

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 3♣ = 6-9, 5+♣; 3♦ = 6-9, 5+♦
Jump raises - Majors	Preempt	Other: 0-6, 4M
Jump shifts after minor opening		2M = 0-5, 6M; 1♣-2♦ = 10-12, (5)6♣; 1♦-3♣ = 10-12, 5+♦
Jump shifts after Major opening		2♠ = 10-11, 3♥; 3♣ = 7-9, 4 fit; 3♦ = 10-11, 4 fit; 3♥ = 10-11, 3♠
Responses to strong 2 suit open.	Refer page 2	
Responses to 2NT opening		3♣=Ask for 5M; 3♦/♥=5+♥/♠; 3♠=6+♣ or 55mm; 4♣=6♦; 4♦/♥=♥/♠

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Most overlead but see ##below	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Top of xxx if supported	
Discards	Low Encourage	See Note #
Count	Low-High = Even	
Signal on partner's lead:	Low encourage (suit pref/rev count)	
Signal on declarer's lead:	1. Low-High = Even; 2. Suit preference (We only signal if relevant)	
Notes # What's affordable ##Overlead sequences but 10 promises interior sequence e.g. KJ10/K1♣		
Ace asks for Attitude; King for Rev Count or unblock. High-Low in trumps = odd no / suit preference		
Second discard may be standard current count if relevant		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when? over 1NT
Slam Notes	Kickback; Exclusion; D0P1/R0P1; Non-serious 3NT; 5NT Pick a slam	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls shown together, up the line	
Asking Bids <input checked="" type="checkbox"/>	After RKC response: non-trump step 1 = Q ask; step 2 = K ask	

7. OTHER CONVENTIONS

2NT forcing after Reverses	Support doubles to 3♥
2 way Reverse Drury (2♣ = 3 fit; 2♦ = 4 fit)	After 1NT(Pen X): P asks for XX or 5 card suit
	After 1NT(2♣ or Artificial X): System on
Kokish Game Tries after 1M-2M	Cue raises and weak/mixed raises
2NT often 2 places to play in competition	Jump Cue opposite overcall = Mixed Raise

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PDF Form Rev. 13E21 by RoL

MyRev. 1 June 2023

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After X, Equal Level Conversion to ♦ = no extra values

1♣/♦ (1NT) 2♣ = ♥+♠

Smolen. 1NT-2♣-2♦: 2♥ = weak with ♥+♠; 2♠ = 5♠, inv;

3♥ = 4♥+5♠, FG; 3♠ = 4♠+5♥, FG



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	376485	Pim Birss
& Names:	764914	Deana Wilson
Basic System:	Standard American: 2/1 Game Forcing	
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, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	10-21, 2+♣ (4+♣ or Bal outside 1NT range)	1♥ 10-21, 5+♥
1♦	10-21, 5+♦ or 4♦441	1♠ 10-21, 5+♠
1NT	1st/2nd:14-16; 3rd/4th:15-17. Upgrades & sing honour possible may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other:
2♦	5+♥	2♠ 6+♣ or Range probe
2♥	5+♠	2NT 6+♦ or Range probe
other 3♣ = Puppet Stayman; 3♦ = 6+ cards, slam try; 3♥/♠ = Splinters with 5/5 minors		
2♣	Game Force or Balanced 24+	
2♦	Multi: Either 22-23 Balanced or 6-10 with 6♥ or 6♠	
2♥	5♥ 8 Loser min, 8-11, could be less non-flat	
2♠	5♠ 8 Loser min, 8-11, could be less non-flat	
2NT	20-21. Rarely a Singleton Honour	3NT Solid 7 or 8 card minor, no outside A or K
other	4NT strong with both minors	

