

## 4. BASIC RESPONSES

Jump raises - minors Inverted: 6-9 HCP, 4+ ♦/5+♣, no 4-card Major

Jump raises - Majors Preemptive

Jump shifts after minor opening Natural, weak at 2 level

Jump shifts after Major opening Bergen

Responses to strong 2 suit open.

Responses to 2NT opening 3♣: Puppet Staymn; 3♦/3♥: Transfer; 3♠: 5/4+ minors, slam interes

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:		Coded 9's and 10's
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	As above	As above
Discards	McKenney	McKenney
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count	
Notes	Ace or Queen leads ask for attitude; King for count	

## 6. SLAM CONVENTIONS

4♣ Gerber  After NT agreed (CRO)

4NT: Blackwood  RKCB 3041 4NT response to NT = Quantitative

Asking Bids  Cue Bids  First or second round control

## 7. OTHER CONVENTIONS

Modified Ghstem (Michaels CRO):

Opps suit=Colour; 2NT=Rank; 3C=Other

Short Trial bids

2x5-card Majors, 11+ TP, 3D over 2D

Extended Stayman

Can balance in direct seat

OBAR BIDS: After opps bid & raise

Rule of 2, 3 or 4

Pre-empt: 6+ card suits

Minorwood

Pre-empt keycard

Drury

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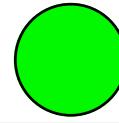
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 1099418

Jan Bennett

& Names: 1122452

Derek Bartosh

Basic System: 2/1

Brown Sticker  Classification: Green  Blue  Red  Yellow  Canapé

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning

1♣ 10+ HCP, 2+♣ 1♥ 10-20 HCP 5+♥

1♦ 10+ HCP, 4+♦ 1♠ 10-20 HCP, 5+♠

1NT 15-17 Balanced may contain 5 card Major

1NT Responses 2♣ Stayman or Rangefinder

2♦ TRF ♥

2♠ TRF ♣

2♥ TRF ♠

2NT TFR ♦

(Dbl) Exit Transfers and forcing Pass

other

2♣ 23+ or 9 quick tricks (may be short on points - 13+)

2♦ Multi : weak Major OR 21-22 BAL

2♥ Multi : weak, 5+♥ & 4+ in either minor

2♠ Multi : weak, 5+♠ & 4+ in either minor

2NT 20HCP. (May be 19 or 21 regraded). 3NT Gambling, solid minor, no side A

other 2NT usually balanced but may contain singleton Ace or 5-card Major

## 2. PRE-ALERTS

XX's over our 1NTX vary. Please ask.

Transfer responses to 1C opening

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles

Negative DBL thru 3♦

{E.g. Support Doubles and Redoubles }

Responsive DBL thru 4♦

Jump overcalls Variable

Unusual NT 2NT is CRO

1NT overcall: (immediate) 15(NV)-18 BAL \*(see below) (re-opening) 11-14

Immediate cue: (minor) CRO - same colour (Major) CRO - same colour

Over: Weak Twos 2NT 17-20, T/O X with LEB Opening Threes X=t/o; Cue m=M's; 4NT over M=m'

Opponent's transfers X=Lead directing

Opponent's 1NT **Multi Landy:** X (weak): penalties; X (strong - 15+hcp): 5+ minor, 4 Major

2♣: Majors; 2♦: 6+ Major; 2♥: 5x♥, 4+ mnr; 2♠: 5x♠, 4+ mnr; 2NT: minors; 3♣/3♦: 6+ mnr

