

4. BASIC RESPONSES

Jump raises - minors	10-12, 5 card support, no 4CM
Jump raises - Majors	0-5 HCP 4 card support
Jump shifts after minor opening	1♦-3♣ = Splinter; all others 4-7 6 card suit
Jump shifts after Major opening	1♥-2♠ and 1♠-3♥ 10-11 3 card support, others bergen
Responses to strong 2 suit open.	2♣-2♦ 0-7 HCP, others natural 8+ HCP 5+ suit
Responses to 2NT opening	puppet stayman and transfers. 3♠ = 5♠4♥

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count (rarely used)	
Notes	top of interior sequences	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Minor suit Key Card, exclusion key card	
Cue Bids <input checked="" type="checkbox"/>	Usually 1 st or 2 nd up the line	
Asking Bids <input checked="" type="checkbox"/>	in specific sequences	

7. OTHER CONVENTIONS

DOP1/R0P1	
Cue raises in competition	

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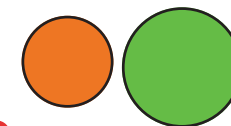
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	122122	Val Biltoft
& Names:	121861	Phil Tearne
Basic System:	Standard with optimal twos	
Brown Sticker	<input checked="" 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				Canape <input type="checkbox"/>
1♣	11+ HCP	3+ ♣	1♥	11+ HCP 5+♥
1♦	11+ HCP	3+♦	1♠	11+HCP 5+♠
1NT	15-17 HCP Balanced			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Range and shape enquiry				
2♦ Transfer to ♥		2♠ Transfer to ♣		
2♥ Transfer to ♠		2NT Transfer to ♦		
other Super accepts				
2♣ Game force OR 23-24 HCP Balanced				
2♦ 6-10(11) HCP 6♥ OR 5+/5+ ♣/♦ OR 5+/5+ ♣/♠				
2♥ 6-10(11) HCP 6♠ OR 5+/5+ ♥/♦ OR 5+/5+ ♥/♣				
2♠ 6-10(11) HCP 6♣ (2 top honours) OR 5+/5+ ♠/♦ OR 5+/5+ ♠/♥				
2NT 20-22 HCP Bal, may contain 5CM 3NT Specific ace ask				
other 4♣ transfer to ♥, 4♦ transfer to ♠ (better than pre-empt)				

