	To play	4♠	To play
other					

2NT					
3♣	Puppet	3♠		4♦	♠
3♦	Transfer to ♥	3NT	to play	4♥	♣, slam try+
3♥	Transfer to ♠	4♣	♥	4♠	♦, slam try+
other					

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round [ ] Game force [X]

NT Checkback [X] Priorities: Up the line

Defence to 3NT opening X = VAL

Defence to Opening Twos X = T/O, 2N = NAT

Multi 2♦ 1-2-3 Xs

RCO style 2-s

Other 2-s

Defence to strong 1♣ / 2♣	(1♣) : NAT
	(2♣) : NAT

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=T/O   4♠ X=VAL

10. OTHER NOTES

Notes