

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Bergen, Weak 0-5
Jump shifts after minor opening	Strong, Good Suit
Jump shifts after Major opening	Bergen; 3C=6-9 & 4+M; 3D=10-12 & 4+M; 1S-3H/1H-2S=3+M&limit
Responses to strong 2 suit open.	2D Waiting; 2H= Dbl Neg; 2S=H; 2NT=S; X=values
Responses to 2NT opening	Puppet; Transfers to Majors; 3S=Minors

5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th Highest	4th Highest
From 4 small	2nd Highest	Top or 2nd Highest
From 3 cards (no honour)	MUD	Top or MUD
In partner's suit	As Above	As above
Discards	High Encourage	
Count	Natural when Used	
Signal on partner's lead:	High Encourage	
Signal on declarer's lead:	Natural Count when used	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	Not Used
4NT: Blackwood <input type="checkbox"/> RKCB 1430 then specific Kings	
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round Controls
DOPI	

7. OTHER CONVENTIONS

Two way checkback	System ON if they X;
4th suit Forcing to Game includes 1S	System OFF if they Overcall
Splinters	System ON by passed hand include Jacoby
1m (1H) X denies 4 spades	Cue Raises
1x 1M 2M 2NT Enquiry then 3344	Weak two (X) XX = Hx(x) Raise

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(1M) P (Bergen) X = T/O of major
 1NT (X) XX transfer to 2C (Cor D)
 1x (X) XX then penalty X



**AUSTRALIAN BRIDGE
 FEDERATION LTD.**



STANDARD SYSTEM CARD

ABF Nos.	5266	Martin Bloom	May 2026
& Names:	22381	Peter Gil	
Basic System:	2/1 GF unless Responder rebids suit, 15-17NT, Weak twos, Std signals		
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 Describe strength, min.length, or specific meaning Canapé

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

1NT Responses	2♣ Simple Stayman
2♦ Transfer to Hearts	2♠ Tfer to Clubs then 2NT=Superaccept
2♥ Transfer to Spades	2NT Tfer to Diamonds then 3C=Superaccept
(Dbl) 1NT (2x or 3x) X = T/O	other

2♣ Strong; 23+ Balanced or any Game Force hand; 100% GF	
2♦ Weak Diamonds	
2♥ Weak Hearts	
2♠ Weak Spades	
2NT 20-22 Balanced	3NT Gambling
other 4NT = Specific Ace Ask	