2. PRE-ALERTS

Transfers after 1♣ opening (may be light)	Multi 2♦ opening, 2♥/♠ opening
Transfer rebids after 1♦-1♥/♠	Inverted & criss cross Minor raises (OFF over X)
Transfers after 1♥(X);1♠(X); (1any)1M(X)	Bergen raises (ON over X)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (Intermediate in 4th). (Short1♣)2♦ = Majors
Responsive doubles through	4♥	Unusual NT	Two lowest unbid suits
1NT overcall - immediate	15-18 (System On)	Immediate cue of minor	5/5+ Majors but Natural if 1♣=<3
1NT overcall - re-opening	10-15 (System On)	Immediate cue of Major	5M+5m (3♣ = P/C; 3♦ = Inv in M)
Over weak twos	X = T/O. Leaping Michaels	Over opening threes	X = T/O. Michaels
Over opponent's 1NT	Multi-Landy: 2♣ = ♥+♠; 2♦ = ♥ or ♠; 2M = M+m; 2NT = ♣+♦; 3♣ = ♣; 3♦ = ♦		
X over Strong NT (and over Weak NT by Passed Hand) = 4M+5m			
X over Weak NT by unpassed Hand = 15+ (14-16 1NT treated as weak)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 4♥ (See 10, Note 1)	2♦ 10-12, 5+♣	3♦ Splinter, FG
1♥ 4+, 4♠ (See 10, Note 2)	2♥ 0-5, 6♥	3♥ Splinter, FG
1♠ 4+, 4♦	2♠ 0-5, 6♠	3♠ Splinter, FG
1NT 6-10, 4+♣, NF	2NT Bal 11-12 not 4♥/♠	3NT 13-15, not 4♥/♠
2♣ 12+, 4+♣, FG	3♣ 6-9, (5)6+♣	4♣ Pre-emptive
other 4♦ = RKCB agreeing ♣; 4♥/♠ = To Play		
1♦ 1♥ 6+, 4♥	2♥ 0-5, 6♥	3♥ Splinter, FG
1♠ 6+, 4♠	2♠ 0-5, 6♠	3♠ Splinter, FG
1NT 6-10, 4+♣, not 4♥/♠, NF	2NT Bal 11-12, not 4♥/♠	3NT 13-15, not 4♥/♠
2♣ 12+, 4+♣, FG	3♣ 10-11, (4)5+♦	4♣ Splinter, FG
2♦ 12+, 4+♦, FG	3♦ 6-9, (4)5+♦	4♦ Pre-emptive
other 4♥/♠ = To Play		
1♥ 1♠ 6+, 4♠	2♥ 6-9, 3♥	3♦ 10-11, 4♥
1NT 5-12, semi-forcing, <3♥	2♠ 10-11, 3♥	3♥ 0-6, 4♥
2♣ (3)4+♣, FG	2NT 12+, 4+♥, FG	3♠ Splinter
2♦ 4+♦, FG	3♣ 7-9, 4♥	3NT 13-15, 3343/3334, NF
other 4♣/♦ = Splinter; 4♥/♠ = To Play		
1♠ 1NT 5-12, semi-forcing, <3♠	2♠ 6-9, 3♠	3♥ 10-11, 3♠
2♣ (3)4+♣, FG	2NT 12+, 4+♠, FG	3♠ 0-6, 4♠
2♦ 4+♦, FG	3♣ 7-9, 4♠	3NT 13-15, 3343/3334, NF
2♥ 5+♥, FG	3♦ 10-11, 4♠	4♣ Splinter
other 4♦/♥ = Splinter; 4♠ = To Play		
1NT 3♣ Asks for 5M	3♠ Splinter with 5/5 minors	4♦ 6+♥
3♦ 6+♦, slam try	3NT To Play	4♥ 6+♠
3♥ Splinter with 5/5 minors	4♣ Gerber	4♠ To Play
other 4NT = Invitational		
2♣ 2♦ Waiting, 0-3	2NT 4-7, 5+♣	3♥ 4-7, 5+♠
2♥ Waiting, 8+	3♣ 4-7, 5+♦	3♠ N/A
2♠ 4-7, flat	3♦ 4-7, 5+♥	3NT N/A
other		
2♦ 2♥ Pass or correct	3♣ 6+♣, signoff	3♠ Pass or correct
2♠ Pass or correct	3♦ 6+♦, signoff	3NT To Play
2NT Strong Enquiry	3♥ Pass or correct	4♣ Asks for transfer to Major
other 4♦ = Ask for M; 2♦-2NT: 3♣=♥, max (FG); 3♦=♠, max (FG); 3♥=♥, min; 3♠=♠, min		

Notes After 1M-2NT: 3♣ = Any min hand (then 3♦ = Relay for shortage). Other rebids by opener show extra values: 3♦ = No singleton/void; 3♥ = Short ♣; 3♠ = Short ♦; 3NT = Short OM.

