

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-10 HCP, 5+♣, 4+♦
Jump raises - Majors	Limit: 10-12 HCP, 3+ cards
Jump shifts after minor opening	Game force, Stopper ask in bid suit, Denies 4♥ and 4♠
Jump shifts after Major opening	Weak, 3-7 HCP 6+ suit
Responses to strong 2 suit open.	2♦ = less than 8pts, Others = 8+ HCP, 5+ card suit, NAT
Responses to 2NT opening	3♣ = Puppet Stayman; 3♦ = Transfer ♥; 3♥ = Transfer ♠

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th Highest	4th highest
From 4 small	Attitude	
From 3 cards (no honour)	MUD	
In partner's suit	Same as above	
Discards	Low Encourage	
Count	Low-High = Even (Reverse)	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	{When is Gerber used?}
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 14/30	Quantitative in NT
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	1st Round Controls
5NT: Number of Kings	
Queen Ask	

7. OTHER CONVENTIONS

Two-way checkback	After minor fit, change of suit is stopper ask
Cue raise 10+ with fit (first non-pass)	4th suit forcing to game, stopper ask
Cue ask for stop (minor fit/successive bid)	2♣ - 2X - Jump: Set Trump suit
2NT Jacoby Raise 4 card support 12+ HCP,	
2NT Strong INQ after weak 2	

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4-Level splinters over 1M opening to show 4 card support

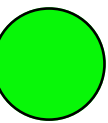
1♣-3♦ and 1m-3M: Splinter GF

After major fit, jump shift is splinter GF



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1006746	Diya Shah
& Names:	1007106	Dev Shah
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

1♣ (11)12-19 HCP, 3+♣	1♥ (11)12-19 HCP, 5+♥
1♦ (11)12-19 HCP, 3+♦	1♠ (11)12-19 HCP, 5+♠
1NT 15-17 Semi-Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ Transfer ♥	2♠ Transfer ♣/♦
2♥ Transfer ♠	2NT Invite to game
(Dbl) XX to escape, Pass is to play	other

