

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♦-3♣=limit♦; 1♣-2♦=limit♣
Jump shifts after Major opening	Nat INV except 1♥-2♠
Responses to strong 2 suit open.	
Responses to 2NT opening	Puppet Stayman and transfers

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	4th highest	
From 3 cards (no honour)	Middle	
In partner's suit	Highest	
<b>Discards</b>	McKenney	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Natural count suit preference possible	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/> NT
4NT: Blackwood <input type="checkbox"/> RKCB 1430
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> MSKC, DOPI, ROPI, Exclusion Key Card

#### 7. OTHER CONVENTIONS

Michaels Cue:	Gazilli 2♣
1♣-2♣; 1♦-2♦ = spades and other	2♣ reverse Drury
1♣-2NT; 1♦-2NT = lower unbid suits	Two-way checkback
1♥-2♥; 1♠-2♠ = other major and minor	
1♥-2NT; 1♠-2NT = both minors	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL

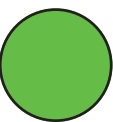
MyRev.

Copyright © ABF 2021



AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	670936	Beata Bieganski
& Names:	1018558	Lilia Male
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 Describe strength, min.length, or specific meaning Canapé

1♣ 11+; 2+	1♥ 11+; 5+
1♦ 11+; 4+	1♠ 11+; 5+
1NT 15-17; bal	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ transfer to ♥	2♠ transfer to ♣
2♥ transfer to ♠	2NT transfer to ♦
(Dbl)	other 1NT-2♣-2♦-2M = INV

2♣ Strong can stop in 2NT, 3M or 4m in some auctions	
2♦ weak 6 card ♥/♠ or any 4441 17+	
2♥ weak 5-5 Vul - 5-4+ non-Vul ♥ and a minor	
2♠ weak 5-5 Vul - 5-4+ non-Vul ♠ and a minor	
2NT 20-22 bal	3NT Gambling
other	

#### 2. PRE-ALERTS

Modified Michael Cue	Two-way checkback
Transfers over 1C opening	2♣ reverse Drury
Negative Free Bids	

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4♠
	Responsive DBL thru 4♠
Jump overcalls Weak	Unusual NT lower unbid suits
1NT overcall: (immediate) 15-18	(re-opening) 11-14
Immediate cue: (minor) Modified Michaels Cue	(Major) Modified Michaels Cue
<b>Over:</b> Weak Twos X=T/O; 2NT=15-18	Opening Threes X=T/O; 3NT=to play
Opponent's transfers	
Opponent's 1NT Multi Landy	
2♣=both majors; 2♦=long major; 2♥=♥ and minor; 2♠=♠ and minor; 2NT=both minors	
Against wk NT X=penalty; against str NT X=4 Major and 5 minor	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+; 4+♥ 1♥ 5+; 4+♠ 1♠ 5+; 5+♦ or bal 6-9 1NT 10-11 bal; no 4M 2♣ 5+♣ GF may have 4M other	2♦ Limit Raise ♣ 2♥ 0-5; 6+ cards 2♠ 0-5; 6+ cards 2NT 12-13 bal; no 4M 3♣ Preemptive 3♥ 0-5; 6+ cards 2♠ 0-5; 6+ cards 2NT 11-12; bal; no 4M 3♣ Limit Raise ♦ 3♦ Preempt 2♥ 6-9; 3 card supp 2♠ 0-5; 6+ cards 2NT Limit raise ♥ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♥ 9-11; 6+ ♥ 2♠ 6-9; 3 card supp 2NT Limit raise ♠ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♦ 9-11; 6+ ♦ 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT	3♦ 9-11; 6+ ♦ 3♥ 7+♥ 2 honors little else 3♠ 7+♠ 2 honors little else 3NT 14-15; bal no 4M 4♣ MSKC 3♥ splinter 12-15 3♠ splinter 12-15 3NT 13-15; bal no 4M 4♣ splinter 12-15 4♦ MSKC 3♦ 9-11; 6+ ♦ 3♥ Preemptive 3♠ splinter 12-15 3NT 13-15 BAL 3♥ 3♥ 9-11; 6+ ♥ 3♠ Preemptive 3NT 13-15 BAL 3♠ 4♣ splinter 12-15 4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT
1♦ 1♥ 5+; 4+ ♥ 1♠ 5+; 4+ ♠ 1NT 6-10 ; bal no 4M 2♣ GF unless ♣ rebid 2♦ GF may have 4M other	2♥ 0-5; 6+ cards 2♠ 0-5; 6+ cards 2NT 11-12; bal; no 4M 3♣ Limit Raise ♦ 3♦ Preempt 2♥ 6-9; 3 card supp 2♠ 0-5; 6+ cards 2NT Limit raise ♥ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♥ 9-11; 6+ ♥ 2♠ 6-9; 3 card supp 2NT Limit raise ♠ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♦ 9-11; 6+ ♦ 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT	3♥ splinter 12-15 3♠ splinter 12-15 3NT 13-15; bal no 4M 4♣ splinter 12-15 4♦ MSKC 3♥ Preemptive 3♠ splinter 12-15 3NT 13-15 BAL 3♥ 4♣ splinter 12-15 4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT
1♥ 1♠ 5+; 4+ ♠ 1NT 6-11; denies 4♠ or 3♥ 2♣ GF ♠'s, BAL or fit 2♦ Natural GF other 4♣/4♦ SPL 12-15	2♥ 6-9; 3 card supp 2♠ 0-5; 6+ cards 2NT Limit raise ♥ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♥ 9-11; 6+ ♥ 2♠ 6-9; 3 card supp 2NT Limit raise ♠ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♦ 9-11; 6+ ♦ 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT	3♦ 9-11; 6+ ♦ 3♥ Preemptive 3♠ splinter 12-15 3NT 13-15 BAL 3♥ 3♥ 9-11; 6+ ♥ 3♠ Preemptive 3NT 13-15 BAL 3♠ 4♣ splinter 12-15 4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT
1♠ 1NT 6-11; denies 3♠ 2♣ GF ♣, BAL or fit 2♦ Natural GF 2♥ Natural GF other 4♦/4♥ SPL 12-15	2♠ 6-9; 3 card supp 2NT Limit raise ♠ (3♣ asks) 3♣ 9-11; 6+ ♣ 3♦ 9-11; 6+ ♦ 3♥ 9-11; 6+ ♥ 3♠ Preemptive 3NT 13-15 BAL 3♠ 4♣ splinter 12-15 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT	3♥ 9-11; 6+ ♥ 3♠ Preemptive 3NT 13-15 BAL 3♠ 4♣ splinter 12-15 4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT
1NT 3♣ 1♣444 3♦ 1♦444 3♥ 1♥444 other 1NT-4NT = quantitative	3♠ 1♠444 3NT to play 4♣ Gerber 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT	4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT
2♣ 2♦ 0-7; weak relay 2♥ pos; 5+ cards 2♠ pos; 5+ cards other Kokish = 25+ BAL	2NT pos; BAL 3♣ pos; 5+ cards 3♦ pos; 5+ cards 3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT	3♥ 6+♥ vGoodSuit2-3ctrl 3♠ 6+♠ vGoodSuit2-3ctrl 3NT
2♦ 2♥ Pass or correct 2♠ INV ♥ or pass with ♠ 2NT Strong enquiry other 2NT enq: 3♣=good with ♥; 3♦=good with ♠; 3♥=bad with ♥; 3♠=bad with ♠	3♣ NF 6+♣ 3♦ NF 6+♦ 3♥ Pass or correct 3♠ NF 6+♠ 3♦ NF 6+♦ 3♥ Pass or correct	3♠ Pass or correct 3NT To play 4♣

