4. BASIC RESPONSES Jump raises - minors weak 0-5 (6) Jump raises - Majors A/A H/S= weak nat, other minor= supp 7-9 Jump shifts after minor opening Bergen Jump shifts after Major opening 2D=neg, 2H=any pos no good suit Responses to strong 2 suit open. Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** (or both) Versus **NoTrump** (if different) Versus Suit Sequences: Overlead, A-Attitude K-Count Leads Four or more with an honour 4th highest 2nd highest From 4 small Middle From 3 cards (no honour) In partner's suit low from 3, 2nd from 4 High Encourage **Discards** High-Low = Even Count High Encourage count suit pref Signal on partner's lead: Signal on declarer's lead: Count Notes Q lead ask for unblock J OR attitude 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber when? Blackwood 4NT: Slam Notes exclusion RKCB when obvious (3014) X Cue Bids 1st or second Asking Bids 7. OTHER CONVENTIONS minorwood After 2 suited o/call by oppo: X = GF -then splinters and mini splinters 2nd X=t/out, low cue=limit+ raise, 1NT X XX commands 2C shows single suite high suit cue = the 4th suit competitive OR GF depend on levels 1NT X 2 suit = that plus a higher www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

	STANDAN	DSISILIM	CAND
ABF Nos.	alida clark	viv wood	
& Names:			
Basic System: 2/1	except if re-bid resp	onder's minor	
Brown Sticker	Classification: Gr	een X Blue	Red Yellow
	1. OP	ENING BIDS	6
Describe strength, min	imum length, or speci	fic meaning	Canape
1♣ 3		1♥ 5+♥	
1 4 (3 if 4432)		1♠ 5+	
1NT 15(14) - 17			may contain 5 card Major
1NT Responses 2♣ 5	cd maj + range		
2♦ 5+ H (s/acc	pts: 2NT max, 3suit	=min) 2♠ 5+ C (3	3C= s/accept)
2♥ 5+ S (s/acce	epts A/A)	2NT 5+ D (3	3D=s/accept)
other 3 Any = nat	. slammish. 4C/D =	t/fr to H/S	
2 4 Any GF or 23+	ba/\l/semi-bal		
2♦ Weak Major			
2♥ weak H + C/D 5	5/5 (4 sometimes)		
2♠ weak S + C/D 5	5/5 (4 sometimes)		
2NT 20-22 bal/ sem	ni-bal	3NT gambli	ng, to play in 4th seat
other			
	2. PF	RE-ALERTS	
1NT may be semi-	bal		
	3. COMPETITI	VE BIDS / OVER	RCALLS
Negative doubles through	4S Jump overc	alls weak	
Responsive doubles through	4S Unusual NT	2 lowest	
1NT overcall - immediate	15-18	Immediate cue of minor	Majors any strength
1NT overcall - re-opening	15-18	Immediate cue of Major	Other Maj + a minor any srgth
Over weak twos X=t/out		Over opening threes	X t/out, non-leap Michaels
Over opponent's 1NT X	= pen, 2C =H+S, 2l	D=1 Major, 2H/S =	5+H/S + 4+ minor, 2NT = C+D

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

			19111,	Thirinitian length, or specific	0 1110	ag
1♣	1 🄷	4+D 5+HCP	2	7-9 HCP, 5+C	3◆	splinter, 11-14ish GF
	1♥	A/A	2	0-6(7) 6+ suit	3 Y	A/A
	1	A/A	2	A/A	3♠	A/A
	1NT	5-9 no maj	2NT	10-11 bal	3NT	12-14(15) bal 4 cd sup
	2	10+HCP, 5+C	3 -	0-7HCP, 5+C	4	pre-empt
	other					
1	1 💙	A/A	2	0-6(7)HCP 6+ suit	3 Y	splinter 11-14ish GF
