

4. BASIC RESPONSES

Jump raises - minors	6-9 raise
Jump raises - Majors	Pre-emptive raise
Jump shifts after minor opening	Weak
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

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	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Queen asks
Specific Kings	

7. OTHER CONVENTIONS

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

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1108123	Zac Ross
& Names:	1138405	Kate Macdonald
Basic System:	2/1	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

1♣ 12+, 3+♣	1♥ 12+, 5+♥
1♦ 12+, 3+♦	1♠ 12+, 5+♠
1NT 15-17 BAL	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ TRF ♥ (super = 3♥)	2♠ Range Probe/TRF ♣
2♥ TRF ♠ (super = 3♠)	2NT TRF ♦
(Dbl) System on, XX = blood	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

1x-1y-1z = UNBAL

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, system on	(re-opening) 15-18, system on
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	Lead directing over NT TRF, otherwise T/O of shown suit
Opponent's 1NT 2♣ = Majors, T/O X, others = NAT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦ Weak	3♦ Weak
1♥ 6+, 4+♥	2♥ Weak	3♥ Weak
1♠ 6+, 4+♠	2♠ Weak	3♠ Weak
1NT 6-9	2NT INV, no 4cM	3NT To play
2♣ 10+, 5+♣	3♣ 6-9, 5+♣	4♣ Weak
other		
1♦ 1♥ 6+, 4+♥	2♥ Weak	3♥ Weak
1♠ 6+, 4+♠	2♠ Weak	3♠ Weak
1NT 6-9	2NT INV, no 4cM	3NT To play
2♣ GF 4+♣	3♣ Weak	4♣ Weak
2♦ 10+, 5+♦	3♦ 6-9, 5+♦	4♦ Weak
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 5-9 3+♥	3♦ 10-11, 4+♥
1NT 6-11	2♠ INV, 3♥	3♥ 0-5, 4+♥
2♣ GF, 4+♣	2NT GF, 4+♥	3♠ Weak
2♦ GF, 4+♦	3♣ 6-9 4+♥	3NT 4333 choice of games
other		
1♠ 1NT 6-11	2♠ 5-9 3+♠	3♥ INV, 3♠
2♣ GF, 4+♣	2NT GF, 4+♠	3♠ Preempt raise
2♦ GF, 4+♦	3♣ 6-9, 4+♠	3NT 3433 choice of games
2♥ GF, 5+♥	3♦ 10-11, 4+♠	4♣ Weak
other		
1NT 3♣ Puppet Stayman	3♠ slammy 6+♠	4♦
3♦ slammy 6+♦	3NT to play	4♥
3♥ slammy 6+♥	4♣ slammy 6+♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥ NAT, Strong
2♥ NAT, strong	3♣ NAT, strong	3♠ NAT, Strong
2♠ NAT, strong	3♦ NAT, strong	3NT to play
other		
2♦ 2♥ NAT, F1	3♣ NAT, F1	3♠ GF
2♠ NAT, F1	3♦ raise	3NT to play
2NT Ogust	3♥ GF	4♣ GF
other		

Notes

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT To play
2NT Ogust	3♥ NF	4♣ GF
3♣ NAT, F1	3♠ GF	4♥ GF
other		
2♠ 2NT Ogust	3♥ NAT, F1	4♣ GF
3♣ NAT, F1	3♠ NF	4♥ GF
3♦ NAT, F1	3NT To play	4♠ GF
other		
2NT 3♣ Puppet Stayman	3♠	4♦ slammy, 6+♦
3♦ TRF to ♥	3NT to play	4♥
3♥ TRF to ♠	4♣ slammy, 6+♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening X = Values

Defence to Opening Twos X = T/O, 2N = 16-18

Multi 2♦ 1-2-3 Xs

RCO style 2-s

Other 2-s

Defence (1♣): NAT

to

strong (2♣): NAT

1♣ / 2♣

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 = Values

10. OTHER NOTES

Inverted minors / Jacoby / Bergen are ON over X, OFF over overcall

1M-2NT: 3new = SPL, 4new = 5+suit, 3M/3N/4M = 18+/15-17/12-14