

4. BASIC RESPONSES

Jump raises - minors	1C-3C 9-11HCP 6+C 1D-3D=6-9 HCP 5+D
Jump raises - Majors	1M-3M 4-6HCP 4+ M 1M-4M to play
Jump shifts after minor opening	1m-2M 9-11HCP 6+M 1D-3C 10-2HCP 5D
Jump shifts after Major opening	1H-2S 10-12HCP 3M 1M 3C 10-12HCP 4+M , 1M-3D 7-9HCP 4M
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	Low from honour	
Discards	Low encouragement	
Count	Natural	
Signal on partner's lead:	Low encouragement	
Signal on declarer's lead:	Count	
Notes	Present Count	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Puppet Stayman after 1NT and 2NT	Odwrotka After 1C-1M 2D (18+ 3+M)
2 Way Checkback	
Jacoby 2NT	
Inv Minor Raise	
CRASH after 1C and 2C Art Strong	

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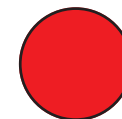
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	423394	Jodi Tutty
& Names:	2402	Bill Tutty
Basic System:	Polish Club	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 12+ HCP 0+ C	1♥ 11-17 HCP 5+H
1♦ 11-17 HCP 4+D	1♠ 11-17 HCP 5+S
1NT 15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer H	2♠ Transfer C
2♥ Transfer S	2NT Transfer D
(Dbl) T.O.	other

2♣ 11-14 5C4M or 6+C	
2♦ 5-9 5+ Major and 5+ Any	
2♥ 5-9 6+ H	
2♠ 5-9 6+ S	
2NT 21-22 HCP may have 5M	3NT Gambling solid minor no OS A or K
other	

2. PRE-ALERTS

1C 12-14 bal or 11-17 4414 or 15-17 5+ C	or 18+ any
2D 5-9 5+ Major and 5+ Any	
2C 11-14 5+ C	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4H
	Responsive DBL thru 4H
Jump overcalls Weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15 -17 HCP	(re-opening) 14-17 HCP
Immediate cue: (minor) 5+-5+ Both Majors	(Major) 5+ 5+ Other Major plus Minor
Over: Weak Twos 2N 16-18 T.O X	Opening Threes T.O. X
Opponent's transfers X shows suit Bid of transfer suit is T.O	
Opponent's 1NT	
Strong X =17+ 2C=MM 2D=M 2H= H+m 2S=S+m 2N=mm	
Weak X =14+ 2C=MM 2D=M 2H= H+m 2S=S+m 2N=mm	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-6 any or 7+ no 4M F1	2♦ 5+Diamonds GF	3♦ 9-11 6+D Good suit
1♥ 7+ 4+H F1	2♥ 9-11 6+H	3♥ 4-6 7+H
1♠ 7+ 4+S F1	2♠ 9-11 6+S	3♠ 4-6 7+S
1NT 7-10 no 4M NF	2NT 11-12 No 4M	3NT
2♣ 5+(4) Clubs GF	3♣ 9-11 6+C Good suit	4♣
other		
1♦ 1♥ 7+ 4+H	2♥ 9-11 6+H	3♥ 11-12 4+D Splinter
1♠ 7+ 4+S	2♠ 9-11 6+S	3♠ 11-12 4+D Splinter
1NT 7-10 no 4M	2NT 11-12 No 4M	3NT 13-15
2♣ 5+(4) Clubs GF	3♣ 10-12 4+D	4♣ 11-12 4+D Splinter
2♦ 4+Diamonds GF	3♦ 5-9 4+D	4♦ Pre-emptive
other		
1♥ 1♠ 7+ 4+S	2♥ 5-9 3+H	3♦ 7-9 4+H
1NT 7-12 <3H	2♠ 10-12 3H	3♥ 4-6 4+H
2♣ 5+(4) Clubs GF	2NT 4+H GF	3♠ 11-12 4+S Splinter
2♦ 15+Diamonds GF	3♣ 10-12 4+H	3NT 13-15
other 4m 11-12 4+H Spinter		
1♠ 1NT 7-12 <3S	2♠ 5-9 3+S	3♥ 10-12 3S
2♣ 5+(4) Clubs GF	2NT 4+S GF	3♠ 4-6 4+S
2♦ 5+Diamonds GF	3♣ 10-12 4+S	3NT 13-15
2♥ 15+Hearts GF	3♦ 7-9 4+S	4♣ 11-12 4+S splinter
other 4D,4H splinter		
1NT 3♣ Puppet Stayman GF	3♠ 13(45) GF	4♦ Transfer to 4S
3♦ 5+C 5+D GF	3NT To Play	4♥ Transfer to 5C
3♥ 31(45) GF	4♣ Transfer to 4H	4♠ Transfer to 5D
other		
2♣ 2♦ Art Inv	2NT Weak Raise or GF 55	3♥ GF 6+H
2♥ 7-10 5+H	3♣ 9-12 3+ clubs	3♠ GF 6+S
2♠ 7-10 5+S	3♦ 9-12 6+ Diamonds	3NT To Play
other		
2♦ 2♥ Pass or Correct to 2S	3♣ GF Transfer to 3D	3♠ Pass or Correct to 4C
2♠ Pass or Correct to min	3♦ Inv Both Majors	3NT To Play
2NT Ask for suits Inv	3♥ Pass or correct to 3S	4♣ Tfr Resp to major
other 4D Bid your major		

Notes

2♥ 2♠ GF 5+S	3♦ GF 6+D	3NT To Play
2NT Inv Art Enquiry	3♥ 3+H	4♣ 3+H Splinter GF
3♣ GF 6+C	3♠ 3+H Splinter GF	4♥
other 4D 3+H Splinter GF		
2♠ 2NT G Inv Ask for strength	3♥ GF 6+H	4♣ GF 3+S Splinter
3♣ GF 6+C	3♠ 3+S	4♥ GF 3+S Splinter
3♦ GF 6+D	3NT To Play	4♠
other 4D GF 3+S Splinter		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ Transfer to S
3♦ Transfer to H	3NT To Play	4♥ Transfer to C
3♥ Transfer to S	4♣ Transfer to H	4♠ Transfer to D
other		

9. CONVENTIONS

Unusual NT: 5+5+ Lower 2 Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2Way 2C Inv, 2D GF

Defence to 3NT opening T.O. X

Defence to Opening Twos T.O. X

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s

Defence	1C X=55 Colour, 1D= 55 Rank 1N = 55 Shape (CH or DS)
to	1C- P -1D X=55 Colour, 1N= 55 Rank 2C = 55 Shape (CH or DS)
strong	(2♣) :2C X=55 Colour, 2D= 55 Rank 2N = 55 Shape (CH or DS)
1♣/2♣	2C- P -2D X=55 Colour, 2N= 55 Rank 3C = 55 Shape (CH or DS)

Over 1NT Interference

Lebensohl - other uses After 2M interference

Take out of 4 level pre-empt 4♣/4♦ Dbl

4♥ Dbl

4♠ Dbl is Penalties

10. OTHER NOTES

Puppet Stayman after 2NT, 1C-1D-2N, 1C-1D-2D 2N