

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: CrissCross Inverted Minors 0-6 HCP
Jump raises - Majors	Preempt	Other: Bergen 4+card trump support and 0-6 HCP
Jump shifts after minor opening	Jump in other minor = 7-10 with SUP Fit showing Jumps	
Jump shifts after Major opening	Bergen 4+ SUP & 3♣= 11-13 HCP 4♦= 7-10 HCP/ 3SUP & 3NT=13-15	
Responses to strong 2 suit open.	See Octagonal 2's	
Responses to 2NT opening	2NT Rebids - Muppet Stayman, transfers to the Majors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	A-Attitude K-Unblock
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Xxx if supported xxX if haven't	Xxx if supported xxX if haven't
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Attitude Low Enc Then, Pres Count	Count
Signal on declarer's lead:	Count - Suit Preference on Trump Lead & Smith Echo in NT	

Notes Lead of P's known Long suit K5678 = Like, otherwise suit preference

On partners Lead to suit where we have AK - Suit Preference

Suit Preferece on Partners lead if no point suit continuation We only signal if there is a reason

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? Never
Slam Notes	Kickback; Exclusion 0314; D0P1/R0P1; Non-serious 3NT; 5NT Pick a slam	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls shown together, up the line	
Asking Bids <input checked="" type="checkbox"/>	After RKC response: non-trump step 1 = Q ask; step 2 = K ask, 4NT = Specific Ace	

7. OTHER CONVENTIONS

Co-Operative, Reopening & Support Doubles	After 1NT(Pen X): TFR Runout & Scramble
Blackout after Reverses	After 1NT(2♣ or Artificial X): System on
Two Way Checkback	Cue raises and weak/mixed raises
Kokish Game Tries after 1M-2M	2NT often 2 places to play in competition
2 way Reverse Drury (2♣ = 3 fit; 2♦ = 4 fit)	After X, Equal Level Conversion to ♦

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Responsive Re/DBL/Cue Bids - after P bids a T/O DBL

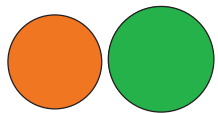
Maximal DBL - OBAR suit directly below ours game invitation

Jump Cue Opposite Overcall - m = Stop Ask, M = Splinter

1NT response to DBL = 1.5 stops & 5-9 2NT = 10-11 3NT = 12+



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	899216	Gwyneira Brahma
& Names:	175560	Dave Munro 308749 Cassie Morin
Basic System:	Standard American 2/1 with Octagonal 2s Transfers over 1♣	
Brown Sticker <input checked="" 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 Canape

1♣ 2+ 11+HCP can include 5♦	1♥ 5+ 11+HCP 2DT
1♦ 5+ 11+HCP 2DT (or 4441)	1♠ 5+ 11+HCP 2DT
1NT 14-16 (15-17 in 3rd and 4th seat)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	Other: Garbage & Rubbish Stayman Smolen
2♦ TRF ♥ Super Accepts	2♠ TRF 6+♣ or range probe - with MIN 2NT
2♥ TRF ♠ Super Accepts	2NT TRF 6+♦ or 5/5 ♣ & ♦ weak
other After TFRS 3♣♦ = GF 3♠4♣♦♦ = Control GF 6+ 4NT = Quant 5NT = Pick Slam	

2♣ 6-10 6+♦ OR FG OR 19-20/27-28 BAL OR 5/5 ♠/♥ 5-10 OR SPA;	3♠ = Gambling
2♦ 6-9 6+♥ OR 8 ½-10 QT in ♦ OR ≤4L 1444/0544 OR 5/5 ♠/♣ 5-10 or FG OR 21-22/29-30 BAL	
2♥ 6-9 6+♠ OR 8-9 QT in ♥ OR ≤4L 4441/5440 OR 5/5 ♣/♦ 5-10 or FG OR 23-24 or 31-32 BAL	
2♠ 6-9 6+♣ OR 8-9 QT in ♠ OR ≤4L 4414/5404 OR 5/5 ♦/♥ 5-10 or FG OR 25-26 or 33+ BAL	
2NT 5/5 ♣/♥ or 5/5 ♦/♠ 5-9(10) OR FG	3NT 8+ ♣/♦ 6-10 Not Solid Suit
other 3♣ = 6-10 7+♦ OR 5/5 ♠/♥ FG OR 1444; 3♦ = 7+♥ Wk or 6/6 ♣/♥ 3-7; 3♥ = 7+♠ WK or 6/6 ♠	

2. PRE-ALERTS

TFRs over 1♣; 1♦-1M & 1D-(X)-1M; 1S(X);	Inverted & criss cross Minor raises (OFF over X)
(1any)1M(X); 3rd level opening; Namyats;	3rd Seat Openings can be very Pre Emptive
Octagonal 2's; Bergen raises (ON over X)	Forcing Pass

