

4. BASIC RESPONSES

Jump raises - minors	4-10 HCP - 5-card suit
Jump raises - Majors	limit raises - 10-12 HCP - may be 3 card raise
Jump shifts after minor opening	0-4 HCP - 6-card suit to play
Jump shifts after Major opening	splinter - usually 4-card raise - 7-9 HCP
Responses to strong 2 suit open.	2♣ - 2♦ waiting
Responses to 2NT opening	best minor - a major suit response is to play

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all	
Four or more with an honour	attitude - low shows an honour	
From 4 small	2nd highest	
From 3 cards (no honour)	M-U-D	
In partner's suit	low with an honour, top without	
Discards	odd encourage, even McKenney	
Count	natural	
Signal on partner's lead:	odd encouraging	
Signal on declarer's lead:	natural count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	14-03
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st round controls
opponents' suit asks for a stopper or shortage			

7. OTHER CONVENTIONS

puppet Stayman	
inverted minors	

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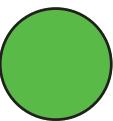
MyRev. **JUNE 2021**

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	634271	PAMELA EVANS
& Names:	183709	JIM EVANS
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

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

1NT Responses	2♣ simple Stayman with super accepts
2♦	transfer to ♥s
2♥	transfer to ♠s
(Dbl)	other 3♣: 5-card Stayman

2♣	23+ HCP, game force
2♦	MULTI - weak major OR 20-22 HCP balanced OR 8½ playing tricks (Acol 2 18+ HCP]
2♥	6-10 HCP - 2-suiter ♥s + another
2♠	6-10 HCP - 2-suiter ♠s + another
2NT	6-10 HCP - minors
3NT	Specific ace ask (Kabel)
other	

2. PRE-ALERTS

support DBLs & RDBLs	Ghestem
UNpenalty DBLs	Multi 2♦
splinters	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	3♣
	Responsive DBL thru	3♣
Jump overcalls	WEAK	Unusual NT lowest unbid suits
1NT overcall: (immediate)	16-18 HCP	(re-opening) 16-18 HCP
Immediate cue: (minor)	Ghestem - 2 suiter	(Major) Ghestem - 2-suiter
Over: Weak Twos	Lebensohl in 1st position	Opening Threes DBL takeout
Opponent's transfers		
Opponent's 1NT	Multi-Landy, DBL is penalty oriented; 2♣ is at least 5-4 ♥s & ♠s;	
2♦	any single-suiter; 2♥, ♠ 5+♥s, ♠s + 4+ minor; 2NT at least 5-5 ♣s & ♦s	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP - 4+ ♦s	2♦ ---	3♦ ---
1♥ 5+ HCP - 4+ ♥s	2♥ 0-4 HCP - 6 ♥s	3♥ ---
1♠ 5+ HCP - 4+ ♠s	2♠ 0-4 HCP - 6 ♠s	3♠ ---
1NT 6-9 HCP no 4-card major	2NT 11 HCP - no 4-card major	3NT 13-15 HCP - no 4-card major
2♣ 12+ HCP - no 4-card major	3♣ 0-11 HCP no 4-card major	4♣ Minorwood
other		
1♦ 1♥ 5+ HCP - 4+ ♥s	2♥ 0-4 HCP - 6♥s	3♥ ---
1♠ 5+ HCP - 4+ ♠s	2♠ 0-4 HCP - 6♠s	3♠ ---
1NT 6-9 HCP - no 4-card major	2NT 11 HCP - no 4-card major	3NT 13-15 HCP - no 4-card major
2♣ 12+ HCP - 5 ♣s	3♣ splinter	4♣ void splinter
2♦ 12+ HCP - 5♦s	3♦ 0-11 HCP - 5+♦s	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP - 4+ ♠s	2♥ 6-9 HCP - 3-4 ♥s	3♦ splinter
1NT 6-9 HCP - no 4 ♠s	2♠ splinter	3♥ 11 HCP 4 ♥s
2♣ 10+ HCP 4+♣s	2NT slam interest in ♥s	3♠ splinter - slam interest
2♦ 10+ HCP 4+♦s	3♣ splinter	3NT ---
other		
1♠ 1NT 6-9 HCP - not 3♠s	2♠ 6-9 HCP 3-4♠s	3♥ splinter
2♣ 10+ HCP - 4+♣s	2NT slam interest in ♠s	3♠ 11 HCP 4♠s
2♦ 10+ HCP - 4+♦s	3♣ splinter	3NT ---
2♥ 10+ HCP 5+♥s	3♦ splinter	4♣ splinter slam interest
other		
1NT 3♣ 5-card Stayman	3♠ 1♠, 3♥s, 5-4 or 4-5 minors	4♦ ---
3♦ ---	3NT to play	4♥ ---
3♥ 1♥, 3♠s, 5-4 or 4-5 minors	4♣ Gerber	4♠ ---
other		
2♣ 2♦ waiting	2NT ---	3♥ ---
2♥ slam interest in ♥s	3♣ ---	3♠ ---
2♠ slam interest in ♠s	3♦ ---	3NT ---
other		
2♦ 2♥ pass or correct	3♣ ---	3♠ ---
2♠ 10-13 HCP 3+♥s	3♦ ---	3NT ---
2NT 14+ HCP any shape	3♥ 0-11 HCP pass or correct	4♣ ---
other		

Notes

2♥ 2♠ pass or correct	3♦ 6+♦s to play	3NT ---
2NT 14+ HCP any shape	3♥ invitational	4♣ ---
3♣ 6+♣s to play	3♠ ---	4♥ to play
other		
2♠ 2NT 14+ HCP any shape	3♥ 6+♥s to play	4♣ ---
3♣ pass or correct	3♠ invitational	4♥ to play
3♦ 6+♦s to play	3NT ---	4♠ to play
other		
2NT 3♣ to play	3♠ natural - to play	4♦ Minorwood
3♦ to play	3NT to play	4♥ natural - to play
3♥ natural - to play	4♣ Minorwood	4♠ natural - to play
other		

9. CONVENTIONS

Unusual NT: minors - weak [6-10 HCP] or strong [16+ HCP]

4th Suit Forcing One round Game force

NT Checkback Priorities: 4-card other major then 3-card of opener's major

Defence to 3NT opening natural - DBL is takeout

Defence to Opening Twos DBL is takeout with Lebensohl responses

Multi 2♦ DBL is 16+ HCP, suits natural

RCO style 2-s DBL is 16+ HCP, suits natural

Other 2-s

Defence ---
to
strong (2♣): natural suit 6+-card suit
1♣/2♣ natural overcall after 1♣

Over 1NT Interference new suit one-round force

Lebensohl - other uses ---

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

4♥ DBL takeout, 4NT 2 suits 4♠ 4NT is takeout, DBL is penalties

10. OTHER NOTES

Ghestem overcalls - at least 5-5 shape with 6-10 HCP or 15+ HCP:

cue bid = top & bottom suits, 3♣ two higher, 2NT = two lower