

## 4. BASIC RESPONSES

Jump raises - minors	Inverted 6-9 4/5 card support
Jump raises - Majors	Weak 0-5 Hcp
Jump shifts after minor opening	natural weak at 2 level splinter at 3 level
Jump shifts after Major opening	Bergen raises at 3 level splinter at 4 level
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	puppet stayman and TRF

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead all	overlead all
Four or more with an honour	3rd highest	4th highest
From 4 small	tophighest	4th highest
From 3 cards (no honour)	MUD	top
In partner's suit	top	top
<b>Discards</b>	low encourage	low encourage
<b>Count</b>	Reverse	Reverse
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:	some reverse count	
<b>Notes</b>	suit preferences used on occasion	

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st and 2nd round controls

## 7. OTHER CONVENTIONS

Jacoby 2 NT	2 way NMF
Bergen raises	cue raises
Support X and XX	minorwood
checkback	Splinters
	Lebensol

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	710555	Liz Zeller
& Names:	1083155	Julie Pigdon
Basic System:	2/1	
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+ C	1♥ 11+ HCP 5+ H
1♦ 11+ HCP 4+D	1♠ 11+ HCP 5+ S
1NT 15-17 HCP may contain 5 card Major	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Puppet Stayman
2♦ Trf to H	2♠ Trf To C
2♥ Trf to S	2NT Trf to D
(Dbl)	other super accepts

2♣	Game force 3 losers		
2♦	weak 6 card dia suit 6-9 HCP		
2♥	weak 6 card Heart suit 6-9 HCP		
2♠	weak 6 card Spade suit 6-9 HCP		
2NT	20-22 HCP	3NT	Gambling solid minor suitDefence
other			

## 2. PRE-ALERTS

Defence against 2D Multi 2H shortage in ♠	
2S pick a minor, X + shortage in spades or ♠	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4S
	Responsive DBL thru	4S
Jump overcalls	weak	Unusual NT 2 Lowest unbid suits
1NT overcall: (immediate)	16-18 Systems on	(re-opening) 11- 14 Systems on
Immediate cue: (minor)	Both Majors	(Major) Other M and a minor
Over: Weak Twos	X = T/O 2NT =15-18	Opening Threes x = T/O
Opponent's transfers		
Opponent's 1NT	Hamilton X = penalty 2C = long suit , 2D + both Majors	
2H = H and a minor, 2S = S and a minor		
Over weak NT	natural	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+D	2♦ weak 6+D 0-5 HCP	3♦ splinter
1♥ 6+ HCP 4+ H	2♥ weak 6+H 0-5HCP	3♥ splinter
1♠ 6+ HCP 4+ S	2♠ weak 6+S 0-5HCP	3♠ splinter
1NT 6-9 HCP no 4 M	2NT 11-12 HCP No 4 M	3NT 13-15HCP no 4 M
2♣ 10+HCP 4-5C Forcing	3♣ 6-9HCP 5+C	4♣ Minorwood
other		
1♦ 1♥ 6+HCP 4+H	2♥ weak 6+H 0-5 HCP	3♥ splinter
1♠ 6+ HCP 4+ S	2♠ weak 6+S 0-5 HCP	3♠ splinter
1NT 6-10 HCP No 4M	2NT 11-12 HCP no 4 M	3NT 13-15 HCP
2♣ 4- 5C 12= HCP FG	3♣ splinter	4♣
2♦ 10+ HCP 4+D forcing	3♦ 5-9 HCP 4+D	4♦ minorwood
other		
1♥ 1♠ 6+ HCP 4+S	2♥ 8-10 HCP 3 card sup	3♦ 9-11 HCP 4+H
1NT 6-11 HCP no 4S forcing	2♠ weak 6+S 0-5 HCP	3♥ weak 0-5HCP 4+H
2♣ Game force 3/4 clubs	2NT 13+ HCP 4+H	3♠ splinter
2♦ game force 3/4 D	3♣ 6-8 HCP 4+H	3NT 13-15 HCP 3 card sup
other		
1♠ 1NT 6-11 HCP forcing	2♠ 8-10 HCP 3 card sup	3♥ Weak 0-5 HCP 4 +S
2♣ Game force 3-4C	2NT 13+ HCP 4+S	3♠ Weak 0-5 HCP 4 +S
2♦ Game force 3-4D	3♣ 6- 8 HCP 4+ S	3NT 13-15 HCP 3 card sup
2♥ Game force 5H	3♦ 9-11 HCP 4+ S	4♣ splinter
other		
1NT 3♣	3♠	4♦ TRF to Hearts
3♦	3NT to Play	4♥ Trf to Spades
3♥	4♣ Gerber	4♠
other		
2♣ 2♦ Waiting	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other		
2♦ 2♥ to Play	3♣ To Play	3♠ to play
2♠ to Play	3♦ To Play	3NT to p+lay
2NT 12+ forcing feature ask	3♥ to Play	4♣
other		

Notes

2♥ 2♠ 5S forcing 1 round	3♦ 5+D forcing 1 round	3NT to play
2NT 16+ forcing feature ask	3♥ preemptive	4♣
3♣ 5+C forcing 1 round	3♠	4♥ to play
other		
2♠ 2NT 16+ forcing feature ask	3♥ 5+H forcing 1 round	4♣
3♣ 5+C forcing 1 round	3♠ preemptive	4♥ to play
3♦ 5+D forcing 1 round	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ minor suit stayman	4♦ TRF to Hearts
3♦ TRF to H	3NT to Play	4♥ Trf to S
3♥ TRF to S	4♣ Gerber	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** 2 lowest unbid suits

**4th Suit Forcing** One round ☐ game force ☐ Game force ☒

**NT Checkback** ☐ Priorities: 2 D GF, 2C = invite or weak 2 dia

**Defence to 3NT opening** X for values 4C = Majors

**Defence to Opening Twos**

Multi 2♦ 2H shortage in H, 2 S = pick a minor, X = shortage in S

RCO style 2-s

Other 2-s

**Defence** (1♣) : X=Majors 1NT=minors 1 level overcalls natural

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** lebonsol

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X= T/O

4♥ X = T/O

4♠ X = penalty, 4NT T/O

## 10. OTHER NOTES