

4. BASIC RESPONSES

Jump raises - minors	Inverted; all w/ 5+m: 3m=6-9, 2NT=0-5, JS om=10-12
Jump raises - Majors	Weak, 0-5, 4+M
Jump shifts after minor opening	Nat, preemptive (0-6) (unless other minor)
Jump shifts after Major opening	Bergen (4+M), 3♣ 6-9, 3♦ 10-11
Responses to strong 2 suit open.	2♦ Waiting
Responses to 2NT opening	Puppet Stayman, trans M, 3♠ forces 3NT, 1 or both min, Texas

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead all
Four or more with an honour	3rds and 5ths	4th best
From 4 small	3rd highest	2nd best
From 3 cards (no honour)	3rd highest	MUD
In partner's suit	attitude if fit established else 3/5	reverse attitude
Discards	low encourage	
Count	reverse	
Signal on partner's lead:	UDCA	
Signal on declarer's lead:	Count (sometimes)	
Notes	A=attitude, K=count, Q=attitude;	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	1430	Quantitative over partner's Natural NT Bid
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1st/2nd Round Controls; XX=1st round ctl	
DOPI/ROPI, Exclusion key card (01122)			

7. OTHER CONVENTIONS

Lebensohl	Drury (two way) -> 2M = min, 3M=inv,
Inverted Minors -> Min, no, low, med, high	else 2x=N1RF, 3x=NGF
Two Way Checkback	
Jacoby 2NT -> Min, no, low, med, high	
Blackout	

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Garbage Stayman



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1177095	Natalie Newman
& Names:	1185012	Ida Andersen
Basic System:	2/1 with 15-17NT & Weak two's; Low enc	
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♣ 3+, (11)12+	1♥ 5+, (11)12+
1♦ 3+ (better minor), (11)12+	1♠ 5+, (11)12+
1NT (14)15-17, bal	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple/ Garbage Stayman
2♦ trans ♥	2♠ Range probe or trans ♣
2♥ trans ♠	2NT trans ♦
(Dbl) XX=values, 2x=NNF, P=bid (4)5cY	other 3♣ Puppet, Texas 2 under

2♣ any GF, (19)20+ unbal or 22+ bal	
2♦ weak, (5)6♦	
2♥ weak, (5)6♥	
2♠ weak, (5)6♠	
2NT (19)20-21, bal	3NT Gambling
other	

