

4. BASIC RESPONSES

Jump raises - minors	Inverted Minor: 5+ card support and 6-9 points
Jump raises - Majors	Bergen Raise: 4+ card support and 0-5 points
Jump shifts after minor opening	2 Level (2♦/2♥/2♠) = 0-5 points 6+ card suit, 3 Level = Splinter
Jump shifts after Major opening	Bergen Raises, Splinters, 1♥-2♠ 0-5 points 6+♠s
Responses to strong 2 suit open.	2♦ = 8+ pts, 2♥ = 0-4 pts, 2♠ = 5-7 pts, Other = transfer 4-7 pts
Responses to 2NT opening	Puppet Stayman, Transfers to Majors, Minorwood, Quantitative

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)	Middle	
In partner's suit	As above	
Discards	McKenney	
Count	Natural (High-Low = Even)	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Natural Count (when given see notes)	
Notes	McKenney used in obvious situations. All signals given only if possible on the hand. Present count and only given where we think it is required.	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	3041	4♣ Gerber	<input type="checkbox"/>
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd round control	
Minorwood (Minorwood is ON over interference where obvious. 4NT is a sign off.)					
King Ask: we show the number of Kings 0, 1, 2, 3					

7. OTHER CONVENTIONS

Splinters	Bergen Raises and Cue Raises
Jacoby 2NT	Drury (rebid of suit is weak < opening)
Support Double & Redouble (Majors only)	TOM (the other Minor)
Game Try Double & Redouble	Sandwich NT (5/5 in unbid suits)
Ogust	Fourth Suit Forcing to Game

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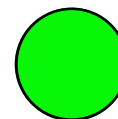
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Lebensohl after interference over 1NT opening
Super Accept of Transfers (9 card fit & maximum)
Unassuming Cue Bid
Help Suit Game Try / Long Suit Trial Bids



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	332364	Carmel Martin
& Names:	707937	Abby Wanigaratne

Basic System: 2/1 Game Force

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

1♣ 11+ HCP, 3+♣	1♥ 11+ HCP, 5+♥
1♦ 11+ HCP, 3+♦	1♠ 11+ HCP, 5+♠
1NT 15-17 HCP, Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Puppet Stayman 8+ HCP

2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
(Dbl) System ON & XX is Rescue	other 4NT & 5NT Quantitative Slam Trys

2♣ 21+ Unbalanced OR 23+ Balanced OR Any Game Force Hand

2♦ Weak, 5-9 HCP, 6+♦

2♥ Weak, 5-9 HCP, 6+♥

2♠ Weak, 5-9 HCP, 6+♠

2NT 20-22 HCP Balanced

3NT Gambling, solid Minor, no side A or K

other

2. PRE-ALERTS

Walsh Style	
Rule of 20 Opening Bids	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles	Negative DBL thru	4♥
Game Try Double & Redouble, Reopening Double	Responsive DBL thru	4♥

Jump overcalls Weak Unusual NT 5/5 in 2 lowest unbid suits

1NT overcall: (immediate) 15-18 Balanced, Stopper (re-opening) 11-14 Balanced, Stopper

Immediate cue: (minor) 5/5 in a boths Majors (Major) 5/5 in other Major & a Minor

Over: Weak Twos X = takeout, 2NT = 16-18 Opening Threes X = takeout, 3NT = 19+

Opponent's transfers X = takeout of their suits, Natural suit bids

Opponent's 1NT Multi Landy: 2♣ = 5+/4+ in Majors, 2♦ = a 6+ card Major

2♥ = 5+♥'s & a 4+ Minor, 2♠ = 5+♠'s & a 4+ Minor, 2NT = 5+/5+ Minors, 3 of suit Natural

Point range if 5/5 shape is 8+ non-vul 10+ vul, if 5/4 shape is 10+ non-vul, 12+ vul

