

4. BASIC RESPONSES

Jump raises - minors	Limit, 4 + card support
Jump raises - Majors	Limit, 4 + card support
Jump shifts after minor opening	Splinter - 4 card support
Jump shifts after Major opening	Splinter - 4 card support
Responses to strong 2 suit open.	2D = neg or waiting
Responses to 2NT opening	3C/D = to play, 3H/S = forcing with step responses

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	MUD	
Discards	Odds & evens	
Count	Reverse	
Signal on partner's lead:	Low encourage, (occ McKenny)	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	Never
4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB 14/30
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> LST

7. OTHER CONVENTIONS

Truscott over (X) and suit	Cue raises
Crowhurst	
Baron	DOPI/ROPI over Ace ask sequence only
Puppet Stayman	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	563064	Pam Morgan-King
& Names:	196479	Alison Fallon
Basic System:	ACOL	
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+, 11-20	1♥ 5+, 11-20
1♦ 3+, 11-20	1♠ 5+, 11-20
1NT 11(12) - 14	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to Hearts	2♠ Baron
2♥ Transfer to Spades	2NT Transfer to a minor- unlimited
(Dbl) Transfer rescues	other Super accept with max

2♣ Strong, 4 losers or better any suit/s. 20-22 balanced or semi balanced	
2♦ Weak 6 card major (6-9) or 23-24 balanced or semi balanced	
2♥ 5-9, 5H & 4+ another suit	
2♠ 5-9, 5S & 4+ minor	
2NT 5-9, 5/5 minors	3NT Gambling, solid minor no outside A/K
other	

2. PRE-ALERTS

4NT = Specific Ace ask, 5C=0,5NT Ace C
Texas transfer openings
Over opp. strong 1C =X =majors

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles	Negative DBL thru 4S
	Responsive DBL thru
Jump overcalls Weak	Unusual NT 5/5 2 lowest unbid suits
1NT overcall: (immediate) 15-18	(re-opening) 11-14, systems ON
Immediate cue: (minor) Highest unbid & another	(Major) Highest unbid & another
Over: Weak Twos 2NT=15-18+stops,X=T/O	Opening Threes 3NT to play, X=T/O
Opponent's transfers Bid their transfer suit = T/O, X = have their bid suit	
Opponent's 1NT 2C = majors, 2D = single suited major, 2major = that major & minor	
2NT = minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+ cards	2♦ Splinter mini/mega	3♦ Splinter maxi
1♥ 6+, 4+ cards	2♥ Splinter mini/mega	3♥ Splinter maxi
1♠ 6+, 4+ cards	2♠ Splinter mini/mega	3♠ Splinter maxi
1NT 6-9	2NT 16+ with fit	3NT 13-15, no Major
2♣ 6+, 4+ cards	3♣ 10-11, 4 + C	4♣ Minorwood
other		
1♦ 1♥ 6+, 4+ cards	2♥ Splinter mini/mega	3♥ Splinter maxi
1♠ 6+, 4+ cards	2♠ Splinter mini/mega	3♠ Splinter maxi
1NT 6-9	2NT 16+ with fit	3NT 13-15, no Major
2♣ 9+, 3+C	3♣ Splinter mini/mega	4♣ Splinter maxi
2♦ 6-9, 4+D	3♦ 10-11, 4+D	4♦ Minorwood
other		
1♥ 1♠ 5+, 4+S	2♥ 6-9, 3+H	3♦ Splinter mini/mega
1NT 6-9, not 4S	2♠ Splinter mini/mega	3♥ 10-11, 4+H
2♣ 9+, 3+C	2NT Jacoby, 13+, 4+H	3♠ Splinter maxi
2♦ 9+, 3+D	3♣ Splinter mini/mega	3NT 13-15, 3 card H
other		
1♠ 1NT 6-9	2♠ 6-9, 3+S	3♥ Splinter mini/mega
2♣ 9+, 3+C	2NT Jacoby, 13+, 4+S	3♠ 10-11, 4+S
2♦ 9+, 3+D	3♣ Splinter mini/mega	3NT 13-15, 3 card S
2♥ 9+, 5+H	3♦ Splinter mini/mega	4♣ Splinter maxi
other		
1NT 3♣ 5-10, 6C with 2Hon	3♠ 16+, 6+S	4♦ Minorwood
3♦ 5-10, 6D with 2Hon	3NT To play	4♥ To play
3♥ 16+, 6+H	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Neg or waiting	2NT	3♥
2♥ 7+, 5+H	3♣ 7+, 6+C	3♠
2♠ 7+, 5+S	3♦ 7+, 6+D	3NT
other	2C-2D-2H=GFanywhere, 2S response = less than K	
2♦ 2♥ Pass or correct	3♣ Nat & forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ Nat & forcing	3NT To play
2NT Enquiry	3♥ Pass or correct	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦ Nat & forcing	3NT To play
2NT Enquiry	3♥ Preempt	4♣
3♣ Nat & forcing	3♠ Pass or correct	4♥ To play
other		
2♠ 2NT Enquiry	3♥ Nat & forcing	4♣
3♣ Pass or correct	3♠ Preempt	4♥
3♦ Nat & forcing	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ Nat & forcing	4♦ Minorwood
3♦ To play	3NT To play	4♥ To play
3♥ Nat & forcing	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Crowhurst, lowest feature first at approp level

Defence to 3NT opening X = values, suit natural

Defence to Opening Twos 2NT = 15-18 (stopper), X = T/O

Multi 2♦ 2NT = 15-18 (stoppers in majors), X = T/O

RCO style 2-s As above

Other 2-s As above

Defence To strong 1C = x = Majors, NT = minors, Suit = natural

to To strong 2C, natural

strong (2♣):

1♣ / 2♣

Over 1NT Interference 1,2,3 X's, Partial Lebensohl

Lebensohl - other uses Over our T/O X of wk 2 openings in direct seat

Take out of 4 level pre-empts 4♣/4♦ X = T/O, 4NT any 2 suits

4♥ X = T/O, 4NT = any 2 suits 4♠ X = T/O, 4NT = any 2 suits

10. OTHER NOTES

1NT (X), Transfer rescues in direct seat only

1NT rebid = 15-18, 2NT rebid = 19-really bad 20

After 2 over 1 response, 2NT = 15-19. Then 3C = range ask

After 2C opening, positive must have at least an Ace & extras