

4. BASIC RESPONSES

Jump raises - minors	Weak	Inverted & Criss Cross
Jump raises - Majors	Weak	Bergen
Jump shifts after minor opening	weak	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♣ control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4	
Responses to 2NT opening	Muppet, Transfers & minor ask	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead AQ attitude, K count	Journalist:10 or 9=top of nothing
Four or more with an honour	4th	or one above & non touching
From 4 small	2nd	one higher, e K j1097,lead 10
From 3 cards (no honour)	Mud	Top
In partner's suit	Mud	
Discards	high enc	High enc
Count	high- Low = even	Low-high = odd
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS 4♣ Gerber

4NT: Blackwood <input type="checkbox"/>	RKCB	4130
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	
Minorwood Keycard		

7. OTHER CONVENTIONS

Lebensohl, Support X & XX	2Way Checkback:after 1NT response to any
4th suit waiting after 2/1 Game Force,	bid features up line
Triple jump =Splinter, Dopi (X=0,P=1), Ropi	Over strong 1♣ or 2♣: x=Mjrs, 1/2♦= a Mjr,
Jacoby(2NT over a Mjr =4+fit & open hnd	1/2 NT=minors, 1/2♥/♠ that suit+minor
Muppet,	X transfer bids =bid suit, bid held suit=t/o

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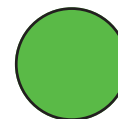
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AUSTRALIAN BRIDGE
FEDERATION INC.

STANDARD SYSTEM CARD



ABF Nos.	5355	Steven Bock
& Names:	196533	George Finikiotis
Basic System:	2/1 GF	23/1/24
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, minimum length, or specific meaning		Canapé <input type="checkbox"/>
1♣ 11+hcp, 2+ ♣	1♥ 11+hcp 5+ ♥	
1♦ 11+hcp, 4+ ♦	1♠ 11+hcp 5+ ♠	
1NT 15-18 Hcp Bal	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman (Garbage signoff or Invitational Hand)		
2♦ Transfer ♥	2♠ Transfer ♣ (3♣ response= Max)	
2♥ Transfer ♠	2NT Transfer ♦ (3♦ response = Max)	
(Db) If Pen=Swine else System on	other 3♣=GF Puppet	

2♣ Game Force	Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4
2♦ Multi 2♦ Weak 6Major or Acol 2 in any suit or 21-22 Bal then Muppet	
2♥ 6-10 hcp 5+♥ + 5+Another	
2♠ 6-10 hcp 5+♠ + 5+minor	
2NT 6-10 hcp, 5+♣ + 5+♦	3NT 4 Level minor Pre-empt
other	

2. PRE-ALERTS

1NT response to 1♥/1♠=forcing if unpassed	4♣/4♦=HH(H)xxxxx,and outside Ace
3rd seat preempts may not have top Hnr	Ghestem, Inverted Minors (incl after opp X)
Our NT - IF X= Pen: SWINE else System on	Bergen, Criss Cross Minors

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls Weak or Ghestem 8+Hcp	Unusual NT Ghestem (low 2 unbid suits)
1NT overcall: (immediate) 15-18 (System on)	(re-opening) 11-14 (& System on)
Immediate cue: (minor) Ghestem 8+Hcp	(Major) Ghestem 55 other M+♣, 8+Hcp
Over: Weak Twos if Nat X=t/o 12+, other 15+ Opening Threes X = T/out (4th Seat X =15+any)	
Opponent's 1NT Weak (<16) X=Pen, 8+& 2♣=Both M, 2♦ sing Mjr, 2♥/♠ suit+Minor, 2N=both	
Strong (incl 16) X= Long Minor, 2♣=Both M, 2♦ sing Mjr, 2♥/♠ suit+Minor, 2N=both m	
After 2♥/2♠, 2NTenquiry, 3♣/3♦ to play	