2. PRE-ALERTS

Aggressive preempts 1 seat fav
Lighter openings 3/4 seat fav

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X&XX to 2♠, negative X	Negative DBL thru	3♣
Cards, Takeout, Penalty	Responsive DBL thru	3♠
Jump overcalls Preemptive	Unusual NT	LUBS
1NT overcall: (immediate) 15-18, stopper showing, sys (re-opening)	11-14(15)	
Immediate cue: (minor) Michaels	(Major) Michaels	
Over: Weak Twos X=T/O, 2N=15-18, else Opening Threes X=T/O		
Opponent's transfers X=lead directing, Bid their suit = T/O; Other Bids Natural		
Opponent's 1NT X=Penalty(If they run, X=T/O); 2♣=Majors(5+/4+), then 2♦ = No preference		
2♦=Long Major (6+); 2H=5+♥ & 4+m; 2♠=5+♠ & 4+m		
2NT = Minors(5+/5+)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+HCP	2♦ 5+♣, 10-11HCP	3♦
1♥ 4+♥, 6+HCP	2♥ Weak(0-6);Nat:6+♥	3♥
1♠ 4+♠, 6+HCP	2♠ Weak(0-6);Nat:6+♠	3♠
1NT 6-11(12), no 4cM	2NT 0-5, 5+♣	3NT 13-15, bal
2♣ GF, 5+♣	3♣ 6-9HCP;5+♣ unbal)	4♣
other		
1♦ 1♥ 4+♥, 6+HCP	2♥ Weak(0-6);Nat:6+♥	3♥
1♠ 4+♠, 6+HCP	2♠ Weak(0-6);Nat:6+♠	3♠
1NT 6-11(12), bal	2NT 0-5, 5+♦	3NT 13-15, bal
2♣ GF, 4+♣	3♣ 5+♦, 10-11HCP	4♣
2♦ GF, (4)5+♦	3♦ 6-9HCP;5+♦ unbal	4♦
other		
1♥ 1♠ 4+♠, 6+HCP	2♥ 3♥, 6-9HCP	3♦ 4+♥, 10-11HCP
1NT 6-11(12)	2♠ 3♥, (9)10-11HCP	3♥ 0-5, 4+♥
2♣ GF, 4+♣	2NT Jacoby (4+♥), GF	3♠ Splinter
2♦ GF, 4+♦	3♣ 4+♥, 6-9HCP	3NT 3433, 13-15
other Splinters		
1♠ 1NT 6-11(12)	2♠ 3♠, 6-9HCP	3♥ 3♠, (9)10-11HCP
2♣ GF, 4+♣	2NT Jacoby (4+♠, GF)	3♠ 0-5, 4+♠
2♦ GF, 4+♦	3♣ 4+♠, 6-9HCP	3NT To play
2♥ GF, 5+♥	3♦ 4+♠, 10-11HCP	4♣ 4333, 13-15
other Splinters		
1NT 3♣ 5cM ask	3♠ 1345 or 1354, GF	4♦ Transfer to S (Texas)
3♦ Both m, GF	3NT 10+ to play	4♥ Nat; 6+cards; To Play
3♥ 3145 or 3154, GF	4♣ Transfer to ♥ (Texas)	4♠ Nat; 6+cards; To Play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ 5+♥, 1RF	3♣ 5+C; 1RF	3♠
2♠ 5+♠, 1RF	3♦ To Play	3NT To Play
2NT 15+HCP	3♥	4♣
other after 2NT, MNLMH		

Notes

2♥ 2♠ 5+♠; 12+	3♦ 5+♦, 14+	3NT To Play
2NT 15+HCP	3♥ To play	4♣
3♣ 5+♣; 14+	3♠	4♥ To Play
other after 2NT, MNLMH		
2♠ 2NT 15+HCP	3♥ 5+♥, F	4♣
3♣ 5+C; F	3♠ To Play	4♥ To play
3♦ 5+C, F	3NT To Play	4♠ To Play
other after 2NT, MNLMH		
2NT 3♣ Puppet Stayman	3♠ 1 or both m, forces 3NT	4♦ Texas
3♦ Trans ♥	3NT To play	4♥ To Play
3♥ Trans ♠	4♣ Texas	4♠ To Play
other 2NT->3♠->3NT then 4m=nat, 4♥=choice of m, slam interest, 4♠=choice of m		

9. CONVENTIONS

Unusual NT: LUBS, min or max

4th Suit Forcing One round if all bids at 1 lvl, nat, 1RF Game force

NT Checkback Priorities: 2C-->2D; 2D, GF Two way;(1x (any) 1y (any)

Defence to 3NT opening Natural

Defence to Opening Twos 2NT=15-18 with Stop & System ON (simple stayman); Lebeng

Multi 2♦ X = 13+pts; (2D) P (2H/2S) X=simply T/O

RCO style 2-s X = Takeout

Other 2-s

Defence Strong 1C: X = Both Majors; NT=Both Minors; Else Natural

to

strong (2♣) : Natural

1♣ / 2♣ No Michaels over opponents strong 1C or 2C

Over 1NT Interference 1NT (2x) X=T/O;2any=competing;3any=GF;3x=stop ask (Leb)

Lebensohl - other uses (2x) X (P) 2NT

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

4♥ X=T/O

4♠ X=Good hand-> 4NT very T/O-2suited

10. OTHER NOTES

Defence to Bergen: (1M) P/X (3C) then X= T/O of THEIR suit and 3M=Michaels

1NT - 3♣ - 3♦ doesn't necessarily show 4cM