

4. BASIC RESPONSES

Jump raises - minors	Limit Raise 10-12 HCP
Jump raises - Majors	Weak
Jump shifts after minor opening	Natural Weak
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = Simple Stayman, Transfers to Majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th Highest (not with A)	4th Highest (with A)
From 4 small	2nd Highest	2nd Highest
From 3 cards (no honour)	Middle, Top, Bottom	Middle, Top, Bottom
In partner's suit	As Above	As Above
Discards	Low Encourage	Low Encourage
Count		
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:		
Notes	Top of Doubletons	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> Cue 1st and 2nd round controls

7. OTHER CONVENTIONS

Cue Raises	2-Way Checkback
Reverses & Blackout (2NT)	
NT Raises	
Splinters	
2NT Shortage Ask (over weak 2s)	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. Taydon Gold
& Names: Matt Sieredzinski, Heath Watkins, Seb Wright

Basic System:
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé
 1♣ 3+♣ 11-22HCP 1♥ 5+♥ 11-22HCP
 1♦ 3+♦ 11-22HCP 1♠ 5+♠ 11-22HCP
 1NT 15-17HCP Balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman
 2♦ 5+♥ 2♠ 6+♣
 2♥ 5+♠ 2NT Invite 3NT 8-9HCP
 (Dbl) System on other 3♣ = 6+♦

2♣ GF 23+ HCP
 2♦ 6-9HCP 6♦
 2♥ 6-9HCP 6♥
 2♠ 6-9HCP 6♠
 2NT 20-22HCP Balanced 3NT
 other 2NT Can Not Contain 5 Card Major

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4♥
 Responsive DBL thru 4♥
 Jump overcalls Weak Unusual NT Lower 2 unbid suits
 1NT overcall: (immediate) 15-18HCP (re-opening) 15-18HCP
 Immediate cue: (minor) Michaels 5/5 Majors (Major) 5 other Major & 5 minor
Over: Weak Twos X=T/O 2NT=15-18HCP Opening Threes X=T/O
 Opponent's transfers
 Opponent's 1NT 2♣= Both Majors 5/5
 X = Penalties/Values

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ Natural Weak	3♦ Splinter	
1♥ 6+ HCP 4+♥	2♥ Natural Weak	3♥ Splinter	
1♠ 6+ HCP 4+♠	2♠ Natural Weak	3♠ Splinter	
1NT 6-9 HCP No Major	2NT Balanced Invite 10-12	3NT To Play	
2♣ 6-9 HCP 5+♣	3♣ 10-12 HCP 5+♣	4♣	
other			
1♦ 1♥ 6+ HCP 4+♥	2♥ Natural Weak	3♥ Splinter	
1♠ 6+ HCP 4+♠	2♠ Natural Weak	3♠ Splinter	
1NT 6-9 HCP No Major	2NT Balanced Invite 10-12	3NT To Play	
2♣ 10+ HCP 4+♣	3♣ Natural Weak	4♣ Splinter	
2♦ 6-9 HCP 4+♦	3♦ 10-12 HCP 4+♦	4♦ Pre-Emptive	
other			
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3+♥	3♦ Splinter	
1NT 6-9 HCP No 4♠	2♠ Natural Weak	3♥ 0-7HCP, 4+♥	
2♣ 10+ HCP 4+♣	2NT 10-12 or 16+HCP, 3+♥	3♠ GF Splinter	
2♦ 10+ HCP 4+♦	3♣ Splinter	3NT 13-15HCP, 3+♥	
other			
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3+♠	3♥ Splinter	
2♣ 10+ HCP 4+♣	2NT 10-12 or 16+HCP, 3+♠	3♠ 0-7HCP, 4+♠	
2♦ 10+ HCP 4+♦	3♣ Splinter	3NT 13-15HCP, 3+♠	
2♥ 10+ HCP 4+♥	3♦ Splinter	4♣ GF Splinter	
other			
1NT 3♣ Transfer to ♦	3♠ Natural Slam Try	4♦	
3♦ Natural Slam Try	3NT To Play	4♥	
3♥ Natural Slam Try	4♣ Natural Slam Try	4♠	
other			
2♣ 2♦ Waiting	2NT Shortage Ask	3♥	
2♥ Natural	3♣ Natural	3♠	
2♠ Natural	3♦ Natural	3NT	
other			
2♦ 2♥ Natural Non Forcing	3♣ Natural Non Forcing	3♠ Natural Forcing	
2♠ Natural Non Forcing	3♦ Extending	3NT To Play	
2NT Shortage Ask	3♥ Natural Forcing	4♣ Natural Forcing	
other			

Notes

2♥ 2♠ Natural Non Forcing	3♦ Natural Non Forcing	3NT To Play	
2NT Shortage Ask	3♥ Extending	4♣ Natural Forcing	
3♣ Natural Non Forcing	3♠ Natural Forcing	4♥ To Play	
other			
2♠ 2NT Shortage Ask	3♥ Natural Non Forcing	4♣ Natural Forcing	
3♣ Natural Non Forcing	3♠ Extending	4♥ Natural Forcing	
3♦ Natural Non Forcing	3NT To Play	4♠ To Play	
other			
2NT 3♣ Simple Stayman	3♠	4♦ Natural Slam Try	
3♦ Transfer to ♥	3NT To Play 5-10HCP	4♥	
3♥ Transfer to ♠	4♣ Natural Slam Try	4♠	
other			

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round 1♣ - 1♦ - 1♥ - 1♠ is exception

Game force

NT Checkback Priorities: Bid up the line

Defence to 3NT opening

Defence to Opening Twos X = T/O 2NT = 15-18HCP

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ 4NT

10. OTHER NOTES