2♣ 23+ BAL, 20+ UNBAL, any game force	
2♦ Weak, 6-10 HCP, 6+♦	
2♥ Weak, 6-10 HCP, 6+♥	
2♠ Weak, 6-10 HCP, 6+♠	
2NT 20-22 Semi-Balanced	3NT Gambling, solid minor
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout; Support; Negative; Power; Lead Directing	Negative DBL thru 3♣
{E.g. Support Doubles and Redoubles }	Responsive DBL thru 3♣
Jump overcalls 6-10 HCP, 6+ Suit (NAT)	Unusual NT Two lower unbid suits
1NT overcall: (immediate) 15-18 HCP, Semi-Balanced	(re-opening) 15-17 HCP, Semi-Balanced
Immediate cue: (minor) Michaels 5/5 Majors, 8+ HCP	(Major) 5 other Major & 5 of a minor
Over: Weak Twos 2NT 16-18; X T/O w LEB	Opening Threes O/C all NAT, T/O DBL
Opponent's transfers DBL shows transfer suit, Cue = Takeout implied suit	
Opponent's 1NT 2♣: 5+/4+ ♥/♠, 10-15 HCP	2♦: 6+ ♥ or ♠, 10-15 HCP
2M: 5+ cards bid suit and 4+ ♣ or ♦, 10-15 HCP	2NT: 5+/5+ ♣/♦, 8-15 HCP
DBL: 15+ PEN	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 4+ HCP 1♥ 4+♥, 4+ HCP 1♠ 4+♠, 4+ HCP 1NT 6-10, Denies 4♥/4♠ 2♣ INV 5+♣, 11+ HCP other	2♦ 12+,stp ask,denies 4M 2♥ 12+,stp ask,denies 4M 2♠ 12+,stp ask,denies 4M 2NT 11-12, Denies 4♥/4♠ 3♣ WK 5+♣, 6-10 HCP 3♦ 12+,stp ask,denies 4M 2♥ 12+,stp ask,denies 4M 2♠ 12+,stp ask,denies 4M 2NT 11-12, Denies 4♥/4♠ 3♣ 12+,stp ask,denies 4M 3♦ WK 4+♦, 6-10 HCP 3♥ 4+♦, SPL in ♥, GF 3♠ 4+♦, SPL in ♠, GF 3NT 13+, Denies 4♥/4♠ 4♣ 4+♦, SPL in ♣, GF 4♦ WK 6+♦	3♦ 5+♣, SPL in ♦, GF 3♥ 5+♣, SPL in ♥, GF 3♠ 5+♣, SPL in ♠, GF 3NT 13+, Denies 4♥/4♠ 4♣ WK 7+♣ 3♥ 4+♦, SPL in ♥, GF 3♠ 4+♦, SPL in ♠, GF 3NT 13+, Denies 4♥/4♠ 4♣ 4+♦, SPL in ♣, GF 4♦ WK 6+♦
1♥ 1♠ 4+♠, 6+ HCP 1NT 6-10, Denies 3♥ 2♣ 5+♣, Denies 4♠ 2♦ 5+♦, Denies 4♠ other 4♣/4♦: Splinter, GF, 4+♥, 13+ HCP, Singleton/void in bid suit	2♥ 3+♥, 6-10 HCP 2♠ 6+♠, 4-7 HCP 2NT 4+♥, 13+ HCP, GF 3♣ 6+♣, 4-7 HCP 3♦ 6+♦, 4-7 HCP 3♥ 3+♥, 6-10 HCP 2♠ 6+♠, 4-7 HCP 2NT 4+♥, 13+ HCP, GF 3♠ 6+♠, 4-7 HCP 3NT NAT	3♦ 6+♦, 4-7 HCP 3♥ 3+♥, 10-12 HCP 3♠ 4+♥, SPL in ♠, GF 3NT NAT 3♥ 6+♥, 4-7 HCP 3♠ 3+♠, 10-12 HCP 3NT NAT 4♣ SPL, GF, 4+♠, 0-1♣
1♠ 1NT 6-10, Denies 3♠ 2♣ 5+♣, 6+ HCP 2♦ 5+♦, 6+ HCP 2♥ 5+♥, 6+ HCP other 4♦/4♥: Splinter, GF, 4+♠, 13+ HCP, Singleton/void in bid suit	2♠ 3+♠, 6-10 HCP 2NT 4+♠, 13+ HCP, GF 3♣ 6+♣, 4-7 HCP 3♦ 6+♦, 4-7 HCP 3♥ 6+♥, 4-7 HCP 3♠ 3+♠, 10-12 HCP 3NT NAT 4♣ SPL, GF, 4+♠, 0-1♣	3♥ 6+♥, 4-7 HCP 3♠ 3+♠, 10-12 HCP 3NT NAT 4♣ SPL, GF, 4+♠, 0-1♣
1NT 3♣ Puppet Stayman 3♦ 5+♦, 16+ HCP, Slam 3♥ 5+♥, 16+ HCP, Slam other	3♠ 5+♠, 16+ HCP, Slam 3NT 10+ HCP, to Play 4♣ Texas TRF to ♥	4♦ Texas TRF to ♠ 4♥ Slam try ♥ 4♠ Slam try ♠
2♣ 2♦ 0-7 HCP, Waiting 2♥ 5+♥, 8+ HCP 2♠ 5+♠, 8+ HCP other	2NT 8+ HCP, no 5 card suit 3♣ 5+♣, 8+ HCP 3♦ 5+♦, 8+ HCP 3♥ N/A 3♠ N/A 3NT N/A	3♥ N/A 3♠ N/A 3NT N/A
2♦ 2♥ 6+♥, to Play 2♠ 6+♠, to Play 2NT INQ, 16+ HCP other 4♦: 4+♦, WK	3♣ 5+♣, GF 3♦ 3+♦, WK 3♥ 5+♥, GF 3♠ 5+♠, GF 3NT To Play 4♣ 3+♦, SPL in ♣, GF	3♠ 5+♠, GF 3NT To Play 4♣ 3+♦, SPL in ♣, GF

Notes

2♥ 2♠ 6+♠, to Play 2NT INQ, 16+ HCP 3♣ 5+♣, GF other	3♦ 5+♦, GF 3♥ 3+♥, WK 3♠ 5+♠, GF 3♥ 5+♥, GF 3♠ 3+♠, WK 3♦ 5+♦, GF 3NT To Play 4♦: 3+♠, SPL in ♦, GF 3♠ TRF to ♣/♦ 3NT To Play 3♥ TRF to ♠ 4♣ Texas TRF to ♥ other	3NT To Play 4♣ 3+♥, SPL in ♣, GF 4♥ 4+♥, WK 4♣ 3+♠, SPL in ♣, GF 4♥ 3+♥, SPL in ♥, GF 4♠ 4+♠, WK 4♦ Texas TRF to ♥ 4♥ Slam try ♥ 4♠ Slam try ♠
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9. CONVENTIONS

Unusual NT: 5+/5+ Lower two unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback, bid up the line

Defence to 3NT opening

Defence to Opening Twos 12+ T/O DBL with LEB; 14+ 5 card suit O/C

Multi 2♦ X shows 16+ HCP, O/C 12+ HCP, 5 card suit (NAT)

RCO style 2-s X shows 16+ HCP, O/C 12+ HCP, 5 card suit (NAT)

Other 2-s

Defence (1♣): N/A		
to		
strong (2♣): N/A		
1♣ / 2♣		

Over 1NT Interference Lebensohl, X = Takeout, Bid = NAT (2 WK, 3 GF), Cue = Stop ask

Lebensohl - other uses (2X) DBL (P) 2NT: Lebensohl to show WK/INV/Stop

Take out of 4 level pre-empts 4♣/4♦ X = Takeout

4♥ X = Takeout 4♠ X = Values

10. OTHER NOTES

Lebensohl: Suit below theirs = WK, to play; Suit above theirs = INV; Cue = Stopper Show puppet stayman, Texas transfers, Ogust