

## 4. BASIC RESPONSES

Jump raises - minors	6-9 HCP	(Inverted minors)
Jump raises - Majors	5- HCP, w/ 4-c SUPP	(Pre-emptive)
Jump shifts after minor opening	3-5 HCP, Long suit,	(Weak Jump Shift)
Jump shifts after Major opening	3-c & 4-c Support	(Bergen Raises)
Responses to strong 2 suit open.	(2♣) Control Count	A=2, K=1 (i. e. 2♦ = 0/1, 2♥ = 2)
Responses to 2NT opening	Red Suit Transfers,	Puppet Stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead	4 <sup>th</sup> Highest w/ 2 touching Honors
Four or more with an honour	4 <sup>th</sup> Highest	
From 4 small	2 <sup>nd</sup> Highest	
From 3 cards (no honour)	Middle-Up-Down	
In partner's suit	Top	
<b>Discards</b>	Even = McKenney, Odd = Like	McKenney
<b>Count</b>	Low→High = Even	
<b>Signal</b> on partner's lead:	Attitude Low→High, Like (ENC)	
<b>Signal</b> on declarer's lead:	Low→High = Even	
<b>Notes</b>	Switch required? Even = McKenney, Odd = Like	
	Opening lead; A for Attitude, King for Count &/or unblock	

## 6. SLAM CONVENTIONS

4♣ Gerber ☒ Steps; 1/4, 3/0, 2

4NT: Blackwood <input type="checkbox"/>	RKCB	1430	5♣ = 1/4 KC, 5♦ = 3/0, 5♥=2, 5♠ = 2+TQ
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1 <sup>st</sup> Round Control	
	minorwood (4m of agreed m),	D0P1 & R0P1	
	Rebid 5♣/5NT = Specific King Inquiry		

## 7. OTHER CONVENTIONS

4 <sup>th</sup> suit inquiry for Stopper	Michaels & Leaping Michaels, Weak or Strong
Reverse Drury	Cappelletti (modified)
Help Suit x Inquiry (1M, 2M; 3x)	Sandwich 1NT
2♣ Checkback after Opener's 1NT rebid	Texas Transfers
Rubensohl (after O/C of our 1NT)	Lebensohl 2NT
	Stayman; - Lavings, Puppet

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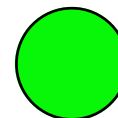
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AUSTRALIAN BRIDGE  
FEDERATION INC.

## STANDARD SYSTEM CARD



ABF Nos.	1041215	Tony Carsley (TonyCar)
& Names:	690627	Mal Clark (MalCI)
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, minimum length, or specific meaning	Canapé <input type="checkbox"/>
1♣ 11+, 1-card [1-c] (Strength in HCP)	1♥ 11+, 5-c
1♦ 11+, 5-c	1♠ "
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ 8+, 5-c Major Inquiry, RESP 2NT rebid = 8/9 HCP w/o M interest
2♦ →♥, 0+ HCP, 5-c	2♠ →3♣**, 6/7 HCP, 6-c
2♥ →♠ "	2NT →3♦**, 6/7 HCP, 6-c
(Dbl) Exit Transfers (xx→2♣, 2♣→2♦ ...)	other **bid next suit up w/ Hxx (2NT/3♣)
2♣ 22+ HCP or 3-loser, Game Force	
2♦ 3-7, 6-c Major or 17+, Semi-solid long-suited 8 Playing Trick minor	
2♥ 8-11, 6-c	
2♠ "	
2NT 20/21 Balanced	3NT Gambling with solid long-suited minor
other Pre-emptives: 3-level: 4-9 HCP, 6-c;	4-level, 8-12 HCP, 7-c

## 2. PRE-ALERTS

Responder's 4-way Transfers to 1♣	3/4 <sup>th</sup> seat Opening = 11 or good 10 HCP
1♦ Opening = 5-carder	Modified Multi-2s

## 3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls	6-9, 6-c,	Unusual NT Lowest unbid suits
1NT overcall: (immediate)	15-18; 2NT = 19+	(re-opening) 10-14, (Unbid suits)
Immediate cue: (minor)	9-15, 5-5-c, Both Majors	(Major) 9-15, 5-5-c, Other Major & a minor
<b>Over:</b> Weak Twos L/S or T/O x if Strong	Opening Threes	Long suit or T/O x if Strong
Opponent's 1NT	2♣ = MM 4-4, 2♦ = 6-c m /5-c M, 2NT = mm, 3m = L/S & 4-c M, X = +1 over MAX	
Over their T/O X; XX = 9+,	New suit = F1,	Jump raise = Weak, 2NT raise to 3

<b>Doubles</b> Balancing,	Lead Directing,	Penalty,	Reopening,	Negative DBL thru	3♠
Stolen Bid,	Support,	Take-Out,		Responsive DBL thru	3♠

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4-c ♥	2♦ 10-13, 4-4 Both Majors	3♦ 6-9, Long suit
1♥ 5+, 4-c ♠	2♥ 3-5, Long suit	3♥
1♠ 5+, 4-c ♦	2♠ "	3♠
1NT 5+, 4-c ♣	2NT 10-12, w/o Major	3NT 13-17, w/o Major
2♣ 10+, 5-c, F1	3♣ 6-9, 5-c Support	4♣ minorwood
other Pass with 5- HCP;	4NT = 18/19	

1♦ 1♥ 6+, 4-c	2♥ 3-5, Long suit	3♥ Splinter
1♠ "	2♠ "	3♠ "
1NT 6-10	2NT 11/12	3NT 13-17
2♣ 13+ Game Force	3♣ 3-5, Long suit	4♣ Splinter
2♦ 10+ 4-c, F1	3♦ 6-9, 3-c	4♦ minorwood
other 4NT = 18/19		

1♥ 1♠ 6+, 4-c	2♥ 6-9, 3-c	3♦ 9-11, 4-c Support
1NT 6-12	2♠ 10/11, 3-c Support	3♥ 3-5, 4-c
2♣ 13+, 3-c, Game Force	2NT 12**, 4-c " FG	3♠ Splinter
2♦ "	3♣ 7/8, 4-c "	3NT 13+ w/o Support
other 4♣ & 4♦ Splinters	4♥ = 0-6, 5-c or 4-c w/ a Void;	

1♠ 1NT 6-12	2♠ 6-9, 3-c	3♥ 10/11, 3-c Support
2♣ 13+, 3-c	2NT **12+, 4-c Support FG	3♠ 3-5, 4-c
2♦ "	3♣ 7/8, 4-c "	3NT 13+, w/o Support
2♥ 13+, 4-c	3♦ 9-11, 4-c "	4♣ Splinter
other 4♦ & 4♥ Splinters,	4♠ 5-c or 4-c w/ Void	

1NT 3♣ 16+, Long Suit	3♠ "	4♦ →4♥
3♦ "	3NT 13-15	4♥ →4♠
3♥ "	4♣ Roman Gerber	4♠
other Quantitative 4NT w/ 16/17		

2♣ 2♦ 0/1 Control count	2NT 4	3♥ 7
2♥ 2	3♣ 5	3♠ 8
2♠ 3	3♦ 6	3NT 9
other Based on Ace = 2, King = 1		

2♦ 2♥ Relay	3♣ 3-5, Long suit	3♠
2♠ Opening values	3♦ "	3NT
2NT Strong Inquiry**	3♥	4♣
other **Opener's Rebids; 3M = 3-5 HCP, 3m = 6/7 HCP or Bid Feature on MAX		

**Notes** FG=Game Force, L/S long suit; mm both minors, MM both Majors, Splinter = Void/Singleton  
 \*\*After J2NT, Opener's rebids at 3-level; Splinter, 3M = 14 w/ 6-c, 3NT = 15+,  
 at 4-level, other suit = NAT, 4M = 10-13

2♥ 2♠	3♦	3NT
2NT Strong Inquiry**	3♥	4♣
3♣	3♠	4♥
other **Opener's Rebids to 2NT: 3♥ = 8/9, 3♠ = 10/11 or Bid Feature on MAX		

2♠ 2NT Strong Inquiry	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other Rebids to 2NT 3♦ = 10/11, 3♠ = 8/9		

2NT 3♣ 5+ HCP, Puppet STAY	3♠ 8+, 4-4, both minors	4♦ →4♥, 6-10, 6-c
3♦ →3♥	3NT 4-10, Shut-Out	4♥ →4♠, "
3♥ →3♠	4♣ Roman Gerber	4♠
other Quantitative: 4NT = 11 HCP, 5NT = 12 HCP, 6NT = 13 HCP		

## 9. CONVENTIONS

**Unusual NT:** Lowest Unbid Suits

**4th Suit Forcing** One round ☐ Inquiry for Stopper in 3NT Game force ☐

**NT Checkback** ☐ Priorities: 2♦ rebid by Opener to 2♣

**Defence to 3NT opening**

**Defence to Opening Twos** (Weak): Lebensohl 2NT Advance after Partner's Take-out X

Multi 2♦ Lebensohl 2NT Advance after Partner's Take-out X

RCO style 2-s (2♥/2♠/2NT) Lebensohl 2NT Advance after Partner's Take-out X

Other 2-s

**Defence** (1♣) : 1NT = Strong; 1M; or 2M with weak long-suit

to

**strong** (2♣) : X Convention Bid as Lead Directing; otherwise Natural

1♣ / 2♣

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ Long Suit or T/O X if Strong

4♥

"

4♠

"

## 10. OTHER NOTES

System ON/OFF after intervention as ; -

i) After 1♣, ON w/ T/O X, w/♦ O/C, X = MM, M = Natural; w/♥ O/C, X = 4-c ♠, 1♠ = 5-c

ii) OFF after any NT bid or rebid

iii) Otherwise system ON if can bid convention as Bergen raises, or X = 'Stolen Bid'.