**Notes** 2♦-2NT-3NT/4♣/4♦/4♥=strong 3-suiter with singleton ♣/♦/♥/♠

After responder signoff bid any strange sounding rebid by oener shows strong 3-suiter

2♥ 2♠ NF 6+♠ 2NT Strong enquiry 3♣ Pass or correct other 2NT=enq: 3♣=bad with ♣, 3♦=bad with ♥, 3♥=good with ♣, 3♠=good with ♦	3♦ Game INV 3♥ to play 3♠ Preemptive 3♥ NF 6+♥ 3♠ to play 3NT to play 3♠ Transfer to minor 3NT To play 4♣ Gerber 3♦ Transfer to ♥ 3♥ Transfer to ♠	3NT to play 4♣ Pass or correct 4♥ to play 4♠ to play 4♣ Pass or correct 4♥ to play 4♠ to play 4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play
2♠ 2NT Strong enquiry 3♣ Pass or correct 3♦ Game INV other 2NT=enq: 3♣=bad with ♣, 3♦=bad with ♥, 3♥=good with ♣, 3♠=good with ♦	3♥ NF 6+♥ 3♠ to play 3NT to play 3♠ Transfer to minor 3NT To play 4♣ Gerber	4♣ Pass or correct 4♥ to play 4♠ to play 4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play
2NT 3♣ Puppet Stayman 3♦ Transfer to ♥ 3♥ Transfer to ♠ other	3♠ Transfer to minor 3NT To play 4♣ Gerber	4♦ transfer to ♥ 4♥ transfer to ♠ 4♠ To play

## 9. CONVENTIONS

**Unusual NT:**

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ TRF ♦ or any INV; 2♦ anf GF

**Defence to 3NT opening** X=T/O of ♦

**Defence to Opening Twos** X=T/O

Multi 2♦ X=T/O of ♠

RCO style 2-s X=T/O of single suited option; then X-T/O of what they are in

Other 2-s

<b>Defence</b> (1♣) :	to X=♣; 1♦/♥/♠ = NAT; 1NT = Major & minor; 2♣ = minors; 2♦ = Majors
<b>strong</b> (2♣) :	
1♣ / 2♣	X=♣; 2♦/♥/♠ = NAT; 2NT = Major & minor; 3♣ = minors; 3♦ = Majors

**Over 1NT Interference** rubinsohl

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O; 4NT=2 suiter

4♥ X=T/O; 4NT=2 suiter

4♠ X=T/O; 4NT=2 suiter

## 10. OTHER NOTES

♥/♠ - 2NT (Invite with 3/4 card support) then 3♣ (asking)

1♥/♠ - 1NT - 2♣ = Gazilli (artificial and forcing, usually 16+ HCP or natural with ♣)

1♥-1♠ -2♣ = Gazilli (as above)

Over Gambling 3NT 4♦ asks for shortage