

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 4+ cards
Jump raises - Majors	Limit 10-12 HCP, 3+ cards
Jump shifts after minor opening	weak, 0-6 pts
Jump shifts after Major opening	Splinter: 0-1 cards, 3+ card support
Responses to strong 2 suit open.	
Responses to 2NT opening	Puppet Stayman, 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 highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Natural Count	
Count	High-Low = Even	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes	Mckenny when count is known	

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 1430
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
5NT king ask: bid specific king (1), bid missing king holding 2, return to suit with 0 kings
Direct 5NT GSF, Direct rasié 5M trump suit slam ask

7. OTHER CONVENTIONS

responses to 2NT GF raise	3♣ Minimum with shortage
	3♦ Minimum no shortage
	3♥ Maximum no shortage
	3♠ Maximum with shortage
	3NT BAL 15-17 5/3/3/2

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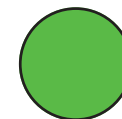
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	
& Names:	Northern Territory
Basic System:	Standard American - 5 card Majors
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+ pts, 3+ ♣	1♥ 11+ pts, 5+ ♥
1♦ 11+ pts, 3+ ♦	1♠ 11+ pts, 5+ ♠
1NT 15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ Trf ♣, or balanced invite
2♥ Transfer ♠	2NT TRF ♦
(Dbl)	other

2♣ 22+ pts Balanced, or any GF	
2♦ Weak, 6-9 HCP, 6+♦	
2♥ Weak, 6-10 HCP, 6+♥	
2♠ Weak, 6-10 HCP, 6+♠	
2NT 20-21 Balanced	3NT Gambling (side stopper allowed)
other	

2. PRE-ALERTS

Can bypass 4cM to rebid NT
NT can be semi-balanced

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support doubles,	Negative DBL thru 4♠
	Responsive DBL thru 4♠
Jump overcalls weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15-18 BAL	(re-opening) 10-14
Immediate cue: (minor) Michaels 5/5 Majors 6-10	(Major) 5 other Major & 5 minor 6-10
Over: Weak Twos Natural + Scramble	Opening Threes
Opponent's transfers Double = Lead-Directing	
Opponent's 1NT	
Weak NT - Multi Landy X - Penalty, ♣ - both Majors, ♦ - Single Suit ♥/♠ - major + minor	
Strong NT - DONT X - Single Suit, ♣/♦/♥ = Suit + higher ranking, ♠ = Spades (weak)	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 0-6 HCP, 6♦	3♦ 0-6 HCP, 7♦
1♥ 6+ HCP, 4+♥	2♥ 0-6 HCP, 6♥	3♥ 0-6 HCP, 7♥
1♠ 6+ HCP, 4+♠	2♠ 0-6 HCP, 6♠	3♠ 0-6 HCP, 7♠
1NT 6-9 HCP, BAL	2NT 10-12 HCP, BAL	3NT 13-15 HCP, BAL
2♣ 10+ HCP, 4+♣	3♣ 6-9 HCP, 4+♣ *NF	4♣
other respond in 4cM before longer minor, unless GF		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 0-6 HCP, 6♥	3♥ 0-6 HCP, 7♥
1♠ 6+ HCP, 4+♠	2♠ 0-6 HCP, 6♠	3♠ 0-6 HCP, 7♠
1NT 6-9 HCP, BAL	2NT 10-12 HCP, BAL	3NT 13-15 HCP BAL
2♣ 10+ HCP, 4+♣	3♣ 0-6 HCP, 7♣	4♣
2♦ 10+ HCP, 4+♦	3♦ 6-9 HCP, 4+♦	4♦
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9 HCP, 3+♥	3♦ 10+ HCP, Splinter (1)
1NT 8-9 HCP, BAL	2♠ 10+ HCP, Splinter (1)	3♥ Invite
2♣ 10+ HCP, 4+♣	2NT GF Raise see other	3♠ 10+ HCP, Splinter (0)
2♦ 10+ HCP, 4+♦	3♣ 10+ HCP, Splinter (1)	3NT Bal game NF
other 4m 10+ HCP, Splinter (0)		
1♠ 1NT 6-9 HCP, BAL	2♠ 6-9 HCP, 3+♠	3♥ 10+ HCP, Splinter (1)
2♣ 10+ HCP, 4+♣	2NT GF Raise see other	3♠ Game Invite
2♦ 10+ HCP, 4+♦	3♣ 10+ HCP, Splinter (1)	3NT Bal Game NF
2♥ 10+ HCP, 5+♥	3♦ 10+ HCP, Splinter (1)	4♣ 10+HCP, Splinter (0)
other		
1NT 3♣ Semi Solid ♣ invite	3♠ 0/1♠ at least 5/4 minors	4♦ RCKB♦
3♦ Semi Solid, ♦ Invite	3NT To play	4♥ To Play
3♥ 0/1♥ at least 5/4 minors	4♣ RCKB ♣	4♠ To Play
other 4NT quantitative		
2♣ 2♦ Weak or waiting	2NT 8-10 HCP, BAL	3♥ 0-6 HCP, 6+♥
2♥ 5+♥, 2/3 top honours	3♣ 5+♣, 2/3 top honours	3♠ 0-6 HCP, ^+♠
2♠ 5+♠, 2/3 top honours	3♦ 5+♦, 2/3 top honours	3NT Bal 11+
other		
2♦ 2♥ Natural, Forcing	3♣ Natural, Forcing	3♠ splinter
2♠ Natural, Forcing	3♦ NF Raise	3NT To Play
2NT SHIT*	3♥ Splinter	4♣
other		

Notes

2♥ 2♠ Natural, Forcing	3♦ Natural, Forcing	3NT To play
2NT SHIT	3♥ NF Raise	4♣ splinter
3♣ Natural, Forcing	3♠ splinter	4♥ To Play
other		
2♠ 2NT SHIT	3♥ Natural, Forcing	4♣ splinter
3♣ Natural, Forcing	3♠ NF Raise	4♥ splinter
3♦ Natural, Forcing	3NT To play	4♠ To Play
other		
2NT 3♣ Puppet stayman	3♠ 5/5 minors	4♦ RCKB ♦
3♦ trf - ♥	3NT 5♠/4♥	4♥ to play
3♥ trf- ♠	4♣ RCKB ♣	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits (weak or strong)

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos Natural, + scramble response to double

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : X = ♦/♠, 1♦ = ♦/♥, 1H = ♥/♠, ♠ = ♠/♣, 1nt = ♣/♥, 2C = ♣/♦

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES

SHIT 2NT inquiry response to weak 2: 3 level bid new suit, bid 3NT no shortage rebid opening suit with no second suit but unbalanced. (6-3-3-1)

2NT GF raise to 1M, read other conventions (7)

Fit showing jumps instead of splinter in competition