

4. BASIC RESPONSES

Jump raises - minors	
Jump raises - Majors	Preempt
Jump shifts after minor opening	Preempt
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D = waiting, 2H/2S/3C/3D = Natural, 9+ HCP
Responses to 2NT opening	3C = Puppet Stayman, 3D/3H = transfer, 4D/4H = Texas

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	Top	2nd highest
From 3 cards (no honour)	Top	
In partner's suit	Attitude (low encourage)	
Discards	Attitude	
Count	Low even	
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count	
Notes K for count, A for Attitude		
Suit preference signals when dummy has a void or singleton in the suit, or 2nd ruff		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
5NT = Specific K ask, grand slam invite	

7. OTHER CONVENTIONS

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.		Yi Long Lai
& Names:	1173103	Aadhi Hariharan
Basic System:	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♣ 12+ HCP, 3+ C	1♥ 12+ HCP, 5+ H
1♦ 12+ HCP, 3+ D	1♠ 12+ HCP, 5+ S
1NT 15-17 HCP, Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to H	2♠ Range Finder
2♥ Transfer to S	2NT Diamond Transfer
(Dbl)	other

2♣ 22+ HCP, any shape / 17+ HCP, unbalanced, 4- losers

2♦ 11-15 HCP, 5+ H, 4+ S

2♥ 6-11 HCP, 6+ H

2♠ 6-11 HCP, 6+ S

2NT 20-21 HCP, Balanced

3NT Gambling 3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout, Support double, Lead directing double	Negative DBL thru 3S
	Responsive DBL thru 3S

Jump overcalls Preempt	Unusual NT 5-5 in Lowest unbid 2 suits
1NT overcall: (immediate) 15-18 HCP, Balanced	(re-opening) 18-19 HCP, Balanced
Immediate cue: (minor) 5-5 in majors	(Major) 5-5 in unbid major and a minor

Over: Weak Twos Natural Opening Threes Natural

Opponent's transfers Double = Lead directing, Bid = Natural

Opponent's 1NT Multi-Landy, 2C = 5-4 in majors, 2D = 6+ in a major

2H = 5+ in H and 4+ in a minor, 2S = 5+ in S and 4+ in a minor

2NT = 5-5 in minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+ D	2♦ Preempt	3♦ Preempt
1♥ 6+ HCP, 4+ H	2♥ Preempt	3♥ Preempt
1♠ 6+ HCP, 4+ S	2♠ Preempt	3♠ Preempt
1NT 6-9 HCP, Balanced	2NT 10-11 HCP, Balanced	3NT To play
2♣ 10+ HCP, 4+ C	3♣ 6-9 HCP, 5+ C	4♣
other		
1♦ 1♥ 6+ HCP, 4+ H	2♥ Preempt	3♥ Preempt
1♠ 6+ HCP, 4+ S	2♠ Preempt	3♠ Preempt
1NT 6-9 HCP, Balanced	2NT 10-11 HCP, Balanced	3NT To play
2♣ 12+ HCP, 4+ C	3♣ Preempt	4♣ Preempt
2♦ 10+ HCP, 4+ D	3♦ 6-9 HCP, 5+ D	4♦
other		
1♥ 1♠ 6+ HCP, 5+ S	2♥ 6-9 HCP, 3+ H	3♦ 10-11 HCP, 4+ H
1NT 6-11 HCP, semi-forcing	2♠ 10-11 HCP, 3 H	3♥ 0-6 HCP, 4+ H
2♣ 12+ HCP, 4+ C	2NT Jacoby 2NT	3♠
2♦ 12+ HCP, 4+ D	3♣ 7-9 HCP, 4+ H	3NT To play
other		
1♠ 1NT 6-11 HCP, semi-forcing	2♠ 6-9 HCP, 3+ S	3♥ 10-11 HCP, 3 S
2♣ 12+ HCP, 4+ C	2NT Jacoby 2NT	3♠ 0-6 HCP, 4+ S
2♦ 12+ HCP, 4+ D	3♣ 7-9 HCP, 4+ S	3NT To play
2♥ 12+ HCP, 5+ H	3♦ 10-11 HCP, 4+ S	4♣
other		
1NT 3♣ Puppet Stayman	3♠	4♦ 10+ HCP, 6+ H
3♦	3NT To play	4♥ 10+ HCP, 6+ S
3♥	4♣ 10+ HCP, 5-5 in majors	4♠
other		
2♣ 2♦ Waiting bid	2NT 10+ HCP, Balanced	3♥
2♥ 9+ HCP, 5+ H	3♣ 9+ HCP, 5+ C	3♠
2♠ 9+ HCP, 5+ S	3♦ 9+ HCP, 5+ D	3NT
other		
2♦ 2♥ To play	3♣ To play	3♠ Preempt
2♠ To play	3♦ Invite	3NT To play
2NT Game forcing	3♥ Preempt	4♣ Transfer to H
other 4D = Transfer to S		

Notes

2♥ 2♠ Natural, Forcing	3♦ Natrual, Forcing	3NT To play
2NT Ogust	3♥ 3+ H	4♣
3♣ Natural, Forcing	3♠	4♥ 15+ HCP, 3+ H
other		
2♠ 2NT Ogust	3♥ Natural, Forcing	4♣
3♣ Natural, Forcing	3♠ 3+ S	4♥
3♦ Natural, Forcing	3NT To play	4♠ 15+ HCP, 3+S
other		
2NT 3♣ Puppet Stayman	3♠	4♦ 4+ HCP, 6+ H
3♦ Transfer to H	3NT To Play	4♥ 4+ HCP, 6+ S
3♥ Transfer to S	4♣ 4+ HCP, 5-5 in majors	4♠
other		

9. CONVENTIONS

Unusual NT: 5-5 in Lowest unbid 2 suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Takeout double

4♥ Penalty

4♠ Penalty

10. OTHER NOTES

Leaping Michaels