

4. BASIC RESPONSES

Jump raises - minors	0-6p, 5+ support
Jump raises - Majors	0-5p, 4/5 support
Jump shifts after minor opening	2M = Long suit, 4-7p except 1♦-2♥ = Inv with ♣5+; 1♣-2♦=raise
Jump shifts after Major opening	1M-3♣ & 1M-3♦=natural, nf 1♠-3♥ & 1♥-2♠ = ♦5♣5, FG
Responses to strong 2 suit open.	(2♣) Suit = natural, enc 2N= 10+p, flat; 2♦= the rest
Responses to 2NT opening	3♦ = enquiry, 3N=contract, 3♥/4♥ to play Other = correctible

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A Q attitude K count	A Q attitude K count(unblock)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	2nd highest	2nd highest
In partner's suit	top if supported	top if supported
Discards	reverse attitude	reverse attitude
Count	reverse present count *	reverse present count *
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	reverse Smith Peters(NT); reverse count(discretion); some suit pref	
Notes	second and later discards are count	

* natural present count when returning partner's lead

JT9 leads in mid game show 0|2 higher honours

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0341 PODI 4♣ Gerber when?

Slam Notes When minor agreed, 4♦=RKCB; 4♣ asks for cue bids

Cue Bids 1st or 2nd

Asking Bids After reply to RKCB

7. OTHER CONVENTIONS

xyz (1x 1y 1z/1N) 2C=puppet 2D=FG	transfers after jump 2N rebid
adapted lebensohl	relay to short suit try after 2M raise
good/bad 2N	Long (help) suit tries
support X (to 2M mostly)(to 3♦ some)	

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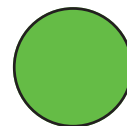
Reopening X by O mandatory to 3♦ with shortage

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	33642	Ron
& Names:	20915	Jon
		2016Dec
Basic System:	Standard with Variations	
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

1♣ ♣3+ 11+p 1♥ ♥5+ 11+p

1♦ ♦3+ 11+p 1♠ ♠5+ 11+p

1NT 15-17p may contain 5 card Major

1NT Responses 2♣ Asks for 5 card major and min/max

2♦ transfer ♥5+ 2♠ transfer ♣5+

2♥ transfer ♠5+ 2NT transfer ♦5+

other 3 suit = 0-1 in next suit up (3♠ = short in ♣)

2♣ Strong or 20-21p flat

2♦ Weak 2 in Major (6 card suit, <opening, typically 6-10p) OR 22-23p flat

2♥ 5+/5+ <opening bid (typically 6-10p) ♥ & ♣ OR ♥ & ♠

2♠ 5+/5+ <opening bid (typically 6-10p) ♠ & ♦ OR ♠ & ♣

2NT 5+/5+ <opening bid ♥ & ♦ 3NT Specific Ace Ask

other

2. PRE-ALERTS

3rd seat 2 openings are wider range 2C response to 1M is artificial invitational

transfer responses to 1C opening 2D response to 1M is artificial GF

1M-3minor is natural and nf

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 6♥ Jump overcalls Cheapest = Next 2 suits; Other=intermediate