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak (Intermediate in 4th). (Short1♣)2♦ = Majors
Responsive doubles through	4♦	Unusual NT	5/5 lowest 2 unbid suits
1NT overcall - immediate	15-18 (System On)	Immediate cue of minor	5/5Ms over1♦ Octagonal over1♣
1NT overcall - re-opening	10-15 (System On)	Immediate cue of Major	Extreems
Over weak twos X = T/O. Leaping Michaels		Over opening threes	15+ X Non-Leaping Michaels
Over opponent's 1NT	Strong NT - X= 6+ m OR both M 4/4 OR 14+ HCP (rebid 2♠ or 3 of another suit)		
2♣/♦ = that suit & a higher suit; 2♥/♠ = (5)6+ 8-12; 2NT = Both m 8+ or Both M 14+			
Wk NT X=Pen OR 4M+5m, 2♣=Ms, 2♦=LongSuit 2!M= 5+&4/5+m 2NT= 5/5m, 3X=INV			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ & 5+HCP	2♦ 10-12, 5+♣	3♦ SPL 11-14/13-16TP FG
1♥ 4+♠ & 5+HCP	2♥ 0-5, 6♥	3♥ SPL 11-14/13-16TP FG
1♠ 4+♦ No 4+ M or GF with	2♠ 0-5, 6♠	3♠ SPL 11-14/13-16TP FG
1NT 6-10, 4+♣, NF	2NT Bal 11-12 not 4♥/♠	3NT 13-15, not 4♥/♠
2♣ 12+, 4+♣, SFG	3♣ 6-9, (5)6+♣	4♣ Pre-emptive
other 4♦ = RKCB agreeing ♣; 4♥/♠ = To Play, 5♣ = 6+♣ 0-6HCP		
1♦ 1♥ 6+, 4+♥	2♥ 0-5, 6♥	3♥ SPL 11-14/13-16TP FG
1♠ 6+, 4+♠	2♠ 0-5, 6♠	3♠ SPL 11-14/13-16TP FG
1NT 6-10, 4+♣, not 4♥/♠, NF	2NT Bal 11-12, not 4♥/♠	3NT 13-15, not 4♥/♠
2♣ 12+, 4+♣, FG	3♣ 10-11, (4)5+♦	4♣ SPL 11-14/13-16TP FG
2♦ 12+, 4+♦, SFG	3♦ 6-9, (4)5+♦	4♦ Pre-emptive
other 4♥/♠ - To Play, 5♦ = 6+♦ 0-6HCP		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 7-10, 4♥
1NT 5-12, semi-forcing, <3♥	2♠ 10-11, 3♥	3♥ 0-6, 4♥
2♣ (3)4+♣, FG	2NT 12+, 4+♥, FG	3♠ SPL 11-14/13-16TP FG
2♦ 4+♦, FG	3♣ 11-13, 4♥	3NT 3♥ 13-15, 3343/3334 NF
other 4♣/♦ = SPL, 4♥ = 5+♥ 0-9 TPC (with shortage treat as 4 card sup) 4♠ = To Play		
1♠ 1NT 5-12, semi-forcing, <3♠	2♠ 6-9, 3♠	3♥ 10-11, 3♠
2♣ (3)4+♣, FG	2NT 12+, 4+♠, FG	3♠ 0-6, 4♠
2♦ 4+♦, FG	3♣ 11-13, 4♠	3NT 3♠ 13-15, 3343/3334 NF
2♥ 5+♥, FG	3♦ 7-10, 4♠	4♣ SPL 11-14/13-16TP FG
other 4♦/♥ = SPL 11-14/13-16TP FG, 4♠ = 5+♠ 0-9 TPC (with shortage treat as 4 card sup)		
1NT 3♣ Asks for 5M	3♠ 1♠ 3♥ 5/4 minors	4♦ 6+♠ if next 4NT RKC
3♦ 5/5 in ♣ & ♦ FG	3NT To Play	4♥ 5♣ Quant 5332
3♥ 1♥ 3♠ 5/4 minors	4♣ 6+♥ if next 4NT RKC	4♠ 5♦ Quant 5332
other 4NT = Specific Ace Ask - 5♣ = 0, 5♦♥♠ = A, 5NT = A♣, 6♣ any 2 Aces		
2♣ 2♦ Pass or Correct	2NT Force Req more info	3♥ 4+♦ & 4+♥
2♥ 6+♥ 6-11 To Play	3♣ 3+♦ & 4+♣ & 4+♥ or ♠	3♠ 4+♦ & 4+♠
2♠ 6+♠ 6-11 To Play	3♦ 3+♦ & 4+♥ or ♠	3NT To Play
other Int 2's - Bid of one of weak option = Pre-Emptive; Other Suit = Natural INV,		
2♦ 2♥ Pass or Correct	3♣ 3+♥ & 4+♣	3♠ 4+♥ & 4+♠
2♠ 6+♠ 6-11 To Play	3♦ 3+♥ & 4+♦	3NT To Play
2NT Force Req more info	3♥ 3+♥ & support for ♠	4♣
other Int 2's - NT = Values or Pre-emptive, Pass = Weak OR waiting to DBL later		

