

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12 HCP, 4+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	Natural, weak at 2 level
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	
Responses to 2NT opening	Simple Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	standard	
Discards	Low Encourage	
Count		
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB	14/30	Quantitative
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	First / Second Round controls

7. OTHER CONVENTIONS

Jacoby 2NT	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. Alex Goss, Seb Wright, Finn Rennie, Sam Angove
& Names: Conor Hosking

Basic System:

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

1. OPENING BIDS

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

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥ 2♠ Range Probe/TRF ♣

2♥ TRF ♠ 2NT TRF ♦

(Dbl) System on XX = Rescue other Smolen

2♣ 23+ BAL or any game force

2♦ Weak, 5-9 HCP, 6♦

2♥ Weak, 5-9 HCP, 6♥

2♠ Weak, 5-9 HCP, 6♠

2NT 20-22 Semi-balanced

3NT Gambling, solid minor, no side A or K

other

2. PRE-ALERTS

3 Way Club

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles Negative DBL thru 3♥

Lead-Directing balancing Responsive DBL thru 3♥

Jump overcalls weak Unusual NT LUBS

1NT overcall: (immediate) 15-18 BAL (re-opening) 11-15

Immediate cue: (minor) Michaels 5/5 Majors (Major) 5 other Major & 5 minor

Over: Weak Twos 2NT 16-18, T/O X Opening Threes

Opponent's transfers Double = Lead-Directing

Opponent's 1NT Landy (2C=Majors x=Pen other=Nat)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Weak 6+	3♦ Splinter
1♥ 6+ HCP, 4+♥	2♥ Weak 6+	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ Weak 6+	3♠ Splinter
1NT 6-11 HCP	2NT 12-13 Bal	3NT 14-16 HCP
2♣ 6-10 4+♣	3♣ 10-12 4+♣	4♣ Nat Slam Try
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ Weak 6+	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ Weak 6+	3♠ Splinter
1NT 6-11 HCP	2NT 12-13 Bal	3NT 14-16 HCP
2♣ GF 5+♣	3♣ Weak 6+	4♣ Splinter
2♦ 6-10 4+♦	3♦ 10-12 4+♦	4♦ Nat Slam Try
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ GF 5+ ♥	3♦ 10-12 4♠
1NT 6-11 HCP	2♠ 6-9 3♥	3♥ 0-5 4♥
2♣ 3 Way Club	2NT Jacoby GF	3♠ Splinter
2♦ GF 5+ ♦	3♣ 6-9 4♥	3NT 13-15 HCP bal
other		
1♠ 1NT 6-11 HCP	2♠ 6-9 3♠	3♥
2♣ 3 Way Club	2NT Jacoby GF	3♠
2♦ GF 5+ ♦	3♣ 6-9 4♠	3NT 13-15 HCP bal
2♥ GF 5+ ♥	3♦ 10-12 4♠	4♣ Splinter
other		
1NT 3♣ Nat Slam Try	3♠ Nat Slam Try	4♦
3♦ Nat Slam Try	3NT To Play	4♥
3♥ Nat Slam Try	4♣	4♠
other		
2♣ 2♦ Waiting (Almost forced)	2NT	3♥
2♥ 6+♥ good suit 8+	3♣ 6+♣ good suit 8+	3♠
2♠ 6+♠ good suit 8+	3♦ 6+♦ good suit 8+	3NT
other		
2♦ 2♥ Nat Forcing	3♣ Nat Forcing	3♠
2♠ Nat Forcing	3♦ 3+♦	3NT
2NT Shortage Ask	3♥	4♣
other		

Notes

2♥ 2♠ Nat Forcing	3♦ Nat Forcing	3NT
2NT Shortage Ask	3♥ 3+♥	4♣
3♣ Nat Forcing	3♠	4♥
other		
2♠ 2NT Shortage Ask	3♥ Nat Forcing	4♣
3♣ Nat Forcing	3♠ 3+♠	4♥
3♦ Nat Forcing	3NT	4♠
other		
2NT 3♣ Simple Stayman	3♠	4♦ Nat Forcing
3♦ TRF ♥	3NT To Play	4♥ To Play
3♥ TRF ♠	4♣ Nat Forcing	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Up the Line

Defence to 3NT opening

Defence to Opening Twos

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=t/o

4♥ x=/to

4♠ x=t/o

10. OTHER NOTES