

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	<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.	944440	Sebastian Langdon-Macmillan
& Names:	1108123	Zac Ross
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 Describe strength, min.length, or specific meaning Canapé

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, 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

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 (sys on)	(re-opening) 15-17 (sys 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 NT opening: X = Lead Direct; others are T/O of suit shown	
Opponent's 1NT 2♣ = Majors (5/4+), 2♦ = one 6cM, 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♦
1♥ 6+, 4+♥	2♥ Weak	3♥
1♠ 6+, 4+♠	2♠ Weak	3♠
1NT 6-9	2NT INV	3NT To play
2♣ 10+, 5+♣	3♣ 0-5, 5+♣	4♣
other		
1♦ 1♥ 6+, 4+♥	2♥ Weak	3♥
1♠ 6+, 4+♠	2♠ Weak	3♠
1NT 6-9	2NT INV	3NT To play
2♣ GF, 3+♣	3♣ Weak	4♣
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♠
2♦ GF, 4+♦	3♣ 6-9 4+♥	3NT To play
other		
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♣
other		
1NT 3♣ Puppet Stayman	3♠	4♦
3♦	3NT to play	4♥
3♥	4♣	4♠
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		

Notes

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 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 = VAL

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

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=VAL

10. OTHER NOTES

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