Notes Int 2's - X/XX = PEN either partner, Opener Suit - Systemic, Cue = Stop Ask Stong NT

4♣ = TFR to ♥ 10-15HCP & 8-9 Tricks (4♦ to 4♠) 4♥/♠ = 3-9(10) HCP to play

4NT = Specific Ace Ask 5♣/♦ = 3-9(10) HCP to play 5♥/♠ = 11 QT missing A & K of trumps

2♥ 2♠ Pass or Correct	3♦ 3+♠ & 4+♦	3NT To Play
2NT Force Req more info	3♥ 3+♠ & 4+♥	4♣
3♣ 3+♠ & 4+♣	3♠ 3+♠ & balanced	4♥
other		
2♠ 2NT Force Req more info	3♥ 4+♣ & 4+♥	4♣
3♣ Pass or Correct	3♠	4♥
3♦ 4+♣ & 4+♦	3NT To Play	4♠
other		
2NT 3♣ Pref ♣ over ♥ <3+♥&♠	3♠ Forcing Req more info	4♦ 4+♦ & 4+♥ weak
3♦ Pref for ♥ over ♣ & usu	3NT To Play	4♥ 4+♥ & 4+♠ weak or 3+♥
3♥ Pref for Majors	4♣ 4+♣ & 4+♦ &/or 4+♠ w	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits	5/5 or better
4th Suit Forcing One round <input type="checkbox"/>	Except 1♣-1♦-1♥-1♠ = Natural, NF Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities: (Not after 1♣-1♠-1NT) 2♣ = PUP to 2♦ then invite; 2♦ = FG
Defence to 3NT opening	X PEN otherwise Multi Landy (also used over 1NT - Pass - 3NT)
Defence to Opening Twos	X = Takeout with Lebensohl; (2M)4m = 5m+5oM; 2♦-4♦ = 5♥+5♠
Multi 2♦	X = 13-15 BAL or 16+; Suit Natural; Jump suit 6+12-16; 2NT=16-18, Leaping Michael
RCO style 2-s	X = 13-15BAL or 16+; 2NT = 16-18; Leaping Michaels
Other 2-s	X = Values; 2NT = 16-18 (over 2N=minors: 3♣ = takeout, 16+; 3♦ = takeout, <16)

Defence	Same over Polish club except 1NT natural
to	Octagonal 2's at 2nd and 3rd Level
strong	X = ♣, 1♦/♥/♠ = Natural, 1NT = 5/5 ♣/♥ or 5/5 ♦/♠ 5-9(10)HCP OR FG
♣	If Ops XX - Pass = bid on, if ops X or overcall - X or XX = Asks p to bid there other suit

Over 1NT Interference rubinsohl run from our penalty X of there 1NT, 1M-2M-P-P-P

Lebensohl - other uses 1NT Overcall; WJO; Weak 2's & Multi 2's, Overcall Stayman or TFR Bids

Take out of 4 level pre-empts	4♣/4♦ X = Takeout; 4NT = Natural
4♥	X = Takeout; 4NT = Minors 4♠ X = Takeout; 4NT = 2 suiter

10. OTHER NOTES

Note 1. Opener's rebids after 1♣-1♦: 1♥ = Bal 12-14, usually 2/3♥, or 1345; 1♠ = 5♣+4♠; 1NT = Bal 18-19; 2♣ = 6+♣ or 2245/3145; 2♦ = Reverse; 2NT = 6♣+3♥ or 18-19 Bal w 4♦; 3♦ = Raise to 3+♥ w singleton ♦; 3♠ = Splinter; 4♦ = Void Splinter

Note 2. Opener's rebids after 1♣-1♥: 1♠ = Bal 12-14, usually 2/3♠, or 3145/3415; 1NT = Bal 18-19; 2♣ = 6+♣ or 2245/1345/0445; 2♦ = Nat, reverse; 2NT = 6♣+3♠ or 18-19 Bal w 4♠; 3♦ = Raise to 3+♠ w singleton ♦; 3♥ = Raise to 3+♠ w singleton ♥; 4♦/♥ = Void Splinter 1♣(1♦)X=4+♥; 1♥=4+♠; 1♠=No 4M. 1♣(1♥)X=4+♠; 1♠=Not 4♠. 1♦(1♥)X=4♠; 1♠=5+♠.