

4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	see overleaf
Jump shifts after Major opening	see overleaf
Responses to strong 2 suit open.	2D = 0-3 or 10+ HCP, any; 2H = 4-6 HCP, any; other = 7-9, transf
Responses to 2NT opening	3C = Puppet Stayman; 3D/3H = transfers; 3S =

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except Ace King	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	middle	
Discards	natural count	
Count	natural	
Signal on partner's lead:	natural count	
Signal on declarer's lead:	natural count	
Notes	Against NT if partner leads the Ace, King or Queen of a suit, low = like	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Minorwood	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	155470	Malcolm Carter
& Names:	161217	Bernie Waters
Basic System:	Standard with Transfers after 1 Club opening	
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+ HCP, 2+ clubs	1♥	11+ HCP, 5+ hearts
1♦	11+ HCP, 4+ diamonds	1♠	11+ HCP, 5+ spades
1NT	15 - 17 HCP, balanced		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦	Transfer to hearts	2♠	Transfer to clubs
2♥	Transfer to spades	2NT	Transfer to diamonds
(Dbl)		other	3C = Puppet Stayman

2♣	Game Force or near Game Force (22 - 23 HCP if balanced)		
2♦	5 - 9 HCP, weak 2 in either major		
2♥	5 - 9 HCP, 5+ hearts and 4+ either minor		
2♠	5 - 9 HCP, 5+ spades and 4+ either minor		
2NT	20 - 21 HCP, balanced	3NT	Gambling (solid minor)
other			

2. PRE-ALERTS

Over our 1 club opening our 1 level suit bids are transfers

3. COMPETITIVE BIDS / OVERCALLS

Doubles		Negative DBL thru	4 hearts
		Responsive DBL thru	4 hearts
Jump overcalls	weak	Unusual NT	lower unbid suits
1NT overcall: (immediate)	15 - 18 HCP	(re-opening)	15 - 18 HCP
Immediate cue: (minor)	both majors	(Major)	other major + a minor
Over: Weak Twos	X = take out	Opening Threes	X = take out
	Opponent's transfers	X generally shows the suit	
	Opponent's 1NT	X = penalty; 2C = both majors; 2D = single-suited in either major;	
	2H = 5+ hearts and 4+ of a minor; 2S = 5+ spades and 4+ of a minor; 2NT = both minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ hearts	2♦ 12+ HCP, 5+ diamonds	3♦ 11+ HCP shortage, raise
1♥ 5+ HCP, 4+ spades	2♥ 12+ HCP, 5+ hearts	3♥ 11+ HCP shortage, raise
1♠ 5+ HCP, no major	2♠ 12+ HCP, 5+ spades	3♠ 11+ HCP shortage, raise
1NT 12+ HCP, balanced GF	2NT 12+ HCP, bal with 5 M	3NT to play
2♣ 12+ HCP, 5+ clubs	3♣ 4-6 HCP raise	4♣ Minorwood
other		
1♦ 1♥ 5+ HCP, 4+ hearts	2♥ Game Force, natural	3♥ 11+ HCP, short spades
1♠ 5+ HCP, 4+ spades	2♠ Game Force, natural	3♠ 11+ HCP short clubs
1NT 5-10 HCP, to play	2NT balanced GF, with 5 M	3NT to play
2♣ 10+ HCP, 4+ clubs	3♣ 10 - 11 HCP, diamonds	4♣ 11+ HCP, short hearts
2♦ 5-9 HCP, raise	3♦ 4-6 HCP, diamonds	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP, 4+ spades	2♥ 5-9 HCP raise	3♦ 14+ HCP, short spades
1NT 5-9 HCP, to play	2♠ 14+ HCP, short clubs	3♥ pre-emptive raise
2♣ 10+ HCP, three way	2NT 6-13 HCP, 4 card raise	3♠ 14+ HCP, spade void
2♦ 10+ HCP, natural	3♣ 14+ HCP, short diamonds	3NT 13 - 15 bal 4 card raise
other 4C/4D = 14 + void in bid suit		
1♠ 1NT 5-9 HCP, to play	2♠ 5-9 HCP, raise	3♥ 14+, void hearts
2♣ 10+ HCP, three way	2NT 6-13 HCP, 4 card raise	3♠ pre-emptive raise
2♦ 10+ HCP, natural	3♣ 14+ HCP, short diamonds	3NT 13-15, bal 4 card raise
2♥ 14+ HCP, short clubs	3♦ 14+ HCP, short hearts	4♣ 14+ HCP, club void
other 4D = 14+ HCP, diamond void		
1NT 3♣ Puppet Stayman	3♠ minor oriented GF	4♦ Minorwood
3♦ transfer to hearts	3NT to play	4♥ to play
3♥ transfer to spades	4♣ Minorwood	4♠ to play
other		
2♣ 2♦ 0-3 or 10+ HCP, any	2NT 7-9 HCP, clubs	3♥ 7-9 HCP, spades
2♥ 4-6 HCP, any (GF)	3♣ 7-9 HCP, diamonds	3♠ 7-9 HCP, 5+ S, 4 H
2♠ 7-9 HCP, balanced	3♦ 7-9 HCP, hearts	3NT 7-9 HCP, 5+ D, 4C
other		
2♦ 2♥ pass or correct	3♣ natural, forcing	3♠ pass or correct
2♠ pass or correct	3♦ natural, forcing	3NT to play
2NT strong enquiry	3♥ pass or correct	4♣
other		

Notes 1Major P 2C is a three way bid showing either 10+ HCP with clubs; 10+ balanced; or 10+ HCP, 3 card raise.

2♥ 2♠ natural	3♦ to play	3NT to play
2NT enquiry for minor	3♥ invitational raise	4♣
3♣ to play	3♠	4♥
other		
2♠ 2NT enquiry for minor	3♥ natural	4♣
3♣ to play	3♠ invitational raise	4♥
3♦ to play	3NT to play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ minor oriented	4♦ Minorwood
3♦ transfer to hearts	3NT to play	4♥ to play
3♥ transfer to spades	4♣ Minorwood	4♠ to play
other		

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos X = takout

Multi 2♦ X = 14+ HCP balanced; 2NT = minors; other = natural

RCO style 2-s we bid suit we do not have for take out

Other 2-s X on a 1-2-3 base

Defence (1♣) : X = majors; NT = minors and overcall freely (not suicidal)

to

strong (2♣) : X = clubs

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Opponents' weak twos

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ 4NT = two place to play

10. OTHER NOTES

XYZ:

After our 1D and 1H openings and we make 3 bids at the one level,

2C = transfer to 2D either to play or to start an invitational sequence;

2D = artificial Game Force