

4. BASIC RESPONSES

Jump raises - minors	5 card support, 0-8 HCP
Jump raises - Majors	Limit 10-(12) HCP
Jump shifts after minor opening	Splinter
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	2♣: 2♦=waiting, denies an A&K, 2♥/♠ 5+ & any A&K, 2NT= Bal, any A&K
Responses to 2NT opening	Puppet Stayman, Transfers 3♦/3♥ = ♥/♠

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	3rd	
From 3 cards (no honour)	middle	
In partner's suit	Standard leads	
Discards	low encourage	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	low encourage if discard otherwise reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	Over 2NT Opening
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 14,03,	
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1s/2nd control up the line	
Minorwood	

7. OTHER CONVENTIONS

	New Minor F1 round over 1NT rebid
Inverted Minor, Lebensohl over 1NT interf.	4th Suit GF
Modified Michaels - see note 10	
Reverse Drury - 2M response is weak	

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Jacoby 2NT over 1M opening: suit=shortage, 3M=18+

3NT=15-17HCP, 4M=Minimum 11-14



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	598526	Phil Hale
& Names:	739091	Laurie Skeate
Basic System:	2/1 Standard American	
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

1♣ 11+ 3+♣	1♥ 11+ 5+♥
1♦ 11+ 3+♦	1♠ 11+ 5+♠
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ stayman, 2♦ - no 5 card M, 1/2 4 card M, 2♥/2♠=5 card M

2♦ TFR ♥ 2♠ TFR ♣ (Step=S/accept)

2♥ TFR ♠ 2NT TFR ♦ (Step=S/accept)

(Dbl) Pens other Super Accepts

2♣ GF 21HCP +, 23-24 HCP balanced

2♦ 4/4 Majors - 7-11 - max if 4/4

2♥ 5♥ and 4+m - 5-11

2♠ 5♠ and 4+m - 5-11

2NT 20-22

3NT Gambling ♣ or ♦

other

2. PRE-ALERTS

NT may be unbalanced

*Immediate seat over opener, X = 16+HCP

Modified Michaels - see "10. Other Notes"

3rd seat opening can be 8+HCP

Occasional tactical psychs

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O (apart from immediate seat over Opener) Negative DBL thru 4♥