	1	A/A	2	A/A	3 ♠	A/A
	1NT	5-9 no Maj	2NT	10-11 bal	3NT	12-14(15) bal 3 cd supp
	2	nat, GF unlees rebid C	3 -	7-9HCP 4+D	4	splinter GF
	2	10+HCP, 4+D	3	0-6 4+D	4	pre-empt
	other					
1 🖤	1♠	5+HCP 4+S	2	6-10 HCP 3cd supp	3	10(9) -11HCP
	1NT	5-11HCP	2	10-11HCP 3 cd supp	3 Y	0-5HCP 4+ supp
	2	nat GF unless rebid CA	2NT	12+HCP GF 4+ supp	3 ♠	8-11 splintr 4 cd supp
	2	A/A	3 ♣	6-9HCP 4+supp	3NT	12-14(15) bal 3cd supp
	other					
1♠	1NT	A/A	2	A/A	3	10-11HCP 3cd supp
	2	A/A	2NT	A/A	3	A/A
	2	A/A	3 -	A/A	3NT	A/A
	2	GF 5+ H	3	A/A	4 ♣	8-11 HCP splinter
	other					
1NT	3 ♣	GF 6+ suit slam try	3	A/A	4	t/fr to S non slammish
		A/A	3NT	to play	4	to play
	3 Y	A/A	4 ♣	T/fr to H non slammish	4	to play
	other					
2	2	neg	2NT		3	
•	2	pos no good 5 cd suit	3♣	pos 5+ suit	3 ♠	
	2	pos 5+ suit	3	A/A	3NT	
	other					
2	2	pass/correct	3♣	nat invite	3♠	pass/correct
- •	2	A/A	3	nat invite	3NT	
	2NT	Inquiry	3	pass/correct	4	
	other	,	•		1,	
Note						

	•				•
	A/A	3◆	nat invite	3NT	
2NT	Inquiry	3♥	pass/correct	4	
other					
Notes					

2			0.4		/aawaat	ONIT	to mlay
3♣ pass/correct other 2♣ 2NT inq 3♣ A/A 3♣ pre-empt 4♣ pass/correct 3♣ A/A 3♣ pre-empt 4♣ to play other 2NT 3♣ 5 cd suit ask 3♣ 5S + 4H 3NT to play 4♣ to play other 2NT 3♣ 5 cd suit ask 3♣ 5S + 4H 3NT to play 4♣ to play other 2NT 3♣ 5 cd suit ask 3♣ 5S + 4H 4♠ nat RKCB 3♣ t/fr to H 3NT to play 4♣ to play other 2NT 3♣ 5 cd suit ask 3♣ 5S + 4H 4♠ nat RKCB 3♠ t/fr to S other after 3C 3D bid majors naturally 9. CONVENTIONS Unusual NT: 2 lowest 4th Suit Forcing One round and 3rd suit F ST Checkback N Priorities: 2C=nvite, 2D = GF Defence to 3NT opening X = cards, 4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2♠ X = 14+ RCO style 2⋅s X = 14+ Other 2⋅s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♠: {Replace with your defence to strong 2♠ openings} ♣ Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♠ X 4♠ X = cards, 4NT = 2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,							to play
other 2♠ 2NT inq 3♥ nat 4♣ pass/correct 3♣ A/A 3♠ pre-empt 4♥ to play 3♠ A/A 3NT 4♠ to play 3♠ to play 3♠ t/fr to H 3NT to play 4♥ to play 3♥ t/fr to S 4♣ nat RKCB 4♠ to play 5♥ CONVENTIONS Unusual NT: 2 lowest 4th Suit Forcing One round and 3rd suit F Game force X NT Checkback N Priorities: 2C=nvite, 2D = GF Defence to 3NT opening X= cards, 4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2♠ X= 14+ RCO style 2-s X= 14+ Other 2-s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♠: {Replace with your defence to strong 2♠ openings} ♣ Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♠ X 4♠ X= cards, 4NT = 2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,						_	to play
2 2 2NT inq 3		bass/correct	36,	nat, r	ligh invite	4	to play
