

4. BASIC RESPONSES

Jump raises - minors Limit Raise 10-12 HCP (5+ if ♣, 4+ if ♦)
 Jump raises - Majors PRE, 0-5 HCP, 4M (Bergen)
 Jump shifts after minor opening Weak
 Jump shifts after Major opening Bergen Raises
 Responses to strong 2 suit open.
 Responses to 2NT opening Muppet Stayman, 3♦/♥ TRF, 3♠ = 5♠4♥

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	
Four or more with an honour	4th	
From 4 small		
From 3 cards (no honour)	MUD	
In partner's suit		
Discards		
Count	Reverse	
Signal on partner's lead:	Reverse Attitude	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber
 4NT: Blackwood RKCB 1430
 Asking Bids Cue Bids

7. OTHER CONVENTIONS

Jacoby 2NT
 Ogust

www.abf.com.au

PDF Form Rev. 21E29 by RoL

MyRev.

Copyright © ABF 2021



**AUSTRALIAN BRIDGE
 FEDERATION LTD.**



STANDARD SYSTEM CARD

ABF Nos. 1123130 Oliver BRAYSHAW
 & Names: 1234781 Elijah GUEST
 Basic System: Weak NT, 5-card majors
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 2+♣ 11+HCP 1♥ 5+♥ 11+HCP
 1♦ 4+♦ 11+HCP 1♠ 5+♠ 11+HCP
 1NT 12-14 HCP BAL may contain 5 card Major

1NT Responses 2♣ Simple Stayman
 2♦ TRF -> ♥ 2♠ TRF -> ♣
 2♥ TRF -> ♠ 2NT TRF -> ♦
 (Dbl) other

2♣ 23+ HCP
 2♦ Weak 6-10 HCP, 6+♦
 2♥ Weak 6-10 HCP, 6+♥
 2♠ Weak 6-10 HCP, 6+♠
 2NT 21-22 HCP BAL or semi-BAL 3NT
 other

2. PRE-ALERTS

Bergen Raises

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4♥
 Responsive DBL thru 4♥
 Jump overcalls Weak Unusual NT 5/5 lowest unbid suits
 1NT overcall: (immediate) 15-18 (re-opening) 12-14
 Immediate cue: (minor) Michaels (weak or strong) (Major) Michaels (wk/str if ♥, INT+ if ♠)
 Over: Weak Twos X = t/o Opening Threes X = t/o
 Opponent's transfers X = t/o of suit shown
 Opponent's 1NT X = PEN, Reverse Cappelletti (2♣ = majors, 2♦ = single-suited hand (any),
 2M = 5M+4m, 2NT = 5/5 m)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 3-6 HCP, 6+♦	3♦
1♥ 6+ HCP 4+♥	2♥ 3-6 HCP, 6+♥	3♥
1♠ 6+ HCP 4+♠	2♠ 3-6 HCP, 6+♠	3♠
1NT 6-9 HCP	2NT	3NT
2♣ 6-9 HCP 5+♣	3♣ 10-12 HCP 5+♣	4♣
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ 3-6 HCP, 6+♥	3♥
1♠ 6+ HCP 4+♠	2♠ 3-6 HCP, 6+♠	3♠
1NT 6-9 HCP	2NT	3NT
2♣ 10+HCP 4+♣	3♣ 3-6 HCP, (6)7+♣	4♣
2♦ 6-9 HCP 4+♦	3♦ 10-12 HCP 5+♦	4♦
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦
1NT 6-9 HCP	2♠	3♥ 10-12 HCP 3+♥
2♣ 10+HCP 4+♣	2NT	3♠
2♦ 10+HCP 4+♦	3♣	3NT
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥
2♣ 10+HCP 4+♣	2NT	3♠ 10-12 HCP 3+♠
2♦ 10+HCP 4+♦	3♣	3NT
2♥ 10+HCP 5+♥	3♦	4♣
other		
1NT 3♣	3♠	4♦ Texas TRF -> ♥
3♦	3NT To play	4♥ To play
3♥	4♣ Texas TRF -> ♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT 8+ HCP, no 5M.	3♥
2♥ NAT, 8+ HCP	3♣	3♠
2♠ NAT, 8+ HCP	3♦	3NT
other		
2♦ 2♥ NAT, F	3♣ NAT, F	3♠
2♠ NAT, F	3♦ Raise, < INV	3NT
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ NAT, F	3♦ NAT, F	3NT
2NT Ogust	3♥ Raise, < INV	4♣
3♣ NAT, F	3♠	4♥
other		
2♠ 2NT Ogust	3♥ NAT, F	4♣
3♣ NAT, F	3♠ Raise, < INV	4♥
3♦ NAT, F	3NT	4♠
other		
2NT 3♣ 5-cd Stayman	3♠ 5♠ + 4♥	4♦
3♦ TRF -> ♥	3NT To play	4♥
3♥ TRF -> ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbit suits, 5/5

4th Suit Forcing One round Game force

NT Checkback Priorities: Two-way

Defence to 3NT opening

Defence to Opening Twos X = t/o of anchor

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES