

4. BASIC RESPONSES

Jump raises - minors	Pre-emptive
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	1♣-12+ suit, 1♦-weak
Jump shifts after Major opening	14+ HCP transfer splinters
Responses to strong 2 suit open.	2♦=0-3p or 10+, 2♥=4-6, 2♠=7-9, other=transfer
Responses to 2NT opening	Puppet 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		
Discards	Natural count	
Count	Natural count	
Signal on partner's lead:	Natural count	
Signal on declarer's lead:	Natural count	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Jacoby	Lebensohl
Puppet Stayman over 2NT	Support X/XX
cue raise with values	Short suit trials
long suit trials	D0P1, R0P1
Blackout	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	155470	Malcolm Carter
& Names:	161217	Bernard Waters
Basic System:	Standard with transfers after our 1♣ opening	
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♥	11-15 HCP 5+♥
1♦	11+ HCP, 4+♦	1♠	11-20 HCP, 5+♠
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣	Simple Stayman	
2♦	transfer to ♥	2♠	transfer to ♣
2♥	transfer to ♠	2NT	transfer to ♦
(Dbl)		other	3♣ Puppet Stayman

2♣	22-23 or near Game Force or GF		
2♦	5-9 HCP 6♥ or 6♠		
2♥	5-9 HCP 5+♥ and 4+ minor		
2♠	5-9 HCP 5+♠ and 4+ minor		
2NT	20-21 HCP	3NT	Gambling (solid minor)
other			

2. PRE-ALERTS

Over our 1♣, 1 level bids are transfers	
2♦=weak in either major	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Opp. trnsfr, X shows suit, shown suit is T/O	Negative DBL thru	4♥
Balancing, Lead directing		Responsive DBL thru	4♥
Jump overcalls	weak	Unusual NT	2 lowest unbid suits
1NT overcall: (immediate)	15-18p	(re-opening)	15-18p
Immediate cue: (minor)	both majors	(Major)	other major and a minor
Over: Weak Twos	X for T/O	Opening Threes	X for T/O
Opponent's transfers			
Opponent's 1NT	2♣=both M, 2♦=either M, 2♥=♥+m. 2♠=♠+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+♥	2♦ 12+ HCP 5+♦, unbal.	3♦ 11+ HCP splinter
1♥ 5+ HCP 4+♠	2♥ 12+ HCP 5+♥, unbal.	3♥ 11+ HCP splinter
1♠ 5+ HCP no major	2♠ 12+ HCP 5+♠, unbal.	3♠ 11+ HCP splinter
1NT 12+ HCP GF	2NT 12+ HCP 5+♥ or ♠ bal.	3NT to play
2♣ 12+ HCP 5+♣	3♣ 4-6 HCP ♣ raise	4♣ Minorwood
other		
1♦ 1♥ 5+ HCP 4+♥	2♥ 4-6 HCP 6+♥	3♥ 11+ HCP splinter
1♠ 5+ HCP 4+♠	2♠ 4-6 HCP 6+♠	3♠ 11+ HCP splinter
1NT 5-10 HCP	2NT slam try ♦ raise	3NT to play
2♣ 10+ HCP 4+♣	3♣ 10-11 HCP ♦ raise	4♣
2♦ 5-9 HCP raise	3♦ 4-6 HCP ♦ raise	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP 4+♠	2♥ 5-9 HCP raise	3♦ ♠ splinter
1NT 5-9 HCP	2♠ ♣ splinter	3♥ pre-emptive
2♣ 10+ HCP natural	2NT 6-11 HCP Bergen raise	3♠ splinter
2♦ 10+ HCP natural	3♣ ♦ splinter	3NT 13-15 HCP 4 raise
other		
1♠ 1NT 5-9 HCP	2♠ 5-9 HCP raise	3♥ ♣ splinter
2♣ 10+ HCP natural	2NT 6-11 HCP Bergen raise	3♠ pre-emptive
2♦ 10+ HCP natural	3♣ ♦ splinter	3NT 13-15 HCP 4 raise
2♥ 10+ HCP natural	3♦ ♥ splinter	4♣ splinter
other		
1NT 3♣ Puppet Stayman	3♠ slam interest Keycard	4♦
3♦ slam interest Keycard	3NT to play	4♥ to play
3♥ slam interest Keycard	4♣ Minorwood	4♠ to play
other		
2♣ 2♦ 0-3 or 10+ HCP	2NT 7-9 HCP transfer	3♥ 7-9 HCP transfer
2♥ 4-6 HCP	3♣ 7-9 HCP transfer	3♠
2♠ 7-9 HCP balanced	3♦ 7-9 HCP transfer	3NT
other		
2♦ 2♥ pass or correct	3♣ natural forcing	3♠ pass or correct
2♠ pass or correct	3♦ natural forcing	3NT to play
2NT strong enquiry	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ natural forcing	3♦ to play	3NT to play
2NT Enquiry	3♥ invitational	4♣ splinter
3♣ pass or correct	3♠ natural forcing	4♥ to play
other		
2♠ 2NT Enquiry	3♥ natural forcing	4♣ splinter
3♣ pass or correct	3♠ invitational	4♥ splinter
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ minor oriented transfer	4♦ natural forcing
3♦ transfer	3NT to play	4♥ to play
3♥ transfer	4♣ natural forcing	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: XYZ see Notes

Defence to 3NT opening

Defence to Opening Twos X=15+, natural overcalls

Multi 2♦ X=T/O ♥s, pass then X T/O ♠s, natural overcalls

RCO style 2-s X=15+, natural overcalls

Other 2-s X=15+, natural overcalls

Defence 1♣ : X majors, NT minors, overcall freely

to

strong 2♣ : X of unnatural bid shows suit, X of nat. bid T/O

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ 4NT

10. OTHER NOTES

XYZ: after 3 bids at 1 level, 2♣=transfer to 2♦ to play or start invitational sequence,

... 2♦= artificial game force