3♣ A/A 3♠ pre-empt 3♠ A/A 3NT 4♠ to play 3♦ t/fr to H 3NT to play 4♠ to play 3♥ t/fr to H 3NT to play 4♠ to play 3♥ t/fr to S 4♣ nat RKCB 4♠ to play 3♥ t/fr to S 6 other after 3C 3D bid majors naturally 9. CONVENTIONS Unusual NT: 2 lowest 4th Suit Forcing One round and 3rd suit F Convertions NT Checkback Priorities: 2C=nvite, 2D = GF Defence to 3NT opening X= cards, 4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2♠ X= 14+ RCO style 2-s X = 14+ Other 2-s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♠: {Replace with your defence to strong 2♠ openings} ♣ Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♠/4♠ X 4♠ X= cards, 4NT = 2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,							
A/A 3NT 4♣ to play other 2NT 3♣ 5 cd suit ask 3♣ 5S + 4H 4♠ nat RKCB 3♣ t/fr to H 3NT to play 4♥ to play 3♥ t/fr to S 4♣ nat RKCB 4♠ to play other after 3C 3D bid majors naturally 9. CONVENTIONS Unusual NT: 2 lowest 4th Suit Forcing One round and 3rd suit F Game force X NT Checkback Priorities: 2C=nvite, 2D = GF Defence to 3NT opening X = cards, 4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2♠ X = 14+ RCO style 2-s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♠: {Replace with your defence to strong 2♠ openings} Defence 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♠ X 4♠ X = cards, 4NT = 2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,		•			4	_	•
other 2NT 3♣ 5 cd suit ask 3♣ 5S + 4H 3♦ t/fr to H 3NT to play 3♦ t/fr to S 3NT to play 4♦ nat RKCB 4♠ to play 3♥ t/fr to S 3♥ t/fr to S 3NT oplay 4♦ nat RKCB 4♠ to play 4♦ to play 4	• •		_		empt		
2NT 3♣ 5 cd suit ask 3♠ 5S + 4H 3♦ t/fr to H 3NT to play 3♥ t/fr to S other after 3C 3D bid majors naturally 9. CONVENTIONS Unusual NT: 2 lowest 4th Suit Forcing One round and 3rd suit F Orenote to 3NT opening X= cards, 4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2♠ X= 14+ RCO style 2-s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♠: {Replace with your defence to strong 2♠ openings} ♣ Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♠ X 4♠ X= cards, 4NT =2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,		A/A	3N	Т		4	to play
t/fr to H 3NT to play 3 t/fr to S 4 nat RKCB 4 to play 3 t/fr to S 4 nat RKCB 4 to play 3 t/fr to S 4 nat RKCB 4 to play 5 to play 6 to play							
t/fr to S after 3C 3D bid majors naturally 9. CONVENTIONS Unusual NT: 2 lowest 4th Suit Forcing One round and 3rd suit F Defence to 3NT opening X= cards,4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2◆ X= 14+ RC0 style 2-s X= 14+ Other 2-s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♣: {Replace with your defence to strong 2♣ openings} ♣ Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4◆ X 4♠ X= cards, 4NT =2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	_						
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NT Checkback	Unusual I	NT: 2 lowes	st .				