Responsive doubles through 6♥ Unusual NT Non touching unbid suits 5+/5+

1NT overcall - immediate (15)16-18p Immediate cue of minor Next 2 suits 5+/5+

1NT overcall - re-opening 11-14p Immediate cue of Major Next 2 suits 5+/5+

Over weak twos X = takeout 4m=m&M Over opening threes X = takeout 4m=m&M

Over opponent's 1NT 2♣ =H & minor OR H&S5 2♦ = S & minor or S4H5 or S5H6

2N = ♦5♣5 OR GF any 5/5 X = penalty

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ transfer ♥4+	2♦ Raise 7-9p	3♦ Raise, splinter
1♥ transfer ♠4+	2♥ 6(+) suit, 0-6p	3♥ Raise, splinter
1♠ art, ♦4+; M4 only if FG	2♠ 6(+) suit, 0-6p	3♠ Raise, splinter
1NT natural, M<4, 6-10p	2NT natural, M<4, 11-12p	3NT natural, M<4, 13-15p
2♣ Raise 10+p	3♣ Raise 0-6p	4♣ Raise, pre-emptive
other		
1♦ 1♥ natural	2♥ Inv ♣5+	3♥ Raise, splinter
1♠ natural	2♠ 6(+) suit, 0-6p	3♠ Raise, splinter
1NT natural, M<4, 6-9p	2NT natural, M<4, 11-12p	3NT natural, M<4, 13-15p
2♣ natural	3♣ Raise 7-9p	4♣ Raise, splinter
2♦ Raise 10+p	3♦ Raise 0-6p	4♦ Raise, pre-emptive
other splinters are 13+p		
1♥ 1♠ natural	2♥ Raise ♥=3, 6-9p	3♦ natural, nf
1NT natural, M<4, 6-9p	2♠ FG ♦5+♣5+	3♥ Raise ♥4/5, 0-5p
2♣ art; invitation any 10/12	2NT Raise ♥4+, 6-13p	3♠ Raise, splinter
2♦ art; FG any 13+	3♣ natural, nf	3NT Raise, splinter in ♦
other 4♣ Raise, splinter	4♦ Raise, ♦ void	splinters = 10-13p
1♠ 1NT natural, nf, 6-9p	2♠ Raise ♠=3, 6-9p	3♥ FG ♦5+♣5+
2♣ art; invitation any 10/12	2NT Raise ♠4+, 6-13p	3♠ Raise ♠4/5, 0-5p
2♦ art; FG any 13+	3♣ natural, nf	3NT Raise, splinter in ♥
2♥ natural f1 ♥6+ or ♥5m5	3♦ natural, nf	4♣ Raise, splinter
other 4♦ Raise, splinter	splinters = 10-13p	4♥ = to play
1NT 3♣ ♦ splinter (444/543)	3♠ ♣ splinter (444/543)	4♦ ♠
3♦ ♥ splinter (444/543)	3NT to play	4♥ ♥
3♥ ♠ splinter (444/543)	4♣ ♥	4♠ ♠
other		
2♣ 2♦ 0-9p or waiting	2NT 10+p flat	3♥ natural, solid suit
2♥ natural positive	3♣ natural positive	3♠ natural, solid suit
2♠ natural positive	3♦ natural positive	3NT
other 4m natural, solid suit (missing A or AK)		
2♦ 2♥ correctible	3♣ natural, encouraging	3♠ correctible
2♠ correctible	3♦ natural, encouraging	3NT natural
2NT enquiry	3♥ correctible	4♣ sets ♣, f
other 4♦ sets ♦, f		

Notes

2♥ 2♠ correctible	3♦ natural, f1	3NT to play
2NT enquiry (Inv+)	3♥ to play	4♣ sets ♣, f
3♣ correctible	3♠ correctible	4♥ to play
other 4♦ sets ♦ f correctible; O corrects to the lower of the two suits		
2♠ 2NT enquiry (0+p)	3♥ to play, long ♥	4♣ sets ♣
3♣ to play, long ♣	3♠ to play	4♥ to play
3♦ to play, long ♦	3NT to play	4♠ to play
other		
2NT 3♣ enquiry (Inv+)	3♠ natural, f	4♦ o play
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ sets ♣, f	4♠ to play
other		

9. CONVENTIONS

Unusual NT: 2 non touching unbid suits 5+/5+ (♦♠ over 1C or 1H) (♣♥ over 1D or 1S)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♦ checkback: show shape up the line (2N=any 4333)

Defence to 3NT opening X=strong (next X=takeout) 4♦=♥ & longer ♠ 4♣=♥&♠

Defence to Opening Twos X=takeout 2NT=15-18p flat 4m=(Leaping) Michaels

Multi 2♦ X=overcall in M; 2♥/2♠ = takeout of ♥/♠ 2NT=15-18p flat 4m=m5&M5

RCO style 2-s X=Cards (next X=t/o, next X=Pen); 2NT=15-18p flat; 4m=m5&M5

Other 2-s X=Cards (next X=t/o, next X=Pen); 2NT=15-18p flat; 4m=m5&M5

Defence to	1♣ : X=♣, Two suiters: 1N=Other; 2♣=Rank; 2♦=Colour; 2M=M6, 9-12p
strong	After 1♣ P 1♦: X=♦; 1N=♣ 2M=M6, 9-12p Two suiters: 2♣/2♦/2N=R/C/O
♣	2♣ : X=♣, Two suiters: 2N=Other; 3♣=Rank; 3♦=Colour; 3M=M(6)7, 9-12p
	After 2♣ P 2♦: X=♦; 2N=♣ 2M=M6, 9-12p Two suiters: 3♣/3♦/3N=R/C/O

Over 1NT Interference Lebensohl adapted (good/bad 2N)

Lebensohl - other uses when competing over 2 level bids/openings

Take out of 4 level pre-empts 4♣/4♦ Double & 4NT

4♥ Double & 4NT 4♠ 4NT & Double (both pass & bid normal)

10. OTHER NOTES