

4. BASIC RESPONSES

Jump raises - minors	weak 0-7
Jump raises - Majors	weak 0-5
Jump shifts after minor opening	natural unbalanced game forces(Ms) or crisscross(ms)
Jump shifts after Major opening	splinters
Responses to strong 2 suit open.	only to 2C (see inside)
Responses to 2NT opening	puppet and transfers (3S = minors)

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	MUD	
Discards	low encourage	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count (if any)	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

sandwich NT	
blackout	
fit showing jumps	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	155470	Malcolm Carter
& Names:	157351	Liz Havas

Basic System: Standard

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

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

1♣ 11+ HCP,	2+♣	1♥ 11-15 HCP	5+♥
1♦ 11+ HCP,	4+♦	1♠ 11-20 HCP,	5+♠
1NT 12-14		may contain 5 card Major	<input checked="" type="checkbox"/>

1NT Responses	2♣ simple stayman
2♦ transfer	2♠ transfer to C
2♥ transfer	2NT transfer to D
(Dbl) XX stayman	other

2♣	GF/Acol2/23+balanced	
2♦	weak major<opening bid	
2♥	5+H + 4card minor <opening bid	
2♠	5+S + 4 card minor <opening bid	
2NT	21-22 balanced	3NT gambling
other		

2. PRE-ALERTS

2NT response to 1M=4+ support 5-13	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	standard	Negative DBL thru	4H
		Responsive DBL thru	4H
Jump overcalls	vary with vulnerability	Unusual NT	lower suits
1NT overcall: (immediate)	15-18	(re-opening)	11-14
Immediate cue: (minor)	both majors	(Major)	major/minor
Over: Weak Twos	TO X	Opening Threes	TO X
Opponent's transfers	X shows suit		
Opponent's 1NT	2C =M/M, 2D = single major, 2H = H/m, 2S = S/m, 2NT = m/m		
X of strong NT=	minor single suiter		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ nat 6+	2♦ 9-11 Cs	3♦ splinter
1♥ nat 6+	2♥ GF nat unbal	3♥ splinter
1♠ nat 6+	2♠ GF nat unbal	3♠ splinter
1NT ~8-10	2NT 11-12 bal	3NT bal 13-15
2♣ inverted GF	3♣ barrage	4♣ barrage
other		
1♦ 1♥ nat 6+	2♥ GF nat unbal	3♥ splinter
1♠ nat 6+	2♠ GF nat unbal	3♠ splinter
1NT 6-10	2NT 11-12 bal	3NT bal 13-15
2♣ nat	3♣ crisscross	4♣ void
2♦ inverted GF	3♦ barrage	4♦ barrage
other		
1♥ 1♠ nat 6+	2♥ 5-9 3card support	3♦ splinter
1NT 6-10	2♠ splinter	3♥ 0-5 raise
2♣ all inv+supprt/nat/bal	2NT 4+support 5-13	3♠ void
2♦ nat	3♣ splinter	3NT 13-14 bal raise
other 4C/D void showing		
1♠ 1NT 6-10	2♠ 5-9 3card support	3♥ splinter
2♣ all inv+ support/nat/bal	2NT 4+support 5-13	3♠ 0=5 raise
2♦ nat	3♣ splinter	3NT 13-14 bal raise
2♥ nat	3♦ splinter	4♣ void
other 4D/H void showing		
1NT 3♣ puppet	3♠ slam try nat	4♦ minorwood
3♦ slam try nat	3NT to play	4♥ to play
3♥ slam try nat	4♣ minorwood	4♠ to play
other		
2♣ 2♦ 0-3 or 10+ any	2NT C 7-9	3♥ S 7-9
2♥ 4-6 any	3♣ D 7-9	3♠
2♠ bal 7-9	3♦ H 7-9	3NT
other		
2♦ 2♥ P/C	3♣ nat inv	3♠ P/C
2♠ P/C	3♦ nat inv	3NT to play
2NT enquiry	3♥ P/C	4♣
other		

Notes

2♥ 2♠ nat NF	3♦ P/C	3NT to play
2NT enquiry	3♥ non forcing	4♣ P/C
3♣ P/C	3♠ splinter	4♥ natural
other relays used after 3NT enquiry		
2♠ 2NT enquiry	3♥ nat NF	4♣ P/C
3♣ P/C	3♠ non forcing	4♥ splinter
3♦ P/C	3NT to p[lay]	4♠ natural
other relays used after 2NT enquiry		
2NT 3♣ puppet	3♠ minors	4♦ minorwood
3♦ transfer	3NT to play	4♥ to play
3♥ transfer	4♣ minorwood	4♠ to play
other		

9. CONVENTIONS

Unusual NT: lower suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: range and shape up the line

Defence to 3NT opening 4 minor TO with betterH/S

Defence to Opening Twos TO X + lebensohl

Multi 2♦ 2M = TO X of uit bid +lebensohl

RCO style 2-s 2 suit =TO X of suit bid +lebensohl

Other 2-s

Defence (1♣) : X = majors NT = minors

to

strong (2♣) :

1♣/2♣ natural

Over 1NT Interference over nat bids X=TO,

Lebensohl - other uses

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

4♥ X = vales NT = 2 places to play 4♠ as for 4H

10. OTHER NOTES