Support Doubles and Redoubles Responsive DBL thru 2♠

Jump overcalls weak 6-11 HCP Unusual NT 2 lower unbid suits

1NT overcall: (immediate) 15 - 17 (re-opening) 15-17 HCP

Immediate cue: (minor) Modified Michaels - see notes(10) (Major) Michaels

Over: Weak Twos X = T/O Opening Threes X = T/O

Opponent's transfers X of opp's tfr bid =

Opponent's 1NT 2♣=♥/♠, 2♦=any single suit, 2♥=5♥/4+minor, 2♠=5♠/4+minor. In pass

out seat, all bids are natural. X=Values in both seats

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP - 4+♦	2♦ Splinter - ♦ singleton	3♦ Splinter - ♦ void
1♥ 6+HCP - 4+♥	2♥ Splinter - ♥ singleton	3♥ Splinter - ♥ void
1♠ 6+HCP - 4+♠	2♠ Splinter - ♠ singleton	3♠ Splinter - ♠ void
1NT 6-9 HCP	2NT 11 HCP Bal	3NT Bal 12-15, no 4M
2♣ 13+ HCP, 5+♣	3♣ 5+♣ 0-8HCP	4♣ Minorwood
other Limit raise in ♣ is via 1 suit, 1NT, 2NT or 3NT if 12		
1♦ 1♥ 6+HCP - 4+♥	2♥ Splinter - ♥ singleton	3♥ Splinter - ♥ void
1♠ 6+HCP - 4+♠	2♠ Splinter - ♠ singleton	3♠ Splinter - ♠ void
1NT 6-9 HCP	2NT 11 HCP Bal	3NT Bal 12-15, no 4M
2♣ 13+ HCP, 5+♣s	3♣ Splinter - ♣ singleton	4♣ Splinter - ♣ void
2♦ 13+HCP, 5 +♦s	3♦ 5+♦ 0-8HCP	4♦ Minorwood
other Limit raise in ♦ is via 1 suit, 1NT, 2NT or 3NT if 12		
1♥ 1♠ 6+HCP-4+♠	2♥ 6-9 HCP 4+♥	3♦ Splinter 10-12 HCP
1NT 5-12 HCP, F1	2♠ Splinter 10-12 HCP	3♥ 10-(12) HCP-4+♥
2♣ ♣s or Bal, GF	2NT Jacoby 4♥ GF	3♠ Splinter - ♠ void
2♦ 5+♦, GF	3♣ Splinter 10-12 HCP	3NT 12-15 Bal
other 1♥-4♣ - Splinter - ♣ void; 1♥ - 4♦ = Splinter - ♦ void		
1♠ 1NT 5-12HCP, F1	2♠ 6-9 HCP 4+♠	3♥ Splinter 10-12 HCP
2♣ ♣s or Bal, GF	2NT Jacoby 4+♠ GF	3♠ 10-(12) HCP 4+♠
2♦ 5+♦, GF	3♣ Splinter 10-12 HCP	3NT 12-15 Bal
2♥ 5+♥, GF	3♦ Splinter 10-12 HCP	4♣ Splinter - ♣ void
other 1♠-4♦ - Splinter - ♦ void; 1♠ - 4♥ = Splinter - ♥ void		
1NT 3♣ 15+ HCP 6+♣	3♠ 15+ HCP 6+♠	4♦ Minorwood
3♦ 15+ HCP 6+♦	3NT To play	4♥ To play
3♥ 15+ HCP 6+♥	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Waitig, no A & K	2NT flat, any A & K	3♥
2♥ 5+♥, any A & K	3♣ 5+♣, any A & K	3♠
2♠ 5+♠, any A & K	3♦ 5+♦, any A & K	3NT Bal, no A & K
other		
2♦ 2♥ to play	3♣ Highly invitational	3♠ To play
2♠ to play	3♦ Highly invitational	3NT to play
2NT Enquiry, Game interest	3♥ To play	4♣
other Ask about responses to 2NT enquiry		

Notes

2♥ 2♠ F1	3♦	3NT To Play
2NT Enquiry for minor	3♥ To Play	4♣
3♣ P/C	3♠ To Play	4♥ To Play
other		
2♠ 2NT Enquiry for minor	3♥ F1	4♣ F1
3♣ P/C	3♠ To Play	4♥ To Play
3♦	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ 5/5 ♥/♠	4♦ Minorwood
3♦ Tfr to ♥	3NT To Play	4♥ To play
3♥ Tfr to ♠	4♣ Gerber	4♠ To play
other		

9. CONVENTIONS

Unusual NT: 2 lower unbid suits - 5/5 Unlimited

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card support, 2nd suit

Defence to 3NT opening X = Take out for Majors

Defence to Opening Twos X = Take out

Multi 2♦ X = 16+ immediate and 13+ in other

RCO style 2-s Ditto

Other 2-s Natural Weaks, X=Take out

Defence [1♣]-X=♦&♠, [1♣]-1♦=♦&♥, [1♣]-1♥=♥&♠, [1♣]-1♠=♠&♣,
to [1♣]-1NT=♣&♦, [1♣]-2♣=♣&♥
strong X of Precision 2♣=T/O
1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O or bid natural

4♥ X=T/O or bid natural 4♠ X=Values, 4NT=T/O

10. OTHER NOTES

Michaels - normal over Major

[1♣]-2♣ = Natural; [1♣]-2♦=0-12 HCP 5♥/5♠; [1♣]-2♥=13+ HCP 5♥/5♠

[1♦]-2♦ = Natural; [1♦]-2♥=0-12 HCP 5♥/5♠; [1♦]-3♦ 13+HCP - 5♥/5♠

*Immediate seat over opener, X = 16+HCP - Specific Responses - please ask