

4. BASIC RESPONSES

Jump raises - minors	weak (0-6 HCP)
Jump raises - Majors	weak (0-6 HCP)
Jump shifts after minor opening	mini & maxi splinters
Jump shifts after Major opening	mini & maxi splinters
Responses to strong 2 suit open.	usually 2D negative
Responses to 2NT opening	3C = puppet; 3D/H = TRFs; 3S = both ms; 4 of suit = TRF (ask)

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top (A/Q asks att, K asks count)	(A asks att, K asks count)
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	lowest if unsupported	
Discards	low encourage	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count if we think it's important	
Notes if have supported partner's suit can lead top from xxx		
the 10 is treated as an honour		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	never
4NT: Blackwood <input checked="" type="checkbox"/> RKCB usually 1430 Quant if suit hasn't been agreed	
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st and 2nds up the line	
Over Minorwood, Exclusion RKCB, & jump response showing a specific m suit to 2NT	
0341 RKCB	

7. OTHER CONVENTIONS

System on after X, not after o/call	1m - 1 suit; 3NT = long minor, big
our 1m - 1M; 2M - 3M = NF	1m - 1M; 2M - 2NT = F enquiry
help suit trials	1NT - 3C = modified puppet stayman
cue raises in several situations	1NT - 2S = range probe but can have Cs
1X - 1Y; 2NT - 3C = neutral	1NT - (2C); X = stayman

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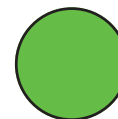
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1NT (X ART): We play system on.
1NT (X PEN): pass = nothing to say, XX = pen oriented;
others = nat
4NT opening = specific A ask



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 147664 Jenny Thompson
& Names: 147631 Diana Smart

Basic System: Standard

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 2+ suit, 11+ HCP 1♥ 5+ suit, 11+ HCP
1♦ 4+ suit, 11+ HCP 1♠ 5+ suit, 11+ HCP
1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Stayman
2♦ TRF to Hs 2♠ ART range probe, but can have Cs
2♥ TRF to Ss 2NT TRF to D
(Dbl) 3C = puppet staym, 3D = minors other 3H/S = splinter, 3 in oth M, 5-4 in ms

2♣ GF
2♦ 6 card suit, 6-9 HCP, but can vary (depending on vul & position)
2♥ 6 card suit, 6-9 HCP, but can vary (depending on vul & position)
2♠ 6 card suit, 6-9 HCP, but can vary (depending on vul & position)
2NT 20-22 HCP balish 3NT Gambling, no outside A/K
other 4NT opening = specific A ask

2. PRE-ALERTS

1M - 2C = two way (either nat or M supp) 1NT - 3C = modified puppet stayman
many splinters and mini splinters 2NT - 4 of suit = TRF to 2nd suit up
1NT - 2S = range probe but can have Cs Key card responses vary for ms & Ms

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O up to 4S Negative DBL thru 4S
support Xs & XXs Responsive DBL thru 4S
Jump overcalls weak Unusual NT 2 lower unbid suits
1NT overcall: (immediate) 15-17 (re-opening) 10-14, system on
Immediate cue: (minor) both Ms, any strength (Major) other M & m, any strength
Over: Weak Twos X with lebensohl Opening Threes X

Opponent's transfers X = lead directing, cue of shown suit = T/O, jump cue = Michaels
Opponent's 1NT 2C = both Ms; 2D = single M suit; 2H/S = 5+ M and 4+ m;
2NT = minors (5/5+).

