

4. BASIC RESPONSES

Jump raises - minors	1♦-3♦ & 1♣-3♣ = weak 6-9HCP
Jump raises - Majors	1♥-3♥ & 1♠-3♠ = Weak 0-6HCP
Jump shifts after minor opening	1♣-2♦ & 1♦-3♣ = inv with support, 1m-2M = Rev flannery
Jump shifts after Major opening	1M-3m=Bergen, 1♥-3♠=Splinter, 1♠-3♥=3 card♠ raise
Responses to strong 2 suit open.	2♦=waiting, 2♥=0-4 less than A or K. positive 2NT=♥, 2♠/3♣♦
Responses to 2NT opening	Puppet Stayman and transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top of sequence	
Four or more with an honour	4th Highest from an honour	
From 4 small	2nd Highest	
From 3 cards (no honour)	Middle	
In partner's suit	top of 3, High low from 2	
Discards	Low encourage	McKenney
Count	UDAC	
Signal on partner's lead:	count	
Signal on declarer's lead:	count	
Notes Journalist : 10 from AJ10, KJ10, A109, K109, 9 from 109x		
A, Q for attitude, K for count;		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 4130
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Q ask: No, Yes no K, Y 1K, Y 2K
K ask: 4130 CRO

7. OTHER CONVENTIONS

2 way checkback	Inverted, criss/cross minors
4th suit GF	Bergen raises & Jacoby 2NT
Kokish over 2♣ - 2♦	
2♣ - 2♦ - 2♥ - 2♠ - 2NT = 26-27	
2♣ - 2♦ - 2NT = 24-25	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	118966	Cynthia Belonogoff
& Names:	993425	Kimberley Zhao
Basic System:	Standard American	
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+HCP,	+5♥
1♦	11+ HCP,	4+♦	1♠	11+HCP,	+5♠
1NT	15-17HCP		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)	2♣=Ms, 2♦/♥=trans, XX=♣, P=play	other	Super Accepts

2♣ 24+ or any game force

2♦ weak M or flat 22-23

2♥ ♥ + m or ♥ + ♠ weak

2♠ ♠ + m or ♠ + ♥ strong

2NT 20-21HCP

3NT Specific Ace ask

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X & XX to 3S	Negative DBL thru	4♥
	Responsive DBL thru	4♥

