

## 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+♠

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)
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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

4♣ Gerber

4NT: Blackwood  RKCB 3041

Asking Bids  Cue Bids  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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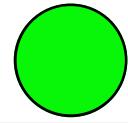
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

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  Canapé

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning

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

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

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

## 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-empt 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 hours.