

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

4♣ Gerber <input checked="" type="checkbox"/>	after 1NT, 2NT openings
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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**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 Describe strength, min.length, or specific meaning Canapé

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
2♥ transfer to ♠s	2NT 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 - See 10. Other Notes (Major) Ghestem - See 10. Other Notes	
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 unbid suits, 3♣ two higher unbid suits, 2NT = two lower unbid suits