

4. BASIC RESPONSES

Jump raises - minors	weak, 5+ cards, about 5-8
Jump raises - Majors	weak, 4+cards, about 5-7
Jump shifts after minor opening	strong, JS to other minor = limit raise+
Jump shifts after Major opening	2♠ strong; 3♣=4+sup, 8-13; 3♦=3c sup 10-12; 3♥=8-10, 6+♥s
Responses to strong 2 suit open.	2♦=5-8; 2♥=0-4; 2♠=9+ higher=6+suits, trfrs
Responses to 2NT opening	3♣=Stayman, transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	overlead
Four or more with an honour	4th	4th
From 4 small	2nd or 4th	2nd
From 3 cards (no honour)	MUD	Top or Bottom
In partner's suit	top=weak	top=weak
Discards	if high=enc, mostly low cards	if high=enc, mostly low cards
Count	high=even	high=even
Signal on partner's lead:	high=enc, nat count & SP	high=enc, nat count & SP
Signal on declarer's lead:	high=even, nat SP	
Notes	King Vs pre-empt or 4+ level contract wants count.	

6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB	1430	Gerber 04,1,2,3
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	minor suit KCB in some situations
3NT slam serious if M set in a GF auction				

7. OTHER CONVENTIONS

CTP doubles	Raise 1NT response to 2NT =GF
Lebensohl over oppo 2M	Leaping Michaels
Over Trf responses: dbl=bid suit, cue=TO	We open 1M, you bid, 2♣/♦/♥ = F1(not GF)
Blackout after a Reverse	Two way Checkback (but 2♦ nat if PH)
2♣/2♦ Drury	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	27219	Cathryn Herden
& Names:	61107	Matthew Thomson
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♣	3+	1♥	5+
1♦	4+ unless 4-4-3-2	1♠	5+
1NT	(14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Stayman (3♣/3♦ response = 6c suit)
2♦ Trf ♥	2♠ Trf ♣
2♥ Trf ♠	2NT Trf ♦
(Dbl) Same if Art, XX says bid 2♣ if pen.	other 3♣=PS, 3♦=4-1 Ms; 3M=frag, 4♣=G'r

2♣	Any game force
2♦	Weak, 6-9 HCP, 6+♦
2♥	Weak, 6-10 HCP, 6♥
2♠	Weak, 6-10 HCP, 6♠
2NT	20-22 balanced
3NT	6♥s+5♠s, min opening strength
other	

2. PRE-ALERTS

(1♣) dbl = often weak NT or ♣s	
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3. COMPETITIVE BIDS / OVERCALLS