Doubles DOPI ROPI	Negative DBL thru	4♥
	Responsive DBL thru	4♥

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Criss X, 10-11Hcp, 5+♣	3♦ Splinter short ♦ 6 loser
1♥ 6+ HCP, 4+♥	2♥ 6+♥, 8-10 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+♠	2♠ 6+♠, 8-10 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP 4+♣ (no 4M)	2NT 10-12hcp, no 4M, 4+♣	3NT 13-15 HCP (no 4M)
2♣ 12+ HCP 5+♣ (no 4M)	3♣ Criss X 6-9HCP, 5+♣	4♣ Minorwood
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 6+♥, 8-10 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+♠	2♠ 6+♠, 8-10 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP (no 4M)	2NT Bal 10-12 HCP, 4+♣ no ♣	3NT Bal 13-15 HCP (no 4M)
2♣ 10+HCP, 5+♣, 1 rd for	3♣ Criss X 10-11Hcp, 4+♦	4♣ Splinter short ♣ 6 loser
2♦ 12+ HCP, 4+♦ 1 rd for	3♦ riss X 6-9 HCP, 5+♦	4♦ Minorwood,
other		
1♥ 1♠ 6+hcp, 4+♠	2♥ Good 7-9 3♥	3♦ Bergen 4+♥ 10-11
1NT 4-12 HCP forcing 1 RD	2♠ Bergen 3♥ 10-11 unbal	3♥ weak, 4+♥
2♣ GF 4+♣	2NT GF ♥ Jacoby	3♠ 0/x ♠, Game Values
2♦ GF 4+♦	3♣ Bergen 4+♥ 5-9	3NT 3♥ Bal 13-15
other		
1♠ 1NT 5-12 HCP forcing 1 RD	2♠ Good 7-9 3♠	3♥ Bergen 3♠ 10-11 unbal
2♣ GF 4+♣	2NT GF ♠ Jacoby	3♠ Weak 4+♠ 0-6 unbal
2♦ GF 4+♦	3♣ Bergen 4+♠ 5-9	3NT 3♠ Bal 13-15
2♥ GF 5+♥	3♦ Bergen 4+♠ 10-11	4♣ Splinter short ♣ 6 loser
other		
1NT 3♣ GF Puppet	3♠ GF 3♠ 31(5/4) shape	4♦ Minorwood (♦)
3♦ GF Minors	3NT To Play	4♥ To Play
3♥ GF 3♥ 13(5/4) shape	4♣ Minorwood (♣)	4♠ To Play
other	2♣= Stayman (Garbage or limit raise)	
2♣ 2♦ 0-1 Controls	2NT 4 controls	3♥
2♥ 2 Controls (2K or 1A)	3♣ 5 controls	3♠
2♠ 3 controls	3♦	3NT
other		
2♦ 2♥ Pass or Correct	3♣ GF 5+c	3♠ Pass or Correct
2♠ Pass or Correct	3♦ GF 5+♦	3NT
2NT strong Inquiry	3♥ Pass or Correct	4♣
other		

Notes

2♥ 2♠ Pass or Correct	3♦	3NT To play
2NT strong Inquiry	3♥ Pre-emptive	4♣
3♣	3♠ 5+♠ forcing	4♥ To play
other		
2♠ 2NT strong Inquiry	3♥ 5+♥ Forcing	4♣ Splinter short ♣
3♣ Pass or Correct	3♠ Pre-emptive	4♥ Splinter short ♥
3♦ 5+♦ Forcing	3NT to play	4♠ To play
other		
2NT 3♣ To Play	3♠ 5♠+ forcing	4♦ Minorwood(♦)
3♦ To Play	3NT	4♥ To Play
3♥ 5+♥ Forcing	4♣ Minorwood(♣)	4♠ To play
other	4N=Quant Slam Interest	

9. CONVENTIONS

Unusual NT: Ghestem 2 Lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2way, Suits up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ IF Nat, X=t/0 12+, other 15+, 2N=15-18, Others Natural 5+ suit

RCO style 2-s 2NT=15-18 (then Muppet), 1st X Values 15+, 2nd X T/O, 3rd X Penalties

Other 2-s

Defence (1♣) : X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 2=Weak 2 to

strong (2♣) : X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 3=Weak 2

1♣ / 2♣

Over 1NT Interference If Pen X=SWINE else System on

Lebensohl - other uses Weak 2 X, 2Lvl interference 1NT

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

1NT 2overcall X=Penalties

SWINE:1NT - (Pen X) : XX asks for 2♣ and pass my next bid or bids 44 touching

SWINE:1NT - (Pen X) : Pass asks for XX; pass strong; or Bids weak 5+ suits

SWINE:1NT - (Pen X) : 2♣ =♣+Major; 2♦=♦+♠; 2♥♠= good 5+ able to 3lvl; 2N=minors

After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out

X opp NT in 4th Seat = Values at least mid range opp NT