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ Ds, 6 (5)+ HCP	2♦ 0/1 D, 10-12 or 16+	3♦ 0/1 D, 13-15 raise
1♥ 4+ Hs, 6 (5)+ HCP	2♥ 0/1 H, 10-12 or 16+	3♥ 0/1 H 13-15 raise
1♠ 4+ Ss, 6 (5)+ HCP	2♠ 0/1 S, 10-12 or 16+	3♠ 0/1 S, 13-15 raise
1NT 6-10 HCP	2NT bal limit or 16+ raise	3NT 13-15 HCP 5+ Cs bal
2♣ 5+ Cs, 5-9 HCP	3♣ preemptive	4♣ Minorwood (3041)
other	m raises and NT responses deny 4+ card M. 4H/S = to play	
1♦ 1♥ 4+ Hs, 6 (5)+ HCP	2♥ 0/1 H, 10-12 or 16+	3♥ 0/1 H 13-15 raise
1♠ 4+ Ss, 6 (5)+ HCP	2♠ 0/1 S, 10-12 or 16+	3♠ 0/1 S, 13-15 raise
1NT 6-10 HCP	2NT bal limit or 16+ raise	3NT 13-15 HCP 4+ Ds bal
2♣ 4+ Cs, 10+ HCP	3♣ 0/1 C, 10-12 or 16+	4♣ 0/1 C, 13-15 raise
2♦ 4+ Ds, 5-9 HCP	3♦ preemptive	4♦ Minorwood (3041)
other	m raises and NT responses deny 4+ card M. 4H/S = to play	
1♥ 1♠ 4+ suit, 6 (5)+ HCP	2♥ 3/4 card raise, 5-9	3♦ 0/1 D, 10-12 or 16+
1NT 5-10 HCP <3Hs or 4Ss	2♠ 0/1 S, 10-12 or 16+	3♥ 0-6 HCP, 4+ raise
2♣ see other (below)	2NT bal 10-12 or 16+ raise	3♠ 0/1 S, 13-15 raise
2♦ 4+ Ds, 10+ HCP	3♣ 0/1 C, 10-12 or 16+	3NT 13-15 bal raise
other	2C = 2-way; nat 10+ or a 10-12/16+ 3 card raise. 4C/D=spl,13-15. 4H=dist raise.	
1♠ 1NT 5-10 HCP	2♠ 3/4 card raise, 5-9	3♥ 0/1 H, 10-12 or 16+
2♣ see other (below)	2NT bal 10-12 or 16+ raise	3♠ 0-6 HCP, 4+ raise
2♦ 4+ Ds, 10+ HCP	3♣ 0/1 C, 10-12 or 16+	3NT 13-15 bal raise
2♥ 5+ Hs, 10+ HCP	3♦ 0/1 D, 10-12 or 16+	4♣ = splinter, 13-15
other	2C = 2-way; nat 10+, or a 10-12/16+ 3 card raise. 4D/H=spl,13-15. 4S=dist raise	
1NT 3♣ modified puppet staym	3♠ 5-4 ms, 3Ss, single S	4♦ 6+ Ss
3♦ 5/5+ both ms, slam int	3NT to play	4♥ to play
3♥ 5-4 ms, 3Ss, single H	4♣ 6+ Hs	4♠ to play
other	1NT - 2C; 2D - 2H/S=both Ms NF; 2NT=invitat. 1NT-2S=range probe, can be Cs	
2♣ 2♦ Negative or waiting	2NT not used	3♥ not used
2♥ 5+ Hs, good suit, 7+	3♣ 6+ Cs, good suit, 7+	3♠ not used
2♠ 5+ Ss, good suit, 7+	3♦ 6+ Ds, good suit, 7+	3NT not used
other	after interference, responder's pass = < 7 HCP	
2♦ 2♥ 5+ Hs, F1	3♣ 5+C, F1	3♠ not used
2♠ 5+ Ss, F1	3♦ (also 4D) preemptive	3NT to play
2NT strong enquiry	3♥ not used	4♣ not used
other	responses to 2NT: 3D = min; 3 new suit = max and 0-1 in suit; 3NT = bal max	

Notes 1NT - 3C denies a 5 card M; may or may not have a 4 card M. Asks for 5M.

Opener's 3D rebid = no 5M, may or may not have a 4 card M. Then responder's 3M = < 4 in suit bid, 4 in other M. 1m - 1M; 2M - 2NT = F enquiry for 3/4 card support.

2♥ 2♠ 5+ Ss, F1	3♦ 5+ Ds, F1	3NT to play
2NT strong enquiry	3♥ (also 4H) preemptive	4♣ not used
3♣ 5+Cs, F1	3♠ not used	4♥ to play
other	responses to 2NT: 3H = min; 3 new suit = max and 0-1 in suit; 3NT = bal max	
2♠ 2NT strong enquiry	3♥ 5+ Hs, F1	4♣ not used
3♣ 5+ Cs, F1	3♠ (also 4S) preemptive	4♥ not used
3♦ 5+ Ds, F1	3NT to play	4♠ to play
other	responses to 2NT: 3S = min; 3 new suit = max and 0-1 in suit; 3NT = bal max	
2NT 3♣ puppet stayman	3♠ both ms, slam interest	4♦ 6+ Ss
3♦ TRF to Hs	3NT to play	4♥ 6+ Cs
3♥ TRF to Ss	4♣ 6+Hs	4♠ 6+ Ds
other	after responder's 4 suit; opener's next suit up = super accept. 2NT-4NT = quant	

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing One round 1C - 1D; 1H - 1S = 4th suit Game force

NT Checkback Priorities: 2-way checkback, 2C invit or Ds. 2D = GF, shape up the line

Defence to 3NT opening X = values, 4C = longer Hs than Ss; 4D = longer Ss than Hs

Defence to Opening Twos X = T/O, or strong, unsuitable for 2NT. 2NT = 15-17 BAL,

Multi 2♦ As above

RCO style 2-s As above

Other 2-s As above

Defence (1♣) : X = both Ms (4-4+), 1NT = both ms (5-4+). One level bid and 2C = nat

to 2D and above = preemptive

strong X = both Ms, 2NT = both ms, nat overcalls, 3D and above = preemptive

1♣ / 2♣

Over 1NT Interference After X, or X of our 2C=system on. 2NT over their bid=Lebensohl.

Lebensohl - other uses after we X a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X = values. 4NT = 2 places to play

10. OTHER NOTES

Our X of bergen raise: T/O of their M if a weak raise, lead directing if an invit raise

Over their 1 level TRF response to 1C: X=lead directing, cue=T/O, jump cue=Michaels

After our 3NT overcall of a 3 level preempt: 4C = Baron, 4 of higher suit = TRF

4th suit or 2NT after our reverse = Blackout

If opponent Xs our weak 2, 2NT = still a strong enquiry, XX = values, bid of a suit up to 3 of opener's suit = nat, NF.