

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	Splinter
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D waiting after 2C opening
Responses to 2NT opening	3♣ = 5c stayman, 3♦/♥ = transfers,

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A=Attitude, K=Count	Overlead, A=Attitude, K=Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	standard	standard
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Enc (Rev Count on King)	Low Enc (Rev Count on King)
Signal on declarer's lead:	Rev Count	
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 checked="" type="checkbox"/>
Step 1 = Q ask, NT/Trumps = no Q, Q + no K, other = Q + this K	

7. OTHER CONVENTIONS

4th suit forcing	
lebensohl	
2 way checkback afer 1NT rebid	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	724853	Erin Tewes
& Names:	884553	Natasha Jacobs

Basic System: _____
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 11+HCP	3+♣	1♥ 11+HCP	5+♥
1♦ 11+HCP	3+♦	1♠ 11+HCP	3+♠

1NT 15-17 Balanced may contain 5 card Major

1NT Responses	2♣ Simple Stayman
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl)	other

2♣ 23+ BAL or any GF	
2♦ Weak, 6-9 HCP, 6+ ♦	
2♥ Weak, 6-10 HCP, 6+ ♥	
2♠ Weak 6-10 HCP, 6+ ♠	
2NT 20-22 balanced	3NT Gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Balancing doubles, support doubles and redoubles	Negative DBL thru	4♣
		Responsive DBL thru	4♣
Jump overcalls	weak	Unusual NT	lowest two unbid suits
1NT overcall: (immediate)	15-18 BAL	(re-opening)	11-14
Immediate cue: (minor)	Michaels - majors	(Major)	Michaels - other major + minor
Over: Weak Twos	TO X + Lebensohl	Opening Threes	TO X
Opponent's transfers	Cue=Strong, DBL=TO		
Opponent's 1NT	2C = ♥+♠, others natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 5+ HCP, 4+♦	2♦ 9-11 HCP, 5+♣	3♦ Splinter
	1♥ 5+ HCP, 4+♥	2♥ strong, natural	3♥ Splinter
	1♠ 5+ HCP, 4+♠	2♠ strong, natural	3♠ Splinter
	1NT 5-9 HCP	2NT Nat 10-12	3NT TP
	2♣ Inverted 5+♣, 10+	3♣ Pre-emptive	4♣
other			
1♦	1♥ 5+ HCP, 4+♥	2♥ strong, natural	3♥ Splinter
	1♠ 5+ HCP, 4+♠	2♠ strong, natural	3♠ Splinter
	1NT 5-9 HCP	2NT Nat 10-12	3NT TP
	2♣ 10+ HCP, 4+♣	3♣ 9-11 HCP, 5+♦	4♣
	2♦ Inverted 5+♦, 10+	3♦ Pre-emptive	4♦
other			
1♥	1♠ Nat, 4+♠, 5+	2♥ Nat 5-9	3♦ Bergen 4+♥, 10-12
	1NT Nat 5-9	2♠	3♥ Pre-emptive
	2♣ Nat 4+♣, 10+	2NT GF raise	3♠ Game raise with a show
	2♦ Nat 4+♦, 10+	3♣ Bergen 4+♥, 6-9	3NT
other			
1♠	1NT Nat 5-9	2♠ Nat 5-9	3♥ Game raise with a show
	2♣ Nat 4+♣, 10+	2NT GF raise	3♠ Pre-emptive
	2♦ Nat 4+♦, 10+	3♣ Bergen 4+♠, 6-9	3NT
	2♥ Nat 5+♥, 10+	3♦ Bergen 4+♠, 10-12	4♣
other			
1NT	3♣ Puppet stayman	3♠	4♦ TRF ♠
	3♦	3NT TP	4♥ TP
	3♥	4♣ TRF ♥	4♠ TP
other			
2♣	2♦ waiting, negative	2NT Positive 8+ bal	3♥
	2♥ Positive 5+♥, 7+	3♣ Positive 5+♣, 7+	3♠
	2♠ Positive 5+♠, 7+	3♦ Positive 5+♦, 7+	3NT
other			
2♦	2♥ Nat, forcing	3♣ Nat, forcing	3♠ Splinter
	2♠ Nat, forcing	3♦ TP	3NT TP
	2NT Ogust enquiry	3♥ Splinter	4♣
other			

Notes

2♥	2♠ Nat, forcing	3♦ Nat, forcing	3NT TP
	2NT Ogust enquiry	3♥ TP	4♣ Splinter
	3♣ Nat, forcing	3♠ Splinter	4♥ TP
other			
2♠	2NT Ogust enquiry	3♥ Nat, forcing	4♣ Splinter
	3♣ Nat, forcing	3♠ TP	4♥ TP
	3♦ Nat, forcing	3NT TP	4♠ TP
other			
2NT	3♣ 5c Stayman	3♠ Minors	4♦
	3♦ TRF ♥	3NT TP	4♥ TP
	3♥ TRF ♠	4♣	4♠ TP
other			

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X = values

Defence to Opening Twos 2NT=16-19 BAL, X = TO

Multi 2♦ X=16+ unbalanced, Others = Nat

RCO style 2-s Nat. Pass then X = TO

Other 2-s Nat

Defence (1♣): x=♣+♥, 1♦=♦+♥, 1♥=♠+♥, 1♠=♠+♣, 1NT=♦+♠, 2♣=♣+♦
to
strong (2♣): x=♣+♥, 2♦=♦+♥, 2♥=♠+♥, 2♠=♠+♣, 2NT=♦+♠, 3♣=♣+♦
1♣/2♣

Over 1NT Interference lebensohl

Lebensohl - other uses weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES
