

4. BASIC RESPONSES

Jump raises - minors	preemptive
Jump raises - Majors	preemptive
Jump shifts after minor opening	0-4, 6cd suit
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D=waiting, 2M/3m=6cd suit with 2 of top 3 honours
Responses to 2NT opening	better minor

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all	
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	odd enc/even suit preference	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

Bergen	Splinters
Puppet Staymen	Blackout
Crowhurst	Inverted minors
4th suit forcing to game	Cue raises
Jacoby	Sandwich 1NT

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PDF Form Rev. 21E29 by RoL

MyRev. May28 2022

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	155020	Janet Kahler
& Names:	161047	Liz Van Der Hor
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♣ 2+, 11+	1♥ 5+, 11+
1♦ 4+, 11+	1♠ 5+, 11+
1NT 15-18	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ extended stayman
2♦ Transfer to hearts	2♠ Transfer to Clubs
2♥ Transfer to spades	2NT Transfer to Diamonds
(Dbl)	other

2♣ 21-22 bal or 25+ bal or GF in suit	
2♦ 6 card major, less than opening OR 23-24 bal	
2♥ 5H/4 or 5 other (not vul/vul)	
2♠ 5S/4 or 5 other (not vul/vul)	
2NT 5/5 minors, less than opening	3NT Gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles balancing and lead directing	Negative DBL thru 4H
	Responsive DBL thru 4H
Jump overcalls weak	Unusual NT lower two
1NT overcall: (immediate) 15-18	(re-opening) 10-14
Immediate cue: (minor) Spades and another	(Major) other Major and minor
Over: Weak Twos X then Lebensohl	Opening Threes X
Opponent's transfers cue=takeout of suit, x shows bid suit	
Opponent's 1NT 2C: D or the Ms; 2D: H or the blacks; 2H:S or the minors: 2S: S+D or H+S	
Over Weak NT: DBL = penalties; Over STR NT: DBL shows C or both red suits	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4D	2♦ 0-4, 6D	3♦ splinter
1♥ 5+, 4H	2♥ 0-4, 6H	3♥ splinter
1♠ 5+, 4S	2♠ 0-4, 6S	3♠ splinter
1NT 5-9, 4C	2NT 12-15, no 4D/M	3NT To play
2♣ 10+, 5C	3♣ 5C, weak	4♣ game force,
other		
1♦ 1♥ 5+, 4H	2♥ 0-4, 6H	3♥ splinter
1♠ 5+, 4S	2♠ 0-4, 6S	3♠ splinter
1NT 5-9, no 4M or 4D	2NT 12-15, no 4M	3NT To play
2♣ 10+, 4C	3♣ splinter	4♣ splinter, slam interest
2♦ 10+, 4D	3♦ 5D, weak	4♦ game force
other		
1♥ 1♠ 5+, 4S	2♥ 5-9, 3H	3♦ 6-9, 4H
1NT 5-9, no 4S, no 3H	2♠ 10-11, 3cd inv	3♥ 0-5 4H
2♣ 10+, 4C	2NT GF, 3+H	3♠ splinter
2♦ 10+, 4D	3♣ 10-11, 4H	3NT To play
other		
1♠ 1NT 5-9, no 3S	2♠ 5-9, 3S	3♥ 10-11, 3cd inv
2♣ 10+, 4C	2NT GF, 3+S	3♠ 0-5, 4S
2♦ 10+, 4D	3♣ 10-11, 4S	3NT To play
2♥ 10+, 5H	3♦ 6-9, 4S	4♣ splinter
other		
1NT 3♣ 6cd, slam interest	3♠ 6cd, slam interest	4♦
3♦ 6cd, slam interest	3NT to play	4♥
3♥ 6cd, slam interest	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 6cd, 2 of 3 top honours	3♣ 6cd, 2 of 3 top honours	3♠
2♠ 6cd, 2 of 3 top honours	3♦ 6cd, 2 of 3 top honours	3NT
other		
2♦ 2♥ pass or correct	3♣ natural	3♠ pass or correct
2♠ pass or correct	3♦ natural	3NT to play
2NT inquiry	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT To play
2NT inquiry	3♥ to play, 4H	4♣
3♣ pass or correct	3♠	4♥ To play
other		
2♠ 2NT inquiry	3♥	4♣
3♣ pass or correct	3♠ to play, 4S	4♥
3♦ pass or correct	3NT to play	4♠ To play
other		
2NT 3♣ better minor	3♠ to play	4♦ inv diamonds
3♦ better minor	3NT to play	4♥ to play
3♥ to play	4♣ invi clubs	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback Priorities: show 3 card support

Defence to 3NT opening x good hand, majors 16+

Defence to Opening Twos

Multi 2♦ 2NT=15-18

RCO style 2-s as above

Other 2-s X=takeout, 2NT=16+ with stoppers

Defence shortage at 1 level, Toxic at 2 level (see 10. Other Notes), 1NT=clubs or reds

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x

4♥ x

4♠ x=pen, 4NT=2 places to play

10. OTHER NOTES

Blackout after reverse: lowest of 4th suit or 2NT, <8hcp, all other bids forcing

over 1C Strong: 2C: D or the Ms; 2D: H or the blacks; 2H:S or the minors: 2NT S+D or H₊