

4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	over 1♣: see card; over 1♦: weak (majors), limit raise (3♣)
Jump shifts after Major opening	3♣= 9-12, 4 card raise; 3♦=7-8, 4 card raise; 2♠/3♥= 3 card raise
Responses to strong 2 suit open.	2♦ = 0-3 or 10+ any; 2♥ = 4-6, any; other = 7-9 transfers
Responses to 2NT opening	3♣=Muppet Stayman; 3♦/3♥= transfers; 3♠= minor suit Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx Xx xXx Hx hxX	
Discards	Natural count	
Count	High-Low = Even	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes	Suit preference in obvious situations or when count is known	

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input type="checkbox"/>	RKCB	1430
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	bid 1st or 2nd round controls
Optional Minorwood keycard asks (first step=poor hand, 2+=14/30)		
ABs: 4♦ over 3♣, 4♣ over 3♦/3♥/3♠ ask trump quality; anticues after some preempts		

7. OTHER CONVENTIONS

DOP1, ROP1	
Cue raises	
Blackout over reverses at the 2 level	
Maximal (GT) doubles	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	155926	Michael Cullen
& Names:	161217	Bernie Waters
Basic System:	Standard	
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+ hcp, 2+♣	1♥	11+ hcp, 5+ ♥
1♦	11+ hcp, 4+ ♦	1♠	11+ hcp, 5+ ♠
1NT	15-17 hcp	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Stayman

2♦	Transfer to 2♥	2♠	Range probe (and various hand types)
2♥	Transfer to 2♠	2NT	Muppet Stayman (3H: no 4/5 major)
(Dbl)	Swine (pass forces XX; XX forces 2♣)	other	3♣ transfer to 3♦; 4♣/4♦ Texas tfrs

2♣	Strong: 22+ balanced; GF or near GF		
2♦	Multi: 4 - 7 hcp, 6♥ or 6♠		
2♥	8 - 11 hcp, 6♥		
2♠	8 - 11 hcp, 6♠		
2NT	20-21 balanced(ish)	3NT	Gambling, solid minor, no side A or K
other	4♣ club preempt; 4♦ diamond preempt		

2. PRE-ALERTS

Transfers over 1♣	2♦ multi=4-7 hcp, 6♥ or 6♠
Bergen raises over 1♥/1♠	2♥/2♠ opening=8-11 hcp
Criss-Cross limit raises=10-12 hcp	XYZ

3. COMPETITIVE BIDS / OVERCALLS

Doubles generally takeout; 1-2-3 doubles; negative doubles;	Negative DBL thru	4♥
responsive doubles; support doubles and XX; lead directing	Responsive DBL thru	4♥
Jump overcalls weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate) 15-18 hcp balanced(ish)	(re-opening)	15-18 hcp balanced(ish)
Immediate cue: (minor) Both Majors	(Major)	Other Major & minor
Over: Weak Twos X=takeout	Opening Threes	X=takeout
Opponent's transfers	X=lead directing; bid suit transferred to=takeout	
Opponent's 1NT	over weak NT X=penalty; over strong NT X=5+♣/♦&4+♥/♠	
2♣=both majors; 2♦=♥/♠ single suiter; 2♥=5+♥&4+♣/♦; 2♠=5+♠&4+♣/♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 4-7 hcp, 6+♥	3♦ GF splinter ♣ raise
1♥ 4+♠	2♥ 4-7 hcp, 6+♠	3♥ GF splinter ♣ raise
1♠ 5-9 hcp or 4+♦	2♠ 10-14, 5+♣	3♠ GF splinter ♣ raise
1NT 10-11 hcp balanced(ish)	2NT slam try ♣ raise	3NT to play
2♣ 5-9 hcp, ♣ raise	3♣ pre-emptive ♣ raise	4♣ Minorwood
other XYZ; Blackout; 1♣-2♦/2♥-2NT=enquiry (3♣=minimum, 3♦+ shortness by steps)		
1♦ 1♥ 5+ hcp, 4+♥	2♥ 4 - 7 hcp, 6♥	3♥ GF splinter ♦ raise
1♠ 5+ hcp, 4+♠	2♠ 4 - 7 hcp, 6♠	3♠ GF splinter ♦ raise
1NT 5-10 hcp	2NT slam try ♦ raise	3NT to play
2♣ 10+ hcp, 4+♣	3♣ 10 - 11 hcp, 4+♦ raise	4♣ GF splinter ♦ raise
2♦ 5 - 9 hcp, 4+♦	3♦ pre-emptive ♦ raise	4♦ Minorwood
other XYZ; Blackout; 1♦-2♥/2♠-2NT=enquiry (3♣=minimum, 3♦+ shortness by steps)		
1♥ 1♠ 5+ hcp, 4+♠	2♥ 5-9 hcp, 3+♥	3♦ 7-8 hcp, 4+♥
1NT 5-10 hcp, non forcing	2♠ 10-12 hcp, 3+♥	3♥ pre-emptive ♥ raise
2♣ 10+ hcp, 4+♣	2NT slam try ♥ raise	3♠ 11-14 hcp, splinter
2♦ 10+ hcp, 4+♦	3♣ 9-12 hcp, 4+♥	3NT 13-15 hcp, 3♥
other 4♣/4♦ 11-14 hcp splinters		
1♠ 1NT 5-10 hcp, non forcing	2♠ 5-9 hcp, 3+♠	3♥ 10-12 hcp, 3+♠
2♣ 10+ hcp, 4+♣	2NT slam try ♠ raise	3♠ pre-emptive ♠ raise
2♦ 10+ hcp, 4+♦	3♣ 9-12 hcp, 4+♠	3NT 13-15 hcp, 3♠
2♥ 10+ hcp, 4+♥	3♦ 7-8 hcp, 4+♠	4♣ 11-14, splinter
other 4♦/4♥ 11-14 splinters		
1NT 3♣ transfer to 3♦	3♠ natural, ♠ slam try	4♦ 6+♠, balanced GF
3♦ natural, ♦ slam try	3NT to play	4♥ to play
3♥ natural, ♥ slam try	4♣ 6+♥, balanced GF	4♠ to play
other 2♠ range probe (includes ♣/♦ invitations, ♣ GF, minor suit Stayman)		
2♣ 2♦ 0-3 or 10+ hcp, any	2NT 7-9 hcp, 5+♣	3♥ 7-9 hcp, 5+♠
2♥ 4-6 hcp, any	3♣ 7-9 hcp, 5+♦	3♠ 7-9 hcp, 5+♠/4+♥
2♠ 7-9 hcp, balanced(ish)	3♦ 7-9 hcp, 5+♥	3NT 7-9 hcp, 5+♦/4+♣
other 2♣-2♦-2♥=artificial, any GF, then 2♠-2NT shows 24+ balanced(ish)		
2♦ 2♥ pass/correct	3♣ natural, forcing	3♠ pass/correct
2♠ pass/correct	3♦ natural, forcing	3NT to play
2NT enquiry (invitation+)	3♥ pass/correct	4♣ asks transfer to 4♥/4♠
other 4♦=asks opener to bid their suit; 4♥/4♠ to play		