2♥ 2♠ 5+♠, To Play	3♦ 6+♦, To Play	3NT To Play
2NT Strong Enquiry	3♥ To Play	4♣ Splinter, agrees ♥
3♣ 6+♣, To play	3♠ Splinter, agrees ♥	4♥ To Play
other After 2♥-2NT; 3♣ = Min; 3♦ = Flat; 3♥ = Max w ♠; 3♠ = Max w ♣; 3NT=Max w ♦		
2♠ 2NT Strong Enquiry	3♥ 6+♥, To Play	4♣ Splinter, agrees ♠
3♣ 6+♣, To play	3♠ To Play	4♥ To Play
3♦ 6+♦, To Play	3NT To Play	4♠ To Play
other After 2♠-2NT; 3♣ = Min; 3♦ = Flat; 3♥ = Max w 1H; 3♠ = Max w ♣; 3NT=Max w ♦		
2NT 3♣ Asks for 5 card Major	3♠ Slam try, 6+♣ or 5♦+5♣	4♦ 6+♥
3♦ 5+♥	3NT To Play	4♥ 6+♠
3♥ 5+♠	4♣ Slam try, 6+♦	4♠ Ace ask
other After 2NT-3♣: 3♦ = 4♥ and/or 4♠; 3♥ = No 4M; 3♠ = 5♠; 3NT = 5♥		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits	Over short ♣: 2NT is still ♦+♥
4th Suit Forcing One round <input type="checkbox"/>	Except 1♣-1♦-1♥-1♠ = Natural, NF Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities: (Not after 1♣-1♠-1NT) 2♣ = Puppet to 2♦ then invite; 2♦ = FG
Defence to 3NT opening	4♣ = Takeout, better ♥; 4♦ = Takeout, better ♠
Defence to Opening Twos	X = Takeout with Lebensohl; (2M)4m = 5m+5oM; 2♦-4♦ = 5♥+5♠
Multi 2♦	X = Takeout of ♠; 2♥ = Takeout of ♥ (then Lebensohl); 2NT = 15-18
RCO style 2-s	X = Values; 2NT = 15-18
Other 2-s	X = Values; 2NT = 15-18 (over 2N=minors: 3♣ = takeout, 16+; 3♦ = takeout, <16)
Defence X = ♣	
to	1♦/♥/♠ = Natural
strong	1N = 4M, 5+m
♣	2♣ = ♥+♠; 2♦ = 6♥ or 6♠; 2♥ = 5♥+m; 2♠ = 5♠+m; 2N = ♣+♦; 3any = Natural

Over 1NT Interference Rubensohl	3NT via 2NT shows stop; Cue = Stayman; X = T/O
Lebensohl - other uses	After we double a weak two; after our 1NT overcall and next hand bids
Take out of 4 level pre-empts	4♣/4♦ X = Takeout; 4NT = any 2 suiter
4♥	X = Takeout; 4NT = any 2 suiter 4♠ X = penalty; 4NT = Takeout

10. OTHER NOTES

Note 1. Opener's rebids after 1♣-1♦: 1♥ = Bal 12-14, usually 2/3♥, or 1345; 1♠ = 5♣+4♠; 1NT = Bal 18-19; 2♣ = 6+♣ or 2245/3145; 2♦ = Reverse; 2NT = 6♣+3♥ or 18-19 Bal w 4♥; 3♦ = Raise to 3+♥ w singleton ♦; 3♠ = Splinter; 4♦ = Void Splinter

Note 2. Opener's rebids after 1♣-1♥: 1♠ = Bal 12-14, usually 2/3♠, or 3145/3415; 1NT = Bal 18-19; 2♣ = 6+♣ or 2245/1345/0445; 2♦ = Nat, reverse; 2NT = 6♣+3♠ or 18-19 Bal w 4♠; 3♦ = Raise to 3+♠ w singleton ♦; 3♥ = Raise to 3+♠ w singleton ♥; 4♦/♥ = Void Splinter

1♣(1♦)X=4+♥; 1♥=4+♠; 1♠=No 4M. 1♣(1♥)X=4+♠; 1♠=Not 4♠. 1♦(1♥)X=4♠; 1♠=5+♠.