NT Checkback X Priorities: 2C=nvite, 2D =GF Defence to 3NT opening X= cards,4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2	4th Suit F	Forcing	One round	and 3	3rd suit F		Game force
Defence to 3NT opening X= cards,4C=Majs, OR C, OR C + a maj Defence to Opening Twos Multi 2	NT Chec	kback X	Priorities: 20	C=nvite,	2D =GF		
Defence to Opening Twos Multi 2		لتنا	ng X= cards	,4C=Ma	ajs, OR C, OR	C + a ma	aj
Multi 2		-					
RCO style 2-s X = 14+ Other 2-s X = t/out of long suit option Defence 1C: X=majors, 2D = 1 major, 2H/S = that suit + a minor to strong 2♣: {Replace with your defence to strong 2♣ openings} Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♠ X 4♠ X = cards, 4NT = 2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,							
Other 2-s		2-c X= 14+	_				
Defence 1C: X=majors, 2D =1 major, 2H/S = that suit + a minor to strong 2♣: {Replace with your defence to strong 2♣ openings} ♣ Over 1NT Interference lebensohl Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♠ X 4♠ X = cards, 4NT =2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	1100 Style			ntion			
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Lebensohl - other uses after weak 2 opening by oppo and X by us Take out of 4 level pre-empts 4♣/4♦ X 4♠ X= cards, 4NT =2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	Defence to	1C: X=majo	ors, 2D =1 maj	jor, 2H/			gs}
Take out of 4 level pre-empts 4♣/4♦ X 4♠ X= cards, 4NT =2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	Defence to strong	1C: X=majo	ors, 2D =1 maj	jor, 2H/			gs}
4♥ X 4♠ X= cards, 4NT =2/3 suit t/out 10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	Defence to strong	1C: X=majo 2♣: {Re	ors, 2D =1 maj	jor, 2H/			gs}
10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	Defence to strong	1C: X=majo 2♣: {Re	ors, 2D =1 maj	jor, 2H/	ce to strong 2	'♣ openin	
10. OTHER NOTES Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	Defence to strong ••• Over 1NT Lebensol	1C: X=majo 2♣: {Re Interference	ors, 2D =1 maj place with you lebensohl es after weak	jor, 2H/s	ce to strong 2	'♣ openin	
Blackout: lowest of 4th suit or 2NT, re-bid resp Maj=F1 neg/pos,	Defence to strong * Over 1NT Lebensol Take out	1C: X=majo	ors, 2D =1 maj place with you lebensohl es after weak	ijor, 2H/s ur defen c 2 oper	ce to strong 2 ning by oppo a	♣ openin	us
	Defence to strong * Over 1NT Lebensol Take out	1C: X=majo	place with you lebensohl es after weak	ijor, 2H/s ur defen (2 oper	ce to strong 2 ning by oppo a X 4 X= cards	reposed on the second of the	us
ord suit i may or may not be nat - a raise cannot be passed	Defence to strong * Over 1NT Lebensol Take out	1C: X=major 2♣: {Re Interference hI - other use of 4 level pre	place with you lebensohl after weak e-empts	ijor, 2H/s ur defen (2 oper 4♣/4	ce to strong 2 ning by oppo a X AA X= cards	• opening ope	us
	Defence to strong A Over 1NT Lebensol Take out 4 Blackou	1C: X=major 2 : {Re} Interference hi - other use of 4 level pre X	place with you lebensohl after weak e-empts Ith suit or 2NT	ijor, 2H/s ur defen 2 oper 4 4/4	ing by oppo a X X X X cards X cards X cards	and X by us, 4NT =2 ES neg/pos,	us
	Defence to strong A Over 1NT Lebensol Take out 4 Blackou	1C: X=major 2 : {Re} Interference hi - other use of 4 level pre X	place with you lebensohl after weak e-empts Ith suit or 2NT	ijor, 2H/s ur defen 2 oper 4 4/4	ing by oppo a X X X X cards X cards X cards	and X by us, 4NT =2 ES neg/pos,	us
	Defence to strong A Over 1NT Lebensol Take out 4 Blackou	1C: X=major 2 : {Re} Interference hi - other use of 4 level pre X	place with you lebensohl after weak e-empts Ith suit or 2NT	ijor, 2H/s ur defen 2 oper 4 4/4	ing by oppo a X X X X cards X cards X cards	and X by us, 4NT =2 ES neg/pos,	us
	Defence to strong A Over 1NT Lebensol Take out 4 Blackou	1C: X=major 2 : {Re} Interference hi - other use of 4 level pre X	place with you lebensohl after weak e-empts Ith suit or 2NT	ijor, 2H/s ur defen 2 oper 4 4/4	ing by oppo a X X X X cards X cards X cards	and X by us, 4NT =2 ES neg/pos,	us