

## 4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 4+ cards
Jump raises - Majors	Limit 10-12
Jump shifts after minor opening	2 level weak, 3 level splinter
Jump shifts after Major opening	2 level weak, 3 level splinter
Responses to strong 2 suit open.	2♦=0-1, 2♥=2, 2♠=3+ controls (A=2, K=1)
Responses to 2NT opening	Puppet

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A-Count K-Attitude	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 3041
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd
	1st or 2nd

## 7. OTHER CONVENTIONS

Jacoby	Lebensohl
Puppet Stayman over 2NT	Support X/XX
cue raise with values	Toxic
long suit trials	D0P1, R0P1
Blackout	

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL

MyRev. 2Oct21

Copyright © ABF 2021



AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	161063	Niek Van Vucht
& Names:	610674	Bruce Crossman
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♣	11-20p 3+	1♥	11-20p 5+
1♦	11-20p 3+	1♠	11-20p 5+
1NT	15-18p	may contain 5 card Major <input checked="" type="checkbox"/>	

### 1NT Responses 2♣ Puppet Stayman

2♦ transfer to ♥	2♠ transfer to ♣
2♥ transfer to ♠	2NT transfer to ♦
(Dbl)	other

2♣	21-22p bal., 8.5+ playing tricks or GF
2♦	<11p 6+ ♥ or ♠
2♥	<11p 5+/5+ ♥ + other
2♠	<11p 5+/5+ ♠ + minor
2NT	23-24p bal. or semi-bal.
3NT	Gambling
other	

## 2. PRE-ALERTS

Support X/XX	
over strong 2♣: X=♦s or ♥+♠	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support Doubles & Redoubles	Negative DBL thru	4♥
Balancing, Lead directing		Responsive DBL thru	4♥
Jump overcalls	weak	Unusual NT	2 lowest unbid suits
1NT overcall: (immediate)	15-18p	(re-opening)	15-18p
Immediate cue: (minor)	♠ and another	(Major)	other major and a minor
<b>Over:</b> Weak Twos	X for T/O + Lebensohl	Opening Threes	X for T/O
Opponent's transfers			
Opponent's 1NT	Toxic (see notes inside)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+p 4+	2♦ weak 6+	3♦ splinter
1♥ 5+p 4+	2♥ weak 6+	3♥ splinter
1♠ 5+p 4+	2♠ weak 6+	3♠ splinter
1NT 5-10p	2NT 10-12p no 4 major	3NT 13-15p no 4 major
2♣ 10+p 5+, no 4 major	3♣ <10p 5+, no 4 major	4♣
other		
1♦ 1♥ 5+p 4+	2♥ weak 6+	3♥ splinter
1♠ 5+p 4+	2♠ weak 6+	3♠ splinter
1NT 5-10p	2NT 10-12p no 4 major	3NT 13-15p no 4 major
2♣ 10+p 3+	3♣ splinter	4♣ splinter
2♦ 10+p 4+, no 4 major	3♦ <10p 5+, no 4 major	4♦
other		
1♥ 1♠ 5+p 4+	2♥ 5+p 3+	3♦ splinter
1NT 5-10p	2♠ weak 6+	3♥ 10-12p 3+
2♣ 10+p 3+	2NT GF raise	3♠ splinter
2♦ 10+p 4+	3♣ splinter	3NT 13-15p 2-
other		
1♠ 1NT 5-10p	2♠ 5+p 3+	3♥ splinter
2♣ 10+p 3+	2NT GF raise	3♠ 10-12p 3+
2♦ 10+p 4+	3♣ splinter	3NT 13-15p 2-
2♥ 10+p 5+	3♦ splinter	4♣ splinter
other		
1NT 3♣ slam interest	3♠ slam interest	4♦
3♦ slam interest	3NT to play	4♥ to play
3♥ slam interest	4♣	4♠ to play
other		
2♣ 2♦ 0-1 controls	2NT	3♥ 6+ positive
2♥ 2 controls (A+2, K=1)	3♣ 6+ positive	3♠ 6+ positive
2♠ 3+ controls	3♦ 6+ positive	3NT
other		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT Enquiry	3♥ pass or correct	4♣
other		

### Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT Enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT Enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ both minors	4♦ slam interest
3♦ transfer	3NT to play	4♥ to play
3♥ transfer	4♣ slam interest	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: Partner's suit

**Defence to 3NT opening**

**Defence to Opening Twos** X=15+, natural overcalls

Multi 2♦ X=15+, natural overcalls

RCO style 2-s X=15+, natural overcalls

Other 2-s X=15+, natural overcalls

**Defence** 1♣ : X strong, 1 level natural, 1NT+ Toxic (see notes)

to

**strong** 2♣ : x=♦s or M, 2 level toxic, 3♣=♣+♥, other natural

1♣ / 2♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** over weak 2s

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

4♥ X

4♠ 4NT

## 10. OTHER NOTES

1 open - X, XX=11+ no fit, 2NT=11+ with fit

3M super accept=4/5 15-16p, 2N=17-18p 4/5, other=17-18p 4 fit and 4 suit

2♣-2♦-2♥=art.GF-(2♠=0,2N=1 control)

Over NT or 2♣: 2♦=♥ or ♠+♣, 2♥=♠ or ♣+♦

Over str.NT: X=♣ or ♦+♥, 2♠=♦+♠, 2N=♣+♥

Over weak NT: X=15+, 2♠=♦+♠ or ♣+♥, 2N=♣ or ♦+♥

Over str.2♣: X=♦ or ♥+♠, 2♠=♦+♠ or ♣+♥, 2N=♣ or ♦+♥