2. PRE-ALERTS

ELU:(1♣) 2♦ = 5/5 Majors	
ELU:(1♦ or 1M) 3♣ = 5/5 Upper Unbid suits	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	1m→2M weak, all others systemic
Responsive doubles through	4♥	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	16-18	Immediate cue of minor	Extreme unbid suits
1NT overcall - re-opening	10-14	Immediate cue of Major	Extreme Unbid suits
Over weak twos	X = TO with lebensohl	Over opening threes	X = TO
Over opponent's 1NT	X = penalties v weak NT; X = single suiter not♣ v Strong NT		
2♣ v weak NT = single suited 2♣ =♣ v strong NT. v ALL - 2M = M + longer minor			
v ALL: 2♦ = majors, 2NT = ♥ + minor, 3♣♦♥ = ♠ + bid suit 5+/5+ at least invitational			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+♦	2♦ 4-7 HCP 6+♦	3♦ splinter
1♥ 5+HCP 4+♥ note 1	2♥ 4-7 HCP 6+♥	3♥ splinter
1♠ 5+HCP 4+♠ note 1	2♠ 4-7 HCP 6+♠	3♠ splinter
1NT 6-10HCP no 4CM	2NT 11-12 HCP no 4CM	3NT to play
2♣ 5-9HCP 5+♣	3♣ 11-12 HCP 5+♣	4♣ Key card
other Responder with less than reversing values will bid 4Card Major before ♦		
1♦ 1♥ 5+HCP 4+♥	2♥ 4-7 HCP 6+♥	3♥ splinter
1♠ 5+HCP 4+♠	2♠ 4-7 HCP 6+♠	3♠ spinter
1NT 6-10HCP no 4CM	2NT 11-12 HCP no 4CM	3NT To play
2♣ 11+ HCP (4)5+♣	3♣ splinter	4♣
2♦ 4-9 HCP (4)5+♦	3♦ 11-12 HCP, 5+♦	4♦ Key Card
other		
1♥ 1♠ 5+HCP, 4+♣	2♥ 4-9 HCP 3♥ not 4♣	3♦ 10-11 HCP 4(5)♥
1NT 6-10 HCP not 4♣	2♠ 10-11HCP 3♥	3♥ 0-5 HCP 4♥
2♣ 11+ HCP (4)5+♣	2NT GF, 4h	3♠ Splinter
2♦ 11+ HCP (4)5+♦	3♣ 6-9 HCP 4(5)♥	3NT 13-15, 3♥
other 4♥ = 5+♥, (0)5-11HCP 4♣/4♦ Splinter		
1♠ 1NT 6-10 HCP bal or semi b	2♠ 4-9 HCP 3♣	3♥ 10-11 HCP 3♣
2♣ 11+ HCP (4)5+♣	2NT GF, 4+♣	3♠ 0-5 HCP, 4♣
2♦ 11+ HCP (4)5+♦	3♣ 6-9 HCP 4(5)♣	3NT 13-15, 3♣
2♥ 11+ HCP (4)5+♥	3♦ 10-11 HCP 4(5)♠	4♣ splinter
other 4♣ = 5+♣, (0)5-11 HCP 4♦ Splinter 4♥		
1NT 3♣ slam try	3♠ slam try	4♦ Key card in ♦
3♦ slam try	3NT to play	4♥ to play
3♥ slam try	4♣ Key card in ♣	4♠ to play
other		
2♣ 2♦ 0-7 HCP	2NT 8+ HCP Balanced	3♥ 4-7 HCP 6♥
2♥ 8+ HCP 5+♥	3♣ 8+ HCP 5+♣	3♠ 4-7 HCP 6♠
2♠ 8+ HCP 5+♠	3♦ 8+ HCP 5+♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ Pass or correct	3♠ Pass or correct
2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT GF on opener, ENQ	3♥ Pass or correct	4♣ Pass or correct
other		

Notes 1. Will bid 4CM before ♦ without reversing values

No 4CM = No 4 card Major = ♥<4 AND ♠<4

2♥ 2♠ Pass or correct	3♦ Pass or correct	3NT To play
2NT GF on opener, ENQ	3♥ Pass or correct	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
other		
2♠ 2NT GF on opener, ENQ	3♥ Pass or correct	4♣ Pass or correct
3♣ Pass or correct	3♠ Pass or correct	4♥ Pass or correct
3♦ Pass or correct	3NT To play	4♠ Pass or correct
other		
2NT 3♣ Puppet Stayman	3♠ 5♠4♥	4♦ Key card in ♦
3♦ Transfer to ♥	3NT to play	4♥ to play (unusual)
3♥ Transfer to ♠	4♣ Key card in ♣	4♠ to play (unusual)
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits, any range

4th Suit Forcing One round Game force

NT Checkback Priorities: Two way checkback, priority is support

Defence to 3NT opening

Defence to Opening Twos 2NT = 16-18 bal, DBL = Take out of long suit or 16+

Multi 2♦ X= 4+♥ or strong hand, 2♥ = 4+♠

RCO style 2-s

Other 2-s

Defence (1♣) X=majors, 1NT = minors, 2♣=♣ 2♦/♥/♠ as per openings

to

strong (2♣): Natural

1♣ / 2♣

Over 1NT Interference lebensohl - slow shows

Lebensohl - other uses after weak 2 double

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ 4NT

10. OTHER NOTES

After our 1NT is doubled for penalties:

(1) Pass requires RDBL. To play OR to bid into touching 2 suiter. (♣♦ or ♦♥ or ♥♠)

(2) RDBL shows single suiter and requires opener to bid 2♣,

(3) 2 minor is non-touching 2 suiter. 2♣ = ♣♥ or ♣♠. 2♦ = ♦♠

(4) Other is system on