

4. BASIC RESPONSES

Jump raises - minors	Inverted:
Jump raises - Majors	Preempt
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen; 1♥-2♠ and 1♠-3♥ = 3 card limit raise
Responses to strong 2 suit open.	2♦ = negative 0-7, suit = 8+ and 5 card suit, 2NT = 8+ no suit
Responses to 2NT opening	Puppet stayman and Transfers to Majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
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	low unless supported	low unless supported
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		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	Never
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430 Quantitative
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st/2nd below game, 1st only above game

7. OTHER CONVENTIONS

Lebensohl over 1NT interference	Forth suit game forcing
Jacoby 2NT	Cue raises
	Game try and support doubles
	two way checkback
	Drury

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	944440	Sebastian Langdon-Macmillan
& Names:	943241	Thomas Langdon-Macmillan
Basic System:	2/1 GF	
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

1♣	11+ HCP, 3+♣	1♥	11-20 HCP, 5+♥
1♦	11+, better minor, 3+♦	1♠	11-20 HCP, 5+♠
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Stayman, 3♣ Puppet Stayman GF		
2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
(Dbl)	2-level weak natural, XX values	other	Texas transfers

2♣	23+ bal., or GF		
2♦	Weak, 6-9 HCP, 6+♦		
2♥	Weak, 6-10 HCP, 6♥		
2♠	Weak, 6-10 HCP, 6♠		
2NT	20-22 balanced	3NT	Gambling, solid minor, no side A or K
other			

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support Doubles & Redoubles	Negative DBL thru	4♥
Balancing, Lead directing		Responsive DBL thru	4♠
Jump overcalls	weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate)	15-18 balanced	(re-opening)	10-14
Immediate cue: (minor)	5/5 majors, 6-11 or 16+	(Major)	5 other major + 5m, 6-11 or 16+
Over: Weak Twos	T/O X, lebensohl	Opening Threes	T/O X, Non-leaping Michaels
Opponent's transfers	Lead directing double, cue = Michaels		
Opponent's 1NT	Multi Landy: X=penalty, 2♣ = 5/5 ♥+♠, 2♦ = single suit, 2♥ = ♥+m, 2♠ = ♠+m		