2. PRE-ALERTS

Bergen Raises	
Cue Raises	
Support Doubles & Redoubles	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X & XX < 2M including 1NT	Negative DBL thru 4S
Most low level doubles = T/O	Responsive DBL thru 4S
Jump overcalls Weak	Unusual NT Two lowest unbid suits
1NT overcall: (immediate) 15-18 Bal; System On	(re-opening) 15-18 Bal; System On
Immediate cue: (minor) 1C-2C=Nat; 1C-2D=Michaels	(Major) Michaels then 3C=P/C
Over: Weak Twos X=T/O; No Leb	Opening Threes X = T/O
Opponent's transfers X= THAT suit; Responders M=T/O; 2C=Nat; 2NT=LUBS	
Opponent's 1NT X=Penalty, 2nd X=T/O; 2C= Majors; 2D=D+M then 2H=P/C	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat but prefer 1M	2♦ Strong, Nat	3♦ Not used
1♥ Nat; 4+H	2♥ Strong, Nat	3♥ Not used
1♠ Nat: 4+S	2♠ Strong, Nat	3♠ Not used
1NT 6-11Bal	2NT Shortage ask, GF Raise	3NT To Play
2♣ 6-10; Nat	3♣ Nat; Limit Raise	4♣ Pre-emptive
other No Criss Cross; No Inverted minors		
1♦ 1♥ Nat; 4+H	2♥ Strong, Nat	3♥ Not used
1♠ Nat; 4+S	2♠ Strong, Nat	3♠ Not used
1NT 6-10(11)	2NT Shortage ask, GF Raise	3NT 13+ To Play
2♣ GF unless rebid 3C	3♣ Strong, Nat	4♣
2♦ 6-9(10); Nat	3♦ Nat; Limit Raise	4♦ Pre-emptive
other No Criss Cross; No inverted minors		
1♥ 1♠ Nat: 4+S	2♥ 3H; 6-9(10)	3♦ Bergen, 4H; 10-12
1NT 6-10 (11)Bal: NF	2♠ 3H; Limit Raise	3♥ Bergen; 4+H; 0-5
2♣ GF unless rebid 3C	2NT 12+ GF with 4+M	3♠ Splinter
2♦ GF unless rebid 3D	3♣ Bergen, 4H; 6-9	3NT NF 12-15; Bal Raise
other 3S/4C/4D = splinters		
1♠ 1NT 6-10(11) Bal; NF	2♠ 3S; 6-9(10)	3♥ 3S; Limit Raise
2♣ GF unless rebid 3C	2NT 12+ GF with 4+M	3♠ Bergen; 4+S; 0-5
2♦ GF unless rebid 3D	3♣ Bergen, 4S; 6-9	3NT NF 12-15; Bal Raise
2♥ GF unless rebid 3H	3♦ Bergen, 4S; 10-12	4♣ Splinter
other 4C/4D/4H= Splinters;		
1NT 3♣ Puppet	3♠ Fragment	4♦ S
3♦ 5/5 minors GF	3NT 10+ To Play	4♥ Nat
3♥ Fragment	4♣ H	4♠ Nat
other		
2♣ 2♦ Waiting	2NT S	3♥ Nat
2♥ Dbl Neg (0-4)	3♣ Nat	3♠ Nat
2♠ H	3♦ Nat	3NT Nat
other 2C(overcall) X = Values		
2♦ 2♥ 5+H; F1	3♣ 5+C; F1	3♠ -
2♠ 5+S; F1	3♦ To Play	3NT To Play
2NT Shortage Ask, F1	3♥ -	4♣ -
other 2D (P or X) 2NT=shortage ask; Bid 3D with short M and min; 3NT=Max+No Shortage		

Notes Any X by partner after a weak 2 Opening by us is Penalty

X/X/X; 1st X=cards; 2nd X = T/O; 3rd X = Penalty by our partnership

2♥ 2♠ 5+S; F1	3♦ 5+D, F1	3NT To Play
2NT Shortage Ask	3♥ To Play	4♣
3♣ 5+C; F1	3♠	4♥ To Play
other 2H (P or X) 2NT=shortage ask; Bid 3H with short S and min; 3NT=Max+No Shortage		
2♠ 2NT Shortage Ask	3♥ 5+H; F1	4♣
3♣ 5+C; F1	3♠ To Play	4♥
3♦ 5+D; F1	3NT To Play	4♠ To Play
other 2S (P or X) 2NT=shortage ask; Bid 3S with no shortage; 3NT=Max+No Shortage		
2NT 3♣ Puppet Stayman	3♠ Minors	4♦ Nat
3♦ Transfer to H	3NT To Play	4♥ Nat
3♥ Transfer to S	4♣ Nat	4♠ Nat
other		

9. CONVENTIONS

Unusual NT: two lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3-way 2C-> 2D; 2D=GF; 2NT--> 3C

Defence to 3NT opening X=T/O else Natural

Defence to Opening Twos X=T/O; 2NT=15-18 with Stop & System ON(Puppet)

Multi 2♦ X = 13+pts; (2D) P (2H/2S) X=simply T/O; 2NT=15-18 & Sys ON(Puppet);

RCO style 2-s X = Takeout

Other 2-s XXX applies for all "2's"

Defence Precision 1C: X=Majors; 1NT=Minors; Ditto (1C) P (1D) Precision

to 2D = Majors (5+/5+)

strong (2♣): X=Majors; 2NT=Minors in theory

1♣ / 2♣

Over 1NT Interference Natural <3D NF; >3H=F

Lebensohl - other uses Not used

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X= values; 4NT= 2 suits

10. OTHER NOTES