

4. BASIC RESPONSES

Jump raises - minors	6-9hcp 5+
Jump raises - Majors	3-card invite
Jump shifts after minor opening	2M: weak 2. 1♣-2♦ and 1♦-3♣ = invite raise
Jump shifts after Major opening	3♣ = 6-9 w/4 3♦ = 10-12 w/4 oM = natural and weak
Responses to strong 2 suit open.	2♦ waiting, other = natural 8+ hcp
Responses to 2NT opening	simple stayman and transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit		
Discards	low encourage	
Count	reverse count	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	
4NT: Blackwood <input type="checkbox"/> RKCB 1430	next step-bid = Queen ask (trump suit says no)
Asking Bids <input type="checkbox"/> Cue Bids <input type="checkbox"/>	

7. OTHER CONVENTIONS

Blackout, Jacoby GF raise.	no Drury, no Lebensohl.
inverted minor GF raise	1x 1y 1NT 2-way checkback
criss-cross minor invite raise	1x 1y 2NT 3♣ checkback

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1057261	Tamara de Mel
& Names:	857998	Ailsa Peacock
Basic System:	Standard 2/1	
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, min.length, or specific meaning Canapé

1♣ 3+	1♥ 5+
1♦ 3+	1♠ 5+
1NT	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple stayman	
2♦ 5+ ♥	2♠ 6+ ♣
2♥ 5+ ♠	2NT invite
(Dbl) system on	other 3♣ = 6+ ♦

2♣ 22+ bal or any GF	
2♦ 6 cards, 5-9 hcp	2NT = strength and quality inquiry
2♥ 6 cards, 5-9 hcp	2NT = strength and quality inquiry
2♠ 6 cards, 5-9 hcp	2NT = strength and quality inquiry
2NT 20-21 bal	3NT AKQxxxx in a minor, no outside A or K
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles support X and XX.	Negative DBL thru 4♥
	Responsive DBL thru 4♥
Jump overcalls weak 6-9 HCP	Unusual NT 5+ / 5+ lowest unbid suits
1NT overcall: (immediate) 15-18 bal	(re-opening) 12-15 bal
Immediate cue: (minor) 5+ / 5+ Majors	(Major) 5+ / 5+ other Major + minor
Over: Weak Twos t/o X	Opening Threes t/o X
Opponent's transfers X shows the suit that was doubled. Bidding the opponent's suit it take-out	
Opponent's 1NT X: values 15+ hcp. 2♣: 5+ 4+ Majors. 2♦/♥/♠ natural.	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♦	2♦ criss-cross 5+♣ invite	3♦ splinter
1♥ 4+ ♥	2♥ 6+♥ <6	3♥ splinter
1♠ 4+ ♠	2♠ 6+♠ <6	3♠ splinter
1NT 6-10	2NT	3NT
2♣ 5+ ♣ GF	3♣	4♣
other		
1♦ 1♥ 4+ ♥	2♥ 6+♥ <6	3♥ splinter
1♠ 4+ ♠	2♠ 6+♠ <6	3♠ splinter
1NT 6-10	2NT	3NT 13-15 no major
2♣ 4+ ♣ GF	3♣ criss-cross 5+♦ invite	4♣ splinter
2♦ 5+ ♦ 10+	3♦	4♦
other		
1♥ 1♠ 4+ ♠	2♥ 3(4)♥ 6-9	3♦ 4♥ invite
1NT 6-11	2♠ 6+♠ <6	3♥ 3-card invite
2♣ 3+ ♣ GF	2NT 4♥ GF	3♠ splinter
2♦ 4+ ♦ GF	3♣ 4♥ 6-9	3NT 13-15 no major
other		
1♠ 1NT 6-11	2♠ 3(4)♠ 6-9	3♥ 6+♥ <6
2♣ 3+ ♣ GF	2NT 4♠ GF	3♠ 3-card invite
2♦ 4+ ♦ GF	3♣ 4♠ 6-9	3NT
2♥ 5+ ♥ GF	3♦ 4♠ invite	4♣ splinter
other		
1NT 3♣ 6+ ♦	3♠ suit setting slam try+	4♦
3♦ suit setting slam try+	3NT to play	4♥
3♥ suit setting slam try+	4♣	4♠
other		
2♣ 2♦ waiting	2NT 8+ natural	3♥
2♥ 8+ natural 5+ suit	3♣ 8+ natural 5+ suit	3♠
2♠ 8+ natural 5+ suit	3♦ 8+ natural 5+ suit	3NT
other		
2♦ 2♥ natural 5+ suit, F1	3♣ natural 5+ suit, F1	3♠
2♠ natural 5+ suit, F1	3♦ to play	3NT to play
2NT strength + quality ask	3♥	4♣
other		

Notes

2♥ 2♠ natural 5+ suit, F1	3♦ natural 5+ suit, F1	3NT to play
2NT strength + quality ask	3♥ to play	4♣
3♣ natural 5+ suit, F1	3♠	4♥
other		
2♠ 2NT strength + quality ask	3♥ natural 5+ suit, F1	4♣
3♣ natural 5+ suit, F1	3♠ to play	4♥
3♦ natural 5+ suit, F1	3NT to play	4♠
other		
2NT 3♣ simple stayman	3♠	4♦
3♦ 5+ ♥	3NT top play	4♥
3♥ 5+ ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣: weak ♦ or any invite. 2♦: any GF (show 3-card support)

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ XXX = values - t/o - penalty

RCO style 2-s

Other 2-s

Defence X majors, NT minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES