

4. BASIC RESPONSES

Jump raises - minors	Preemptive, 0-6 HCP, 5+ cards
Jump raises - Majors	Preemptive, 0-6 HCP, 4+ cards
Jump shifts after minor opening	2M = preemptive, 6+ cards. 1C-2D, 1D-3C = LR or better
Jump shifts after Major opening	3♣ = 6/7-9 Bergen, 3♦ = 10-11/12 Bergen. 1♥-2♠ = weak
Responses to strong 2 suit open.	2♦ = weak/waiting. Others = nat, GF, good suit
Responses to 2NT opening	3♣ = Muppet, 3♦/♥ = transfers, 3♠ = minor+, 4♦/♥ = transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top (A=attitude, K=count)	A/Q = attitude, K= unblock/count
Four or more with an honour	Fourth highest	
From 4 small	2nd	
From 3 cards (no honour)	varies (esp if raised suit)	
In partner's suit	length (unless raised)	
Discards	Low = like	
Count	Reverse (if used)	
Signal on partner's lead:	Reverse attitude/count	
Signal on declarer's lead:	Reverse count (if any)	Reverse Smith Peter
Notes v NT: Reverse Smith Peters		A/Q = attitude, K = unblock

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430 M	0314 if minor
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	
EKCB (step 1 = 0, step 2 = 1, step 3 = 1+Q, step 4 = 2, step 5 = 2+Q)				

7. OTHER CONVENTIONS

Blackout after reverses	Splinters
2-way checkback (1NT rebid and x y z)	Drury as passed hand
Fourth suit GF (1S nat)	Gazilli
Game tries	Transfers after opener's jump 2NT rebid
	TFR defence after 2D Multi 2 opening bid

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PDF Form Rev. 21E29 by RoL

MyRev. Lori2025

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	962813	LORI SMITH
& Names:	568201	HOWARD MELBOURNE
Basic System:	2/1 GAME FORCING	
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

1♣ 3+	1♥ 5+
1♦ 3+ (only 3 if 4-4-3-2)	1♠ 5+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman (Smolen, weak Stayman also possible)

2♦ 5+ hearts	2♠ clubs
2♥ 5+ spades	2NT diamonds (may be weak both minors)
(Dbl) XX = 1 x minor, else = system on	other 3♣=puppet, 3♦=minors, 3M= short

2♣ GF (9+ playing tricks) or 22+ bal/semi-bal	
2♦ 3-7 HCP, weak 2M (fav: 0-7 HCP)	3rd/4th seat = 10-13, 6 diamonds
2♥ 8-11 HCP, 6 hearts	4th seat = 10-13, 6 hearts
2♠ 8-11 HCP, 6 spades	4th seat = 10-13, 6 spades
2NT 20-21 HCP bal/semi-bal	3NT 1st/2nd: Gambling (no A/K outside)
other	

2. PRE-ALERTS

2D opening bid: mini Multi	Passed hand: Drury
Transfers after opener's jump 2NT rebid	v Overcalls: Fit Showing Jumps
v. Multi 2D = transfer defence (see inside)	2C Gazilli after 1M 1NT / 1H 1S

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout Doubles, Support X / XX	Negative DBL thru	4H
Lots of reopening "Do something intelligent" X	Responsive DBL thru	3S
Jump overcalls Weak	Unusual NT	Lower 2 Unbid Suits
1NT overcall: (immediate) 15+ to 18-	(re-opening)	13-16
Immediate cue: (minor) 5/5+ Majors	(Major)	Other major + minor
Over: Weak Twos X (Leb), Leaping Michaels	Opening Threes X, Non Leaping Michaels	
Opponent's transfers after 1C: X = t/o of shown suit, 1-their suit = 4oM + longer minor		
Opponent's 1NT 2C = Majors, 2D = 1 x major, 2M = major + minor, 2NT = minors		
v strong 1NT (14+) X = 4M + 5+ minor. v weak 1NT X = values		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+ cards (up to 9 HCP)	2♦ 5+ ♣, 10+ pts	3♦ Splinter 10-13 HCP
1♥ 4+ ♥	2♥ 6+ ♥, 0-6 HCP	3♥ Splinter 10-13 HCP
1♠ 4+ ♠	2♠ 6+ ♠, 0-6 HCP	3♠ Splinter 10-13 HCP
1NT 10-11 HCP (NF, no 4M)	2NT 4+ ♣, slam interest	3NT 13-15 (no 4M usually)
2♣ 4+ ♣, 6-9 HCP	3♣ 5+ ♣, 0-6 HCP	4♣ longer preempt
other		
1♦ 1♥ 4+ ♥	2♥ 6+ ♥, 0-6 HCP	3♥ Splinter 10-13 HCP
1♠ 4+ ♠	2♠ 6+ ♠, 0-6 HCP	3♠ Splinter 10-13 HCP
1NT 6-11, NF	2NT 4+♦ slam interest	3NT 13-15 (no 4M usually)
2♣ Natural, GF	3♣ 5+ ♦, 10+ pts	4♣ Splinter 10-13 HCP
2♦ 4+ ♦, 6-9 HCP	3♦ 5+ ♦, 0-6 HCP	4♦ longer preempt
other		
1♥ 1♠ 4+ ♠	2♥ 3(4) ♥, (6)7-9 HCP	3♦ 4+ ♥, 10-11 Bergen
1NT 6-11 NF, (wk raise?)	2♠ 6+ ♠, 3-6 HCP	3♥ 4+ ♥, 0-6 HCP
2♣ 3 card LR or Nat GF	2NT 4+ ♥, GF	3♠ Splinter 10-13 HCP
2♦ 5(4)+♦, GF	3♣ 4+ ♥, 6/7-9 Bergen	3NT 13-15, 3♥, BAL
other 4♣/4♦: Splinter 10-13 HCP		
1♠ 1NT 6-11 NF, (wk raise?)	2♠ 3 spades, (6)7-9 pts	3♥ Splinter 10-13 HCP
2♣ 3 card LR or Nat, GF	2NT 4+♠, GF	3♠ 4+♠, 0-6 HCP
2♦ 4+♦, GF	3♣ 4+♠, 6/7-9 Bergen	3NT 13-15, 3♠, BAL
2♥ 5+♥, GF	3♦ 4+♠, 10-11 Bergen	4♣ Splinter 10-13 HCP
other 4♦: Splinter 10-13 HCP 4♥: NATURAL		
1NT 3♣ Puppet Stayman	3♠ 0-1♠, (5-4) minors	4♦ 6+♥: play / RKCB
3♦ both minors, GF	3NT to play	4♥ 6+♠: play / RKCB
3♥ 0-1♥, (5-4) minors	4♣ 5/5 Ms, to play 4M	4♠ Blackwood: Ace ask
other 4NT = Quant		4NT = 0, 5♣ = 1, 5♦ = 2
2♣ 2♦ Weak or waiting	2NT	3♥ 6+ ♥, AQ/KQ (zilch)
2♥ 7+ HCP, good 5+ ♥	3♣ 7+ HCP, good 6+ ♣	3♠ 6+ ♠, AQ/KQ (zilch)
2♠ 7+ HCP, good 5+ ♠	3♦ 7+ HCP, good 6+ ♦	3NT
other		
2♦ 2♥ Pass/Correct	3♣ Natural, NF	3♠ Natural, F
2♠ Pass/Correct	3♦ Natural, F	3NT To play
2NT Enquiry **	3♥ Natural, F	4♣ Ask for transfer to M
other 4♦= please bid your major		

Notes ++ 2♦ - 2NT: 3♣ = min ♥, 3♦ = min ♠, 3♥ = max ♠, 3♠ = max ♥

2♥ 2♠ Natural, Highly Enc.	3♦ Natural, F	3NT To play
2NT Feature ask **	3♥ Preemptive	4♣ Splinter
3♣ Natural, F	3♠ Natural, F	4♥ To play
other ** 3♥ = min, 3-new=A/K, 4♣/♦ = splinter, 4♥ = spade spl, 3NT = very good suit		
2♠ 2NT Feature ask **	3♥ Natural, F	4♣ Splinter
3♣ Natural, F	3♠ Preemptive	4♥
3♦ Natural, F	3NT To play	4♠ To play
other ** 3♠ = min, 3-new = A/K, 4♣/♦/♥ = splinter, 3NT = v good suit		
2NT 3♣ Muppet Stayman	3♠ forces 3NT: m hand	4♦ 6+♥: play / RKCB
3♦ 5+ ♥	3NT To play	4♥ 6+♠: play / RKCB
3♥ 5+ ♠	4♣ 5/5 Ms: play / RKCB	4♠ Blackwood: Ace ask
other 4NT = Quant		4NT = 0/4, 5C = 1, 5D = 2

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2-way Checkback. Hearts then spades

Defence to 3NT opening 4m = both majors

Defence to Opening Twos

Multi 2♦ X = ♥ or 18+ any, 2♥ = ♠, 2♠ = ♣, 3♣ = ♦, 3♦ = 5/5 ms, GF, 3M=stopper ask

RCO style 2-s X X X

Other 2-s Specific 2s: X = good hand, all doubles = penalty

Defence	(1♣) : TWERB : suit bid = next suit up or other 2 suits (to 3NT)
to	♦ = ♥ or blacks, ♥ = ♠ or minors, ♠ = ♣ or reds, ♣ = ♦ or Ms, NT=♦♠ or ♣♥
strong	(2♣) :
1♣/2♣	

Over 1NT Interference X = takeout, Lebensohl. if 2♣ = Ms, then X = values (then pen)

Lebensohl - other uses after (2M) X. after 1M P 2M X

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ Value (4NT = 2 or 3 suited takeout)

10. OTHER NOTES

1NT (X) Pass = happy, 2♣ = weak Staymanic, 2♦/♥ = transfers, 2♠ = 5/6 ♠ invite

XX = 1 minor (2♣ now P/C)