

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	In minors - 7-10hcp 4+ sup unbal, Majors weak 6 cards 0-5hcp
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = negative response to 2♣
Responses to 2NT opening	Puppet Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except A/Q= att, K= C	As for Suit
Four or more with an honour	HxxX	
From 4 small	xXxx	
From 3 cards (no honour)	xXx	
In partner's suit	as above	
Discards	McKenney	
Count	Reverse	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count where applicable	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	After 1NT and 2NT openings
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 14/30	
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd round control	

7. OTHER CONVENTIONS

Exclusion RKCB 0314	
Specific Kings after 5NT or Q ask	
Rescue from 1NT X = 2♣ = nat, 2♦/♥	
= transfers, XX = both min's or maj's or ♦'s	

www.abf.com.au

PDF Form Rev. 21E29 by RoL

MyRev.

Copyright © ABF 2021



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	324043	Viv Wood
& Names:	250384	Gerry Daly
Basic System:	STD 2/1 unless 2C is bid over 1M (can be 3 card limit raise)	
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♣ 3+ 11+	1♥ 5+ 11+
1♦ 3+ 11+	1♠ 5+ 11+
1NT 15-17 (May upgrade 14 and be offshape)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 5 Card Major and range enquiry
2♦ ♥	2♠ ♣
2♥ ♠	2NT ♦
(Dbl) System on unless x = penalties	other Lavings

2♣ Game force any or 22+ Bal	
2♦ Weak in either major 6 cards < 11hcp	
2♥ 5♥ & 5+ minor (may be 4 min NV)	
2♠ 5♠ & 5+ minor (may be 4 min NV)	
2NT 20-21 balanced	3NT Gambling
other	

2. PRE-ALERTS

Inverted Minors	
Bergen Raises	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles	Negative DBL thru 4♣
	Responsive DBL thru 4♣
Jump overcalls weak, may be > after passed hand Unusual NT	
1NT overcall: (immediate) 15-18	(re-opening) 10-14
Immediate cue: (minor) ♠ and another 5+/5+ W/S	(Major) Other Maj and min 5+/5+ W/S
Over: Weak Twos X = T/O 2NT = to play	Opening Threes X = T/O 3NT to play
Opponent's transfers X = lead directing	
Opponent's 1NT X = penalties, 2♣ = both Maj, 2♦ = single M, 2♥/♠ = 5M = 4+m,	
2NT = both minors, 3 minor to play	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+	2♦ 7-10hcp 5+♣	3♦ splinter 11-14hcps
1♥ 6+hcp 4+	2♥ 0-5hcp 6+♥	3♥ splinter 11-14hcps
1♠ 6+hcp 4+	2♠ 0-5hcp 6+♠	3♠ splinter 11-14hcps
1NT 6-10hcp no 4 major	2NT 11-12 bal no 4 Maj	3NT 12-15 no 4 major
2♣ 11+ hcp 5+ no 4 major	3♣ pre-emptive	4♣
other		
1♦ 1♥ 6+hcp 4+	2♥ 0-5hcp 6+♥	3♥ splinter 11-14hcps
1♠ 6+hcp 4+	2♠ 0-5hcp 6+♠	3♠ splinter 11-14hcps
1NT 6-10hcp no 4 major	2NT 11-12 bal no 4 Maj	3NT 12-15 no 4 major
2♣ 5+ GF	3♣ 7-10hcp 5+♦	4♣ splinter 11-14hcps
2♦ 11+ hcp 5+ no 4 major	3♦ pre-emptive	4♦ pre-emptive
other		
1♥ 1♠ 6+hcp 4+	2♥ 6-10hcp 3! card ♥	3♦ 10-11hcp 4+♥
1NT 6-11 no 4♠	2♠	3♥ pre-emptive
2♣ 3 way - see 10	2NT 12+ hcp 4+♥	3♠ splinter 9-11hcps
2♦ 12+ hcp 5+♦	3♣ 6-9 hcp 4♥	3NT♦ splinter
other		
1♠ 1NT	2♠ 6-10 3 card ♠	3♥ splinter 9-11hcps
2♣ 3 way - see 10	2NT 12+ hcp 4+♠	3♠ pre-emptive
2♦ 12+hcp 5+♦	3♣ 6-9hcp 4+♠	3NT♥ splinter
2♥ 12+ hcp 5+♥	3♦ 10-11 hcp 4+♠	4♣ splinter
other		
1NT 3♣ 5/5 min short♥	3♠ 1354 8+hcps	4♦♥'s
3♦ 5/5 min short♠	3NT to play	4♥♠'s
3♥ 3154 8+ hcps	4♣ Gerber	4♠ Both minor no slam int
other		
2♣ 2♦ negative	2NT pos with 5+♥ HH	3♥ 6 card suit setting♥
2♥ bal positive	3♣ pos 6+♣ HH	3♠ 6 card suit setting♠
2♠ pos with 5+♠ HH	3♦ pos 6+♦ HH	3NT
other Kokish 2♣ - 2♦ - 2♥ forces 2♠ then 2N = 24+		
2♦ 2♥ P/C	3♣ Natural forcing	3♠ P/C
2♠ P/C	3♦ Natural forcing	3NT to play
2NT Forcing enquiry	3♥ P/C	4♣ trans me to your suit
other 4♦ = bid your suit		

Notes

2♥ 2♠ nat semi invitational	3♦ inv♥'s	3NT to play
2NT GF enquiry	3♥ raise	4♣ p/c
3♣ P/C	3♠ natural	4♥ to play
other		
2♠ 2NT GF enquiry	3♥ nat semi invitational	4♣ p/c
3♣ p/c	3♠ raise	4♥ splinter
3♦ inv♠'s	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ 5♠ 4♥	4♦♥'s
3♦♥'s	3NT to play	4♥♠'s
3♥♠'s	4♣ Gerber	4♠ both minors slam int
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ 2♦ xx = invitational sequence. 2♦ = GF art

Defence to 3NT opening

Defence to Opening Twos multi 2♦ - X = t/o spades. 2♥/♠ = natural

Multi 2♦ X = t/o spades. 2♥/♠ = natural

RCO style 2-s X = t/o of their current bid 15+ hcps

Other 2-s 2NT min's X = penmint in one of their suits or strong bal, or T/O of weak opti

Defence (1♣): 1NT = ♣'s, 2C = ♦'s, 2♦ = single Major, 2H = ♥'s and another 5+/5+,
to 2♠ = ♠ and Min 5/5+
strong (2♣):
1♣/2♣

Over 1NT Interference Sys on over X if convent, except for XX = bid 2♣ rescue sequence

Lebensohl - other uses Lebensohl 2NT or suit bids are natural

Take out of 4 level pre-empts 4♣/4♦ X = t/o

4♥ x = t/o

4♠ x = values/t/o

10. OTHER NOTES

1♥/♠ - 2♣ - 3 card limit raise, 3 card GF raise, 5+♣ GF, Balanced GF

1♥/♠ - 2♣ - 2♦ = Would accept 3 card limit raise. Next step = shortage ask. Responses

NLMH