

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	Invitational 6 card suit, Criss Cross
Jump shifts after Major opening	Invitational 6 card suit, Bergen
Responses to strong 2 suit open.	2♦ Waiting
Responses to 2NT opening	3♣ Muppet Stayman, Transfers, 3♠ Minor Stayman, Texas

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead or 4th	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd or 3rd	
In partner's suit	Per Above	
Discards	Low Encourage, Rev Count	
Count	Reverse	
Signal on partner's lead:	Low Encourage (Count/Suit P)	
Signal on declarer's lead:	Count (Reverse Smith Echo)	
Notes	First discard is encouragement and remaining original count	
	K lead for count in preemptive auctions and auctions 5 level and above (exceptions)	
	Suit preference common	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	1430	Can be Quantitative Invite
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	Last Train, Queen Ask, Specific Kings, 3rd Round Ask	

7. OTHER CONVENTIONS

Kokish	Lebensohl
Checkback and Transfers	Non-serious 3NT
Blackout	Unusual over Unusual

www.abf.com.au

PDF Form Rev. 21E29 by RoL

MyRev.

Copyright © ABF 2021



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1108123	Zac Ross
& Names:	1180827	Remco Spencer
Basic System:	2/1 with Transfers over 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♣	2+♣, 10ish + HCP	1♥	5+♥, 10ish + HCP
1♦	4+♦, 10ish + HCP	1♠	5+♠, 10ish + HCP
1NT	(14)15-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ (Garbage) Simple Stayman		
2♦	0+, 5+♥	2♠	Inv Bal/0+, (5)6+♣
2♥	0+, 5+♠	2NT	Puppet Stayman (Low info)
(Dbl)	XX Run, Else Natural, P inv+, 3x Slam	other	Splinters, Texas, Natural 4M

2♣	Game Forcing		
2♦	Weak (5)6+♦		
2♥	Weak (5)6+♥		
2♠	Weak (5)6+♠		
2NT	(19)20-22 Semi-balanced	3NT	Gambling
other	Natural Pre-emptive		

2. PRE-ALERTS

Points schmoits (upgrades are frequent)	1x-1y-1z is unbalanced
1st and 3rd seat bids may be light	Raises may have less than a fit
Transfers over 1♣	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support X and XX, Penalty XX	Negative DBL thru	4♥
		Responsive DBL thru	N/A
Jump overcalls	Weak Natural, Modified Ghestem	Unusual NT	LUBS (4)55
1NT overcall: (immediate)	(14)15-18 HCP	(re-opening)	(14)15-17 HCP
Immediate cue: (minor)	Michaels	(Major)	Michaels
Over:	Weak Twos	2NT 16-18, X T/O	Opening Threes X T/O
	Opponent's transfers (Over 1♣) X T/O of Shown Suit, Else Natural: See More Below		
	Opponent's 1NT 2♣ Majors 54, X (12)16+ (Passout Seat (11)13+), Else Natural		
	(Over Weak 1NT -14) 1-2-3 X, Michaels, Else Natural		
	(Strong 1NT (14)15+) X Lead Directing, Delayed X T/O, Michaels, Else Natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+, 4+♥	2♦ Invite+, 5+♣	3♦ Splinter
1♥ 0+, 4+♠	2♥ Invite, 6+♥	3♥ Splinter
1♠ 6+, multiple shapes	2♠ Invite, 6+♠	3♠ Splinter
1NT Invite	2NT Nope	3NT Min GF, Bal
2♣ 3+, (5)6+♦	3♣ Weak Raise, 5+♣	4♣ Pre-emptive
other 4M to Play		
1♦ 1♥ 6+, 4+♥	2♥ Invite, 6+♥	3♥ Splinter
1♠ 6+, 4+♠	2♠ Invite, 6+♠	3♠ Splinter
1NT Less than invite	2NT Invite	3NT Min GF, Bal
2♣ GF, 4+♣	3♣ Invite, (5)6+♣	4♣ Splinter
2♦ Invite+, 4+♦	3♦ Weak Raise, 4+♦	4♦ Pre-emptive
other 4M to Play		
1♥ 1♠ 6+, 4+♠	2♥ Weak Raise, 3(4)♥	3♦ Invite, 4+♥
1NT Less than GF	2♠ Invite, 6+♠	3♥ Pre-emptive
2♣ Multi	2NT GF, 4+♥	3♠ Splinter
2♦ GF, 5+♦	3♣ Weak Raise, 4+♥	3NT Min GF, 3♥ Bal
other Splinter		
1♠ 1NT Less than GF	2♠ Weak Raise, 3(4)♠	3♥ Invite, 6+♥
2♣ Multi	2NT GF, 4+♠	3♠ Pre-emptive
2♦ GF, 5+♦	3♣ Weak Raise, 4+♠	3NT Min GF, 3♠ Bal
2♥ GF, 5+♥	3♦ Invite, 4+♠	4♣ Splinter
other Splinter (4♥ is a Splinter)		
1NT 3♣ 0+, 6+♦	3♠ GF, 3♥ 54 Minors	4♦ GF, 6+♠
3♦ GF, 55 Minors	3NT To Play	4♥ Natural
3♥ GF, 3♠ 54 Minors	4♣ GF, 6+♥	4♠ Natural
other		
2♣ 2♦ Waiting	2NT Nope	3♥ Nope
2♥ 8+, 5+♥	3♣ 8+, 5+♣	3♠ Nope
2♠ 8+, 5+♠	3♦ 8+, 5+♦	3NT Nope
other Very rare positive responses		
2♦ 2♥ Forcing, 5+♥	3♣ Forcing, 5+♣	3♠ To Play
2♠ Forcing, 5+♠	3♦ To Play	3NT To Play
2NT Inquiry	3♥ To Play	4♣ To Play
other New suits non-forcing after X, XX for Penalties		

Notes Showing Majors After 1NT: 2♣-2♦-2M 54 Weak To Play, 2♣-2♦-3M 45 GF, 2♥-2♠-3♥ 55 GF, 2♦-2♥-2♠ 54+ inv

2♥ 2♠ Forcing, 5+♠	3♦ Forcing, 5+♦	3NT To Play
2NT Inquiry	3♥ To Play	4♣ To Play
3♣ Forcing, 5+♣	3♠ To Play	4♥ To Play
other New suits non-forcing after X, XX for Penalties		
2♠ 2NT Inquiry	3♥ Forcing, 5+♥	4♣ To Play
3♣ Forcing, 5+♣	3♠ To Play	4♥ To Play
3♦ Forcing, 5+♦	3NT To Play	4♠ To Play
other New suits non-forcing after X, XX for Penalties		
2NT 3♣ Muppet	3♠ GF, 54 Minors	4♦ GF, 6+♠
3♦ 0+, 5+♥	3NT To Play	4♥ GF, 6+♣
3♥ 0+, 5+♠	4♣ GF, 6+♥	4♠ GF, 6+♦
other		

9. CONVENTIONS

Unusual NT: (4)55 Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the Line

Defence to 3NT opening X Values, 4x Natural

Defence to Opening Twos X T/O, Else Natural

Multi 2♦ 1-2-3 X

RCO style 2-s

Other 2-s

Defence (1♣) - X Majors, NT Minors, Else Natural, Frequent psyches

to

strong (2♣) - X Majors, NT Minors, Else Natural

1♣ / 2♣

Over 1NT Interference Transfer Lebensohl

Lebensohl - other uses Over opponent's weak 2

Take out of 4 level pre-empts 4♣/4♦ X T/O, 4NT 2 Places, Else Natural

4♥ X T/Oish

4♠ X Values

10. OTHER NOTES

(2♦ Flannery) - 2♠ Natural, X T/O of ♥, 2♥ Minors, Else Natural

System on Over X (Exceptions)

MNLMMH frequently

New Suit GF Natural after Partner 3x Pre-emptive, 3NT To Play