\* Stayman, Puppet Stayman and Transfers ON after 1NT overcall (16-18)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♥	2♦ 6-10 HCP, 6+M	3♦
1♥ 6+ HCP, 4+♠	2♥ 2-5 HCP, 6♥	3♥ 2-5 HCP, 7♥
1♠ ♦ or 6-9 bal, No 4cM	2♠ 2-5 HCP, 6♠	3♠ 2-5 HCP, 7♠
1NT No 4cM. 10-11 HCP	2NT No 4cM. 12 HCP BAL	3NT 13-15 HCP, <4 Major
2♣ 10+ TP, 5+♣, <4 Major	3♣ 6-9 TP, 5+♣, <4 Major	4♣
other	After 1♣:2♣, 2M shows stopper, 2NT shows both Majors stopped	
1♦ 1♥ 5+ HCP, 4+♥	2♥ 2-5 HCP, 6♥	3♥ 2-5 HCP, 7♥
1♠ 5+ HCP, 4+♠	2♠ 2-5 HCP, 6♠	3♠ 2-5 HCP, 7♠
1NT 6-9 HCP, 4+♣	2NT 10-12 HCP BAL, <4 M	3NT 13-15 HCP, <4 Major
2♣ 13+ TP, 4+♣, GF*	3♣	4♣
2♦ 10+ TP, 4+♦, <4 Major	3♦ 6-9 TP, 4+♦, <4 Major	4♦
other	After 1♦:2♦, 2M shows stopper, 2NT shows both Majors stopped	
1♥ 1♠ 5+ HCP, 4+♣	2♥ 6-9 HCP, 3x♥	3♦ 10-12 TP; 4x♥
1NT 6-11/12 HCP, <3♥&<4♣	2♣ 10-12 TP; 3x♥	3♥ 0-5 TP; 4x♥
2♣ 13+ HCP, 3-4+♣, GF*	2NT Jacoby	3♠ Splinter
2♦ 13+ HCP, 3-4+♦, GF*	3♣ 6-9TP; 4x♥	3NT 13-15 pts; To Play
other	4♣/4♦: Splinter; 4♥: 0-5 pts, 5+ ♥	
1♠ 1NT 6-11/12 HCP, <3♣	2♣ 6-9 HCP, 3x♣	3♥ 10-12 TP; 3x♣
2♣ 13+ HCP, 3-4+♣, GF*	2NT Jacoby	3♠ 0-5 TP; 4x♣
2♦ 13+ HCP, 3-4+♦, GF*	3♣ 6-9 TP; 4x♣	3NT 13-15 pts; To Play
2♥ 13+ HCP, 5+♥, GF*	3♦ 10-12 TP; 4x♣	4♣ Splinter
other	4♦/4♥: Splinter; 4♣: 0-5 TP, 5+♣	
1NT 3♣ Puppet Stayman GF	3♣ 14-16 HCP, 6+♣	4♦
3♦ 14-16 HCP, 6+♦	3NT 13-15 HCP, <4 Major	4♥ To play
3♥ 14-16 HCP, 6+♥	4♣ CRO Gerber	4♠ To play
other	4NT: Quantitative (16-17pts). Breaking & bouncing rebids to transfers	
2♣ 2♦ A, K or QQ with J	2NT 5+♥, 2 of top 3	3♥
2♥ Denies A, K or QQ w. J	3♣ 5+♣, 2 of top 3	3♠
2♠ 5+♣, 2 of top 3	3♦ 5+♦, 2 of top 3	3NT
other		
2♦ 2♥ < opening hand	3♣ Natural, non-forcing	3♠
2♠ < opening hand, ♥ supr	3♦ Natural, non-forcing	3NT To play
2NT 14+ HCP, 3+ both Majc	3♥ ♥&♠ support to 3 level	4♣
other	After 2D-2H-2NT, 4NT is Quantitative (11-12 pts)	

Notes Jacoby ON after interference or X

Bergen ON after X, OFF after interference unless bid is a jump

\*GF if responder is not a passed hand and RHO has not overcalled or doubled.

2♥ 2♠ To play	3♦ Natural, non-forcing	3NT To play
2NT Show me minor / strength	3♥ Pre-emptive	4♣ To play
3♣ Pass or correct	3♠ To play	4♥ To play
other 4♣: To play; 4NT: RKCB		
2♠ 2NT Show me minor / strength	3♥ To play	4♣ To play
3♣ Pass or correct	3♠ Pre-emptive	4♥ To play
3♦ Natural, non-forcing	3NT To play	4♣ To play
other 4NT: RKCB		
2NT 3♣ Puppet Stayman	3♠ 5/4+ in minors	4♦
3♦ Transfer to ♥	3NT 5-10 HCP, To play	4♥ To play
3♥ Transfer to ♠	4♣ CRO Gerber	4♣ To play
other	Breaking & bouncing rebids to Major transfers	

## 9. CONVENTIONS

Unusual NT: Michaels CRO - same Rank

4th Suit Forcing One round  Game force

NT Checkback  Priorities: After 1NT: 2♣: transfer to 2♦. 2♦: Game Force

Defence to 3NT opening  X: penalty; 4♣: T/O prefer ♥; 4♦: T/O prefer ♠; 4♥/4♣: To play

Defence to Opening Twos

Multi 2♦ X: 16+, UNBAL; 2♥/2♠ Natural; 2NT: 16+ HCP w. stops; 3♣/3♦: To play

RCO style 2-s

Other 2-s X: T/O; 2NT: 17-20 HCP w. STOP; 3 suit: 6+ Card, c. Opening hand

Defence Strong 1♣: X: Majors; 1NT: minors; 1♦, 1♥, 1♠, 2♣: natural

to Polish 1♣/Precision 1♦: X=Majors; 1NT=16-18; 2NT=minors

strong (2♣):

1♣ / 2♣

Over 1NT Interference lebensohl after both 1NT opening and 1NT overcall

Lebensohl - other uses Over opening weak 2's:X; 1M:2M:X; Over ptnrs non-GF reverse

Take out of 4 level pre-empt 4♣/4♦ X: Majors

4♥ X: ♠ & minor; 4NT: both minors

4♣ X: PEN; 4NT: 2 suited

## 10. OTHER NOTES

Defence to our 1NTX: Pass: weak, no 5-card suit or strong; With 5-card suit, 4-way tsfr

2NT Jump by Opener: 18-19 HCP

Jump overcalls: Good 6-card suit, NV:5-10 HCP, Vul:11-15: 2 suit=11-15; 3 suit = 12-16

Unassuming Cue Bid: 10+ TP, 3-card support, asking for quality of overcalled suit

Extended Stayman: 2x5-card Majors, 8+ TP: Bid 3♦ over 2♦ asking for 3-card Major

After opps T/O X: XX: 10+ HCP & short; Bergen ON; Change suit: natural & forcing