Notes 1M-1NT-2♣=Gazilli style enquiry showing at least reversing values
 1M-2M-[+1 step]=ambiguous game try; 1M-2M-[+2/3/4 steps]=SSGT in ♣/♦/♠
 Drury after 3rd or 4th seat major openings

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT enquiry (invitation+)	3♥ to play	4♣ splinter
3♣ natural, forcing	3♠ splinter	4♥ to play
other 4♦ splinter; 4♠ to play; 2♥-2NT-3♣=minimum (3♦+ max, shortness by steps)		
2♠ 2NT enquiry (invitation+)	3♥ natural, forcing	4♣ splinter
3♣ natural, forcing	3♠ to play	4♥ splinter
3♦ natural, forcing	3NT to play	4♠ to play
other 4♦ splinter; 2♠-2NT-3♣=minimum (3♦+ max, shortness by steps)		
2NT 3♣ Muppet Stayman	3♠ minor suit Stayman	4♦ natural, forcing
3♦ transfer to 3♥	3NT to play	4♥ to play
3♥ transfer to 3♠	4♣ natural, forcing	4♠ to play
other		

9. CONVENTIONS

Unusual NT: for 2 lower unbid suits

4th Suit Forcing One round XYZ and passed hand auctions excluded Game force

NT Checkback Priorities: XYZ

Defence to 3NT opening X=values; 4♣=majors, longer ♥; 4♦=majors, longer ♠

Defence to Opening Twos X=takeout (with lebensohl); 2NT=natural, 16-19 hcp

Multi 2♦ X=takeout of ♥; pass then X=takeout of ♠; 2NT=natural, 16-19 hcp

RCO style 2-s 1-2-3 doubles; 2NT=natural, 16-19 hcp

Other 2-s 1-2-3 doubles; 2NT=natural, 16-19 hcp

Defence (1♣): X=both majors; 1NT=minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over opponent's weak 2 and our X

Take out of 4 level pre-empts 4♣/4♦ X=takeout

4♥ X=takeout

4♠ 4NT=takeout; X=cards

10. OTHER NOTES

XYZ: after we make three bids at the one level, 2♣=artificial transfer to 2♦ (to play 2♦ or start an invitational sequence) and 2♦=artificial GF

The sequence 1♣-1♦-1♥-1♠=not forcing

Responder's jumps are invitational with 4th suit GF (other than XYZ situations)

Some splinter bids are based on having at least 5 Control Points (where the five keycards each=2 CPs and the trump Queen and outside Kings each=1 CP).

Leaping Michaels over opponent's opening weak twos