

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Weak unless Bergen
Responses to strong 2 suit open.	2D = Waiting, All others = 7+points
Responses to 2NT opening	Puppet Stayman, Transfers to Majors

5. PLAY CONVENTIONS

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

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	1NT, 2NT, 2NT rebid
4NT: Blackwood <input type="checkbox"/> RKCB 1430	
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	1st or 2nd Round Control
Non-serious 3NT	
5NT asks for Kings - Bid specific Kings up the line	

7. OTHER CONVENTIONS

Ogust	
Lebensohl	
Unusual over Unusual	
Snapdragon doubles and redoubles	
Drury	

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Minorwood if previously agreed the suit and no competition
Otherwise general slam try asking for controls
Exclusion Keycard 3014
DOPI/ROPI



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1049781	Seb Wright
& Names:	1055682	Damon Flicker
Basic System:	2 over 1 with Transfers over 1C	
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♣ 2+♣, 11+hcp	1♥ 5+♥, 11+hcp
1♦ 4+♦, 11+hcp better minor	1♠ 5+♠, 11+hcp
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ Transfer ♣ or range ask
2♥ Transfer ♠	2NT Transfer ♦
(Dbl) Natural, P starts a scramble, XX=valu	other 3C = Puppet Stayman

2♣ Game Force	
2♦ Flannery: 11-15hcp, 5+♥, 4♠	
2♥ Weak, 6-9 HCP, 6♥	
2♠ Weak, 6-9 HCP, 6♠	
2NT 20-22 balanced	3NT Gambling, solid minor, no side A or K
other	

2. PRE-ALERTS

Wide ranging 6-11hcp 1NT response	
Can open light in certain seats or if distributed	
Transfers over 1C	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Balancing, Lead Directing, Support Doubles and Redoubt	Negative DBL thru	4♥
		Responsive DBL thru	4♥
Jump overcalls	weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate)	15-18 Balanced with stopper	(re-opening)	11-14
Immediate cue: (minor)	Michaels 5/5 Majors	(Major)	5 other Major & 5 minor
Over: Weak Twos	2NT 15-18, T/O X with Leb	Opening Threes	X=T/O, otherwise natural
Opponent's transfers	Double = Lead-Directing		
Opponent's 1NT	2C = 5/4 Majors, 2D = single suited Major, 2H = ♥+m, 2S = ♠+m		
2NT = 5/5minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♥	2♦ Weak	3♦ Splinter 10-12
1♥ 6+ HCP, 4+♠	2♥ Weak	3♥ Splinter 10-12
1♠ weak no M or GF w ♦	2♠ Weak	3♠ Splinter 10-12
1NT 10-11 INV	2NT Never bid	3NT To play
2♣ 10+ Raise, 5+♣	3♣ Weak Raise, 5+♣	4♣
other		
1♦ 1♥ 6+HCP, 4+♥	2♥ Weak	3♥ Splinter 10-12 HCP
1♠ 6+HCP, 4+♠	2♠ Weak	3♠ Splinter 10-12 HCP
1NT 6-11 hcp	2NT Never bid	3NT To play
2♣ 10+ HCP, 4+♣	3♣ Splinter 10-12 HCP	4♣
2♦ 10+ hcp, 4+♦	3♦ Weak Raise, 4+♦	4♦
other		
1♥ 1♠ 6+HCP, 5+♠	2♥ 6-9 Raise, 3♥	3♦ 10-12 hcp, 4+♥
1NT 6-11 HCP	2♠ 10-12 hcp, 3♥	3♥ Weak Raise, 4+♥
2♣ GF Bal or 4+♣	2NT Jacoby 4+♥	3♠ Splinter 12+ HCP
2♦ GF, 5+♦	3♣ 6-9 hcp, 4+♥	3NT 13-15 Raise, 3♥
other		
1♠ 1NT 6-11 HCP	2♠ 6-9 Raise, 3♠	3♥ 10-12hcp, 3♠
2♣ GF Bal or 4+C	2NT Jacoby, 4+♠	3♠ Weak Raise, 4+♠
2♦ GF, 5+♦	3♣ 6-9hcp, 4+♠	3NT 13-15 Raise, 3♠
2♥ GF, 5+♥	3♦ 10-12hcp, 4+♠	4♣ Splinter
other		
1NT 3♣ Puppet Stayman	3♠ Natural Slam Try	4♦ Texas Transfer to ♥
3♦ Natural Slam Try	3NT To play	4♥ Texas Transfer to ♠
3♥ Natural Slam Try	4♣ Gerber	4♠ Never bid
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 7+hcp, 5+♥ good suit	3♣ 7+hcp, 6+♣	3♠
2♠ 7+hcp, 5+♠ good suit	3♦ 7+hcp, 6+♦	3NT
other		
2♦ 2♥ Signoff	3♣ Natural signoff	3♠ Pre-emptive wide range
2♠ Signoff	3♦ Invitational	3NT To Play
2NT Strong inquiry 15+	3♥ Pre-emptive wide range	4♣ Transfer to 4♥
other		

Notes

2♥ 2♠ Natural, Forcing for 1	3♦ Natural, Forcing for 1	3NT To Play
2NT Ogust	3♥ Raise	4♣
3♣ Natural, Forcing for 1	3♠	4♥ Raise/To Play
other		
2♠ 2NT Ogust	3♥ Natural, Forcing for 1	4♣
3♣ Natural, Forcing for 1	3♠ Raise	4♥
3♦ Natural, Forcing for 1	3NT To Play	4♠ Raise/To Play
other		
2NT 3♣ Puppet Stayman	3♠	4♦ Transfer to ♥
3♦ Transfer to ♥	3NT To Play	4♥ Transfer to ♠
3♥ Transfer to ♠	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2WCB. Up the line

Defence to 3NT opening X = values

Defence to Opening Twos X = Take out

Multi 2♦ X=Values, then X=T/O, then X=penalty

RCO style 2-s

Other 2-s

Defence (1♣) : X = Majors, NT = minors, else natural

to

strong (2♣) : X = Majors, NT = minors, else natural

1♣ / 2♣

Over 1NT Interference Lebensohl, If opp bid is natural X is take out.

Lebensohl - other uses Over (weak 2)-X-(P)-

Take out of 4 level pre-empts 4♣/4♦

4♥ X=T/O, 4NT = Minors

4♠ 4NT = Minors

10. OTHER NOTES