Jump overcalls 6-10 (9-12 opp partner's pass) Unusual NT Lowest two unbid suits

1NT overcall: (immediate) 15-18HCP (re-opening) 11-14HCP

Immediate cue: (minor) Both Majors 5/5 (Major) Other Major + a minor 5/5

Over: Weak Twos X=16+HCP, NT to play Opening Threes X=Takeout, NT to play

Opponent's transfers X = transfer suit, bidding implied suit = t/o

Opponent's 1NT X=upper of range; 2♣=Ms; 2♦=long M; M = M+m 4/4 either way

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 6+HCP, 4+♦	2♦ 12+ HCP, 5+♣	3♦ Splinter
	1♥ 6+HCP, 4+♥	2♥ 5-9HCP, 5♠/4♥	3♥ Splinter
	1♠ 6+HCP, 4+♠	2♠ 10-11HCP, 5♠/4♥	3♠ Splinter
	1NT 6-9HCP no 4♥/♠	2NT 10-12HCP, no4♥/♠	3NT To Play
	2♣ 10-11HCP, 5+♣	3♣ 6-9HCP, 5+♣	4♣ MSKC
other			
1♦	1♥ 6+HCP, 4+♥	2♥ 5-9HCP, 5♠/4♥	3♥ Splinter
	1♠ 6+HCP, 4+♠	2♠ 10-11HCP, 5♠/4♥	3♠ Splinter
	1NT 6-9HCP, no4♥/♠	2NT 10-12HCP, no4♥/♠	3NT To Play
	2♣ 10+HCP, 4+♣	3♣ 12+HCP, 5+♦	4♣ Splinter
	2♦ 10-11HCP, 4+♦	3♦ 6-9HCP, 5+♦	4♦ MSKC
other			
1♥	1♠ 6+HCP, 4+♠	2♥ 8-9HCP, 3♥	3♦ 10-11HCP, 4+♥
	1NT 6-9 HCP	2♠ 10-11HCP, 3♥	3♥ 0-6HCP, 4+♥
	2♣ 10+HCP 4+♣	2NT 12+HCP, GF 4+♥	3♠ Splinter
	2♦ 10+HCP 4+♦	3♣ 6-9HCP, 4+♥	3NT To Play
other	4♣/4♦ = Splinter		
1♠	1NT 6-9HCP	2♠ 8-9HCP, 3+♠	3♥ 10-11HCP, 3♠
	2♣ 10+HCP 4+♣	2NT 12+HCP, GF 4+♠	3♠ 0-6HCP, 4+♠
	2♦ 10+HCP 4+♦	3♣ 6-9HCP, 4+♠	3NT To Play
	2♥ 10+HCP 5+♥	3♦ 10-11HCP, 4+♠	4♣ Splinter
other	4♦/4♥ = Splinter		
1NT	3♣ ms weak 5-5	3♠ Ms strong 5-5	4♦ MSK
	3♦ ms strong 5-5	3NT To Play	4♥ to play
	3♥ Ms weak 5-5	4♣ Gerber	4♠ to play
other	super accept of M: 2NT = Max,4, 3M = min 4.		
2♣	2♦ Waiting	2NT Positive, 5+♥	3♥
	2♥ 0-4HCP, denies A or K	3♣ Positive, 5+♣	3♠
	2♠ Positive, 5+♠	3♦ Positive, 5+♦	3NT 10+HCP
other			
2♦	2♥ POC	3♣ To Play, no M fit	3♠ POC
	2♠ POC	3♦ To play, no M fit	3NT To Play
	2NT Strong inquiry	3♥ POC	4♣ MSKC
other	2♦ - 2NT - 3♣ = better H, 3♦ = better ♠, 3♥ weak ♥, 3♠ = weak ♠		

Notes 1M - 2NT - 3♣=min (11-12), 3♦=non-min no short, 3♥ - non-min sing, 3♠ - non-min void, next suit up asks: High, middle, low
 1♥ - 2NT - 3♦ - 3♥ - 3♠ = sing ♠, 3NT=sing ♦, 4♣ = sing ♣

2♥	2♠ POC	3♦ To play	3NT To play
	2NT Enquiry	3♥ To play	4♣ Splinter
	3♣ To play	3♠ Splinter	4♥ To Play
other	2♥ - 2NT - 3m = weak ♥+m, 3♥ = weak Ms, 3♠ = str ♥+♠, 3NT = str ♥+♦		
2♠	2NT Enq	3♥ To play	4♣ Splinter
	3♣ POC	3♠ to play	4♥ To Play
	3♦ To play	3NT To play	4♠ To Play
other	2♠ - 2NT - 3m = weak ♠+m, 3♠ = str Ms, 3♠ = str ♠+♣, 3NT = str ♠+♦		
2NT	3♣ Puppet Stayman	3♠ tr to ms	4♦ k/card
	3♦ Transfer to ♥	3NT to play	4♥ to play
	3♥ Transfer to ♠	4♣ k/card	4♠ to play
other			

9. CONVENTIONS

Unusual NT: 5/5 minors or lowest unbid suits 5/5

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=Trf 2♦. 2♦=GF

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = t/o with Lebensohl

RCO style 2-s

Other 2-s

Defence (1♣) : Twerp at any level

to (1♦ prec) 2♦ = Ms 5-5

strong (2♣) :

1♣ / 2♣ ♦

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

Lebensohl over 1NT (2x) and over (2x) X

1NT (X) P=play, XX = bid ♣; 2♣/2♦/2♥ = transfers

3NT : 4♣=0, 4♦/♥/♠=A, 4NT=♠+♦, 5♣=♣ A, 2♦=Ms, 5♥=♥+♦, 5♠=♠+♦