

4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	10 plus
Jump shifts after minor opening	2H/2S - 10/11 pts 5 card suit
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	natural
Responses to 2NT opening	natural

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top	
Four or more with an honour	lowest(including 5card suit)	4th highest
From 4 small	lowest	
From 3 cards (no honour)	mud	
In partner's suit	highest	
Discards	evens encourage odd McKen	
Count	high low:even	
Signal on partner's lead:	even encourage odd McKen	
Signal on declarer's lead:	even encourage odd McKen	
Notes		

6. SLAM CONVENTIONS 4♣ Gerber yes -NT and suit

4NT: Blackwood <input type="checkbox"/>	RKCB	1430
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	

7. OTHER CONVENTIONS

splinters	
inverted minors	

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**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	749206	Anita Delorenzo
& Names:	293598	Liz Shonk
Basic System:	Standard American	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u> 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		Canapé <input type="checkbox"/>
1♣ 10+ - 2 card min	1♥ 10+ - 5 card min	
1♦ 10+ - 4 card min	1♠ 10+ - 5 card min	
1NT 15-18 no 5 card major	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ stayman(extended)		
2♦ trans to H	2♠ trans to minor	
2♥ trans to S	2NT invitational	
(Dbl) suit natural	other	

2♣ 23 + BAL or GF	
2♦ multi 2, 6-10 with 6 of either M or strong balanced 21/22	
2♥ multi 6-10 - 5 H plus 5 minor	
2♠ multi 6-10 - 5S plus 5 any other suit	
2NT both minors 6-10	3NT
other	

2. PRE-ALERTS

1C/1D - 2H/2S - 5 card suit 10/11 pts
Transfer pre-empts at the 3 level (incl 3♠ to ♣)
Inverted minors

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls weak, 6 plus	Unusual NT minors
1NT overcall: (immediate) 15-18	(re-opening) 15-18 (FOC)
Immediate cue: (minor) weak 5/5 majors	(Major) weak 5/5 major/minor
Over: Weak Twos natural	Opening Threes natural
Opponent's 1NT Modified Cappelletti: DBL penalties	
2♣=Ms; 2♦ 6 card M, 2♥=♥ and ♣ or ♦ (5+/4+); 2♠=♠ and ♣ or ♦ (5+/4+), 2NT mis (5/5)	

Doubles support doubles	Negative DBL thru	3S
	Responsive DBL thru	3S

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4 card suit	2♦ 10+ - 5 card suit	3♦ splinter
1♥ 6+ 4 card suit	2♥ 10/11pts - 5 card	3♥ splinter
1♠ 6+ 4 card suit	2♠ 10/11pts - 5 card	3♠ splinter
1NT 6-9	2NT 10/11pts no major	3NT 12/15pts-no major
2♣ 10+	3♣ 6-9	4♣ Gerber
other		
1♦ 1♥ 6+ 4 card suit	2♥ 10/11pts - 5 card	3♥ splinter
1♠ 6+ 4 card suit	2♠ 10/11pts-5 card suit	3♠ splinter
1NT 6-9	2NT 10/11pts no major	3NT 12-15pts-no major
2♣ 10+	3♣ splinter	4♣ Gerber
2♦ 10+	3♦ 6-9	4♦
other		
1♥ 1♠ 6+ 4 card suit	2♥ 6+ 3 card suport	3♦ splinter
1NT 6-9	2♠ splinter	3♥ 10+
2♣ 10+	2NT 12+support	3♠ splinter
2♦ 10+	3♣ splinter	3NT to play
other 4C gerber		
1♠ 1NT 6-9	2♠ 6-9 3 card suport	3♥ splinter
2♣ 10+	2NT 12+ support	3♠ 10+
2♦ 10+	3♣ splinter	3NT to play
2♥ 10+ - 5 card suit	3♦ splinter	4♣ Gerber
other		
1NT 3♣	3♠	4♦
3♦	3NT 10+	4♥ to play
3♥	4♣ Gerber	4♠ to play
other		
2♣ 2♦ 8+	2NT 4-7 balanced	3♥ 4-7 5 card suit
2♥ 0-4	3♣ 4-7 5 card suit	3♠
2♠ 4-7 5 card suit	3♦ 4-7 5 card suit	3NT
other		
2♦ 2♥ pass or correct	3♣ long clubs - 6+	3♠
2♠	3♦ long diamonds -6+	3NT to play
2NT 15+ inquiry	3♥	4♣
other		

Notes

2♥ 2♠ long suit	3♦ ^	3NT to play
2NT inquiry	3♥ invitational	4♣
3♣ pass or correct	3♠	4♥ to play
other		
2♠ 2NT inquiry	3♥ long suit	4♣
3♣ pass or correct	3♠ invitational	4♥ to play
3♦	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠	4♦ invitational
3♦ to play	3NT to play	4♥ to play
3♥	4♣ invitational	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round Game force

NT Checkback Priorities: N/A

Defence to 3NT opening

Defence to Opening Twos X to bid or bid 5 card suit

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : Natural

to

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ 15+-bid long suit or X

4♥ 15+ - X 4♠ 15+-X

10. OTHER NOTES

change of suit forcing