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ points, 4+♦	2♦ Weak 0-5 pts 6+♦	3♦ Splinter
1♥ 6+ points, 4+♥	2♥ Weak 0-5 pts 6+♥	3♥ Splinter
1♠ 6+ points, 4+♠	2♠ Weak 0-5 pts 6+♠	3♠ Splinter
1NT 6-9 points No Major	2NT 10-12 points No Major	3NT 13-15 points No Major
2♣ 10/11+ points 5+♣*	3♣ 6-9 points 5+♣	4♣ Minorwood
other *After Inverted Minor 2♥/2♠ = stopper in that suit, 2NT/3NT = stopper in both Maj		
1♦ 1♥ 6+ points, 4+♥	2♥ Weak 0-5 pts 6+♥	3♥ Splinter
1♠ 6+ points, 4+♠	2♠ Weak 0-5 pts 6+♠	3♠ Splinter
1NT 6-9 points No Major	2NT 10-12 points No Major	3NT 13-15 points No Major
2♣ 10+ points, 5+♣	3♣ Splinter	4♣
2♦ 10/11+ points 5+♦	3♦ 6-9 points 5+♦	4♦ Minorwood
other *After Inverted Minor 2♥/2♠ = stopper in that suit, 2NT/3NT = stopper in both Maj		
1♥ 1♠ 6+ points, 4+♠	2♥ 8-10 3♥s or 6-9 pts*	3♦ Bergen 10-12 pts, 4+♥
1NT 6-12 or 6-9 points*	2♠ Weak 0-5 pts 6+♠	3♥ Bergen 0-5 pts, 4+♥
2♣ Game Force 13+, 4+♣	2NT Jacoby 13+ TP, 4+♥	3♠ Splinter game force
2♦ Game Force 13+, 4+♦	3♣ Bergen 6-9 pts, 4+♥	3NT To Play
other 4♣/4♦ = Splinter in suit game force, 4♥ = weak freak 6-9 points 5+♥		
1♠ 1NT 6-12 or 6-9 points*	2♠ 8-10 3♠s or 6-9 pts*	3♥ Splinter game force
2♣ Game Force 13+, 4+♣	2NT Jacoby 13+ pts, 4+♠	3♠ Bergen 0-5 pts, 4+♠
2♦ Game Force 13+, 4+♦	3♣ Bergen 6-9 pts, 4+♠	3NT To Play
2♥ Game Force 13+, 5+♥	3♦ Bergen 10-12 pts, 4+♠	4♣ Splinter game force
other 4♦ = Splinter in suit game force, 4♠ = weak freak 6-9 points 5+♠		
1NT 3♣ Slam Try 6+♣	3♠ Slam Try 6+♠	4♦ Minorwood
3♦ Slam Try 6+♦	3NT To Play	4♥ To Play
3♥ Slam Try 6+♥	4♣ Minorwood	4♠ To Play
other 2C Puppet: 2♦ 1+ x 4 card M, 2♥/2♠ 5 card M, 2NT no M Min, 3NT no M Max		
2♣ 2♦ Positive 8+ any shape	2NT Trsfr to ♣, 5+♣ 4-7 pts	3♥ Trsfr to ♠, 5+♠ 4-7 pts
2♥ 0-4 points any shape	3♣ Trsfr to ♦, 5+♦ 4-7 pts	3♠
2♠ 5-7 points, Bal / 4441*	3♦ Trsfr to ♥, 5+♥ 4-7 pts	3NT
other *2♠ response won't have a 5 card suit so balanced or 4441 shape		
2♦ 2♥ To Play	3♣ 5+♣ 18+ pts forcing	3♠ 5+♠ 18+ pts forcing
2♠ To Play	3♦ Pre-emptive 3+♦	3NT To Play
2NT Ogust Strong Inquiry	3♥ 5+♥ 18+ pts forcing	4♣ To Play
other 4♦ Minorwood, 5♦ To Play (weak or strong). 4♥/4♠ & all other bids are To Play.		

Notes *Forcing 1NT 6-12 and 8-10pts raise apply if responder is an unpassed hand and no interference, if responder is a passed hand OR there is interference 6-9 points.
If Interference: Systems ON over a X, OFF over a suit bid, except splinter in their suit.

2♥ 2♠ To Play	3♦ 5+♦ 18+ pts forcing	3NT To Play
2NT Ogust	3♥ Pre-emptive 3+♥	4♣ To Play
3♣ 5+♣ 18+ pts forcing	3♠ 5+♠ 18+ pts forcing	4♥ To Play (wk or strong)
other 4♠ & all other bids are To Play. Strong options Ogust, 3 level suits, 4NT RCKB.		
2♠ 2NT Ogust	3♥ 5+♥ 18+ pts forcing	4♣ To Play
3♣ 5+♣ 18+ pts forcing	3♠ Pre-emptive 3+♠	4♥ To Play
3♦ 5+♦ 18+ pts forcing	3NT To Play	4♠ To Play (wk or strong)
other All other bids are To Play. Strong options Ogust, 3 level suits, 4NT RCKB.		
2NT 3♣ Puppet Stayman	3♠	4♦ Minorwood
3♦ Transfer to ♥	3NT To Play	4♥
3♥ Transfer to ♠	4♣ Minorwood	4♠
other 4NT: Quantitative slam try, 5NT: Quantitative grand slam try,		

9. CONVENTIONS

Unusual NT: 5+/5+ in 2 lowest unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: TOM: 4 of other Maj or 3 card support, if both bid up the line

Defence to 3NT opening Natural

Defence to Opening Twos

Multi 2♦ 2NT = 16-18 Balanced, X = Takeout, suit bids are Natural

RCO style 2-s Double for takeout, 2NT = Balanced 16-18 HCP, suit bids are Natural

Other 2-s Double for takeout, 2NT = Balanced 16-18 HCP, suit bids are Natural

Defence Natural, after strong 1♣ artificial opening 2♣ is Clubs

to If 1♦ is also artificial, then Natural, 2♦ is Diamonds

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = Takeout, Suit Bids = To Play

4♥ X = Takeout, Suit Bids = To Play 4♠ X = Penalty, 4NT = Takeout

10. OTHER NOTES

2C Puppet Stayman Responses after a 1NT Opening:

2♦ = No 5 card Major, but atleast 1 x 4 card Major

2♥ / 2♠ = 5 card Major (any points)

2NT = No 5 or 4 card Major Minimum points

3NT = No 5 or 4 card Major Maximum points

Ogust Responses: 3♣ = 5-7 weak suit, 3♦ = 5-7 good suit, 3♥ = 8-9 weak suit,

3♠ = 8-9 good suit, 3NT = awesome suit is AKQxxx. Good Suit = 2 of top 3 houours.