

4. BASIC RESPONSES

Jump raises - minors	INV	10-12	5+C; 4+D
Jump raises - Majors	INV	10-12	3+ H/S
Jump shifts after minor opening	WK	6-10	6+ card suit
Jump shifts after Major opening	Reversed Bergen		
Responses to strong 2 suit open.	0-7: 2D wait; 8+: 5+ S-SOL 2H/S or 3C/D; 2NT BAL		
Responses to 2NT opening	Same as 1NT, less points		

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4 th Highest	
From 4 small	Highest	
From 3 cards (no honour)	MUD (middle up down)	
In partner's suit	As above	
Discards	Low encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Low encourage in suit	count in NT (low-high = ♠)
Notes	Signals opening lead and first discard only.	

6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB	14 30	Quantitative ask in NT.
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	First round control (Void or Ace)

7. OTHER CONVENTIONS

Cue Raise 10+ w/ a fit (first non-Pass bid)	Michaels Cue bids
Cue Bid asking for Stopper	Reverses (16+)
Artificial Game Try in Competitive Auction	Reversed Bergens
2NT Jacoby Raise	Smolen
4NT Quantitative	1NT (X) P* - escape

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1Suit (X) XX - shows points, no fit, further doubles are possible

Two-way checkback

Multi-Landy after interference over 1NT



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 1172506 Maxwell Mein Ashurst
& Names: 1007106 Dev Shah

Basic System: 5 Card Major

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 12+ HCP	3+♣	1♥ 12+ HCP	5+H
1♦ 12+ HCP	4+D	1♠ 12+ HCP	5+♠
1NT 15-17 HCP BAL		may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman, INV, can be Garbage Stayman		
2♦ 8+ Points	5+H TRF	2♠ 8+ Points	5 Card Minor Pass/Correct
2♥ 8+ Points	5+S TRF	2NT 8-9 Points, INV	
(Dbl) -	other -		

2♣ FG	20+ HCP UNBAL	OR	23+ HCP BAL
2♦ WK	6-10 HCP	6+D	
2♥ WK	6-10 HCP	6+H	
2♠ WK	6-10 HCP	6+♠	
2NT STR	20-22 HCP BAL	3NT Gambling, Strong Minor	
other			

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout; Power; Negative
Negative DBL thru 3S
Responsive DBL thru 3S

Jump overcalls 6-10 HCP 6+ suit Unusual NT 5/5 in lowest unbid suits 10-11

1NT overcall: (immediate) 15-18 HCP BAL (re-opening) 15-17 HCP BAL

Immediate cue: (minor) 6+ HCP 5+/5+ H/S (Major) 6+ HCP 5+/5 OM/m

Over: Weak Twos 12+ T/O DBL or O/C Opening Threes 14+ T/O DBL or O/C

Opponent's transfers NAT

Opponent's 1NT 2C: 10-15 HCP, 5/4 or better in Majors. 2D: 10-15 HCP, 6+ Major

2H: 10-15 HCP, 5H, 4+minor. 2S: 10-15 HCP, 5S, 4+minor. 2NT: 8-15 HCP, 5/5 minors

DBL: 16+ Penalties