Doubles	CTP, Support Doubles & Redoubles up to 2-of-suit	Negative DBL thru	4♣
		Responsive DBL thru	4♠
Jump overcalls	weak, sound if vul	Unusual NT	lower unbid suits
1NT overcall: (immediate)	15-18	(re-opening)	11-14 v 1m; 14-16 v 1M
Immediate cue: (minor)	2♣=5/4+ Ms; 2♦=5+♥/4♠	(Major)	4oM&5+m
Over: Weak Twos	4♣,4♦ Leap Mich	Opening Threes	Dbl = takeout
Opponent's transfers	cue M=4oM&5+m; dbl=strength in transfer suit if 15+NT		
Opponent's 1NT	X=♥+m; 2♣=Ms; 2♦=♠+m; 2NT=ms		
We open or overcall, they bid, single JS are fit showing, double JS (not game) are spl's.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦ 1♥ 5+ HCP, 4+♥ 1♠ 5+ HCP, 4+♠ 1NT 6-10 2♣ 4+♣s, GF other	2♦ 5+♣s, 9-11+, unbal'd 2♥ 6+♥ strong 2♠ 6+♠ strong 2NT 11-12 bal, no M 3♣ 5-8 HCP, 5+♣s	3♦ spl 3♥ spl 3♠ spl 3NT 13-16 bal, no M 4♣ pre-emptive
1♦ 1♥ 5+ HCP, 4+♥ 1♠ 5+ HCP, 4+♠ 1NT 6-10 2♣ 4+♣s, GF 2♦ 4+♦s, GF other	2♥ 6+♥ strong 2♠ 6+♠ strong 2NT 11-12 bal, no M 3♣ 5+♦s, 9-11+, unbal'd 3♦ 5-9 HCP, 5+♦s	3♥ spl 3♠ spl 3NT 13-16 bal, no M 4♣ spl 4♦ pre-emptive
1♥ 1♠ 5+ HCP, 4+♠ 1NT NF, 6-11(12) 2♣ 4+♣s, GF 2♦ 4+♦s, GF other 4♣ spl, 11-13	2♥ 5-10, now 2NT=GF 2♠ 6+♠ strong 2NT Jacoby, 4+♥s, 14+ 3♣ 4+♥s, 8-13	3♦ 3♥s, 10-12 3♥ 4+♥s, 4-7 3♠ spl, 11-13 3NT spl(♦), 11-13
1♠ 1NT NF, 6-11(12) 2♣ 4+♣s, GF 2♦ 4+♦s, GF 2♥ 5+♥s, GF other 4♦ = spl, 11-13	2♠ 5-10, now 2NT=GF 2NT Jacoby, 4+♠s, 14+ 3♣ 4+♠s, 8-13 3♦ 3♠s, 10-12	3♥ 4+♠s, 4-7 3♠ spl, 11-13 3NT spl(♥), 11-13 4♣ spl, 11-13
1NT 3♣ Puppet Stayman 3♦ 4-1in Ms, GF 3♥ frag(2+♥), GF other 4NT=invite Baron	3♠ frag(2+♠), GF 3NT TP 4♣ Gerber 04,1,2,3	4♦ Trfr to ♥ 4♥ Trfr to ♠ 4♠ Slam F Baron
2♣ 2♦ 5-8 2♥ 0-4 2♠ 9+ other	2NT 6+♣, 5+hcp in ♣ 3♣ 6+♦, 5+hcp in ♦ 3♦ 6+♥, 5+hcp in ♥	3♥ 6+♠, 5+hcp in ♠ 3♠ 3NT
2♦ 2♥ NS=F1, bid again=GF 2♠ NS=F1, bid again=GF 2NT Enquiry, game+ other To 2NT: NS=spl. Resp'rs rebid after 2NT of 4♣=slam going in opener's suit.	3♣ NS=F1, bid again=GF 3♦ TP 3♥ JS sets suit, slam int	3♠ JS sets suit, slam int 3NT 4♣ JS sets suit, slam int

Notes

2♥ 2♠ NS=F1, bid again=GF 2NT Enquiry, game+ 3♣ NS=F1, bid again=GF other To 2NT: NS=spl. Resp'rs rebid after 2NT of 4♣=slam going in opener's suit.	3♦ NS=F1, bid again=GF 3♥ TP 3♠ JS sets suit, slam int	3NT 4♣ JS sets suit, slam int 4♥
2♠ 2NT Enquiry, game+ 3♣ NS=F1, bid again=GF 3♦ NS=F1, bid again=GF other To 2NT: NS=spl. Resp'rs rebid after 2NT of 4♣=slam going in opener's suit.	3♥ NS=F1, bid again=GF 3♠ TP 3NT	4♣ JS sets suit, slam int 4♥ JS sets suit, slam int 4♠
2NT 3♣ Simple Stayman 3♦ Trf ♥ 3♥ Trf ♠ other 4NT invite Baron, 5NT forcing Baron	3♠ minors 3NT TP 4♣ 6+♣, slam	4♦ 6+♦, slam 4♥ TP 4♠ TP

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: 2♣ = invite hands(or to pass 2♦); 2♦=GF hands

Defence to 3NT opening X = start of CTP

Defence to Opening Twos X = takeout, start of CTP, now Leb if they bid 2♥/♠

Multi 2♦ X=13-15 or strong, CTP; 2NT=16-18, 4♣/4♦=LM (M=♥s)

RCO style 2-s X=13-15 or strong, CTP; 2NT=16-18, 4♣/4♦=LM (M=♥s)

Other 2-s Leb after X if they have bid 2♥/♠

Defence (1♣) : X=♥+m; 2♣=Ms; 1♦=♠+m; 1NT=♣+♦; 3♣=♣s
 to _____
strong (2♣) : X=♥+m; 3♣=Ms; 2♦=♠+m; 2NT=♣+♦; 4♣=♣s
 1♣ / 2♣ _____

Over 1NT Interference X = start of CTP; if X is pen XX says bid 2♣; X of 2♣=Stayman

Lebensohl - other uses _____

Take out of 4 level pre-empts 4♣/4♦ Dbl (4NT=TP)
 4♥ Dbl (4NT=2 suits) _____ 4♠ Dbl (4NT=2 suits)

10. OTHER NOTES

passed hand bidding: 2♣(3c) and 2♦(4c) Drury, 2NT nat, Jumps =fit showing

All jumps to game in comp are TP