

4. BASIC RESPONSES

Jump raises - minors	Weak 5+m 0-8 HCP
Jump raises - Majors	Weak 4+M 0-6 HCP
Jump shifts after minor opening	om = 5+m 9-11 HCP, 2M = <5 HCP 6card M, 3M = SPL
Jump shifts after Major opening	3♣ = 4+M 7-10 HCP, 3♦ = 10-12 4+M, oM = 3+M INV 10-12HCP
Responses to strong 2 suit open.	2♦ = forced
Responses to 2NT opening	3♣/♦ = to play, 4♣/♦ = minorwood in ♣/♦

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q = Att, K = count	
Four or more with an honour	3rds/5ths	4th highest
From 4 small	3rd highest	Top
From 3 cards (no honour)	3rd highest	Top
In partner's suit	As above	
Discards	McKenny 1st, then attitude	
Count	Reverse Count	
Signal on partner's lead:	Attitude/Count/Suit Pref	
Signal on declarer's lead:	Count/Suit Pref	
Notes	Attitude is reverse attitude; count is reverse present count.	

Suit preference with shortage in dummy or giving partner ruff (partner's lead)
 ... or when declarer runs long suit in NT. Count on p's 1st lead if can't beat dummy.

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/> RKC 1430 Quantitative	4♣ Gerber <input type="checkbox"/> never
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd round control, Exclusion Keycard	
Kings up the line after King-Ask. Minorwood, Kickback, two-suited keycarding sometimes. exotic void answers to 4NT RKC. DOPE/ROPE.	

7. OTHER CONVENTIONS

Jacoby 2NT	Two-way Drury
Blackout	Major and Minor splinters
Two-Way checkback and XYZ	Long Suit Trials
Leaping Michael's	
Muppet Stayman over ...2NT big bal.	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1173618	Shannon Ooi
& Names:	1183176	David Zheng
Basic System:	2/1 GF, Multi-2's	
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♣ 11+HCP, 3+♣	1♥ 11+HCP, 5+♥
1♦ 11+HCP, 3+♦	1♠ 11+HCP, 5+♠
1NT (14)15-17, BAL	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman (Garbage included)
2♦ TRF ♥	2♠ Modified Rangeprobe/TRF ♦
2♥ TRF ♠	2NT TRF ♣, or some xx55+ 12+ HCP
(Dbl) SWINE	other Puppet 3♣, 4♦/♥ = TRF ♥/♠, more

2♣ GF any or 22+ HCP BAL	
2♦ 6 card Major (6)8-10 HCP, or 20-21 BAL	
2♥ 5+♥ 4+m (6)8-10 HCP	
2♠ 5+♠ 4+m (6)8-10 HCP	
2NT 5+♣ 5+♦ (6)8-10 HCP	3NT Gambling, no outside A/K
other 4NT = pick a minor	

2. PRE-ALERTS

Openings and overcalls green may be light
Favourable preempts or jump overcalls
... may be much lighter and destructive (0)

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O, Negative, Reopening, Support, Lead Directing	Negative DBL thru 4♦
	Responsive DBL thru 4♦
Jump overcalls weak (if unbid major)	Unusual NT LUBS <8 or >16 HCP
1NT overcall: (immediate) 15-18	(re-opening) 11-14
Immediate cue: (minor) 5+♥ 5+♠ <8 or >16 HCP	(Major) oM + m <8 or >16 HCP
Over: Weak Twos 2NT 15-18, X = Leb, more Opening Threes	
Opponent's transfers X = Lead Direct in bid suit, bid implied suit = T/O of that suit	
Opponent's 1NT Against strong (14+NT): X = 15+, 2♣ = 5+♠ 4+♥, 2♦ = 6 card M	
2♥/2♠ = 5+♥/♠ + 4card m, 2NT = 5+♣ 5+♦. point ranges 12+ red, 8+ nil, 0+ fave.	
Over weak NT: Direct X = 15+, pass-out X = 10+, Natural overcalls	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+HCP	2♦ 5+♣, 9-11 HCP	3♦ Splinter
1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-5 HCP	3♥ Splinter
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-5 HCP	3♠ Splinter
1NT 6-9 HCP no 4c M	2NT 10-11 HCP no 4c M	3NT to play
2♣ 4+♣ 12+HCP GF	3♣ 5+♣, 0-8 HCP	4♣
other		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-5 HCP	3♥ Splinter
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-5 HCP	3♠ Splinter
1NT 6-9 HCP no 4c M	2NT 10-11 HCP no 4c M	3NT to play
2♣ 4+♣ 12+HCP GF	3♣ 5+♦, 9-11 HCP	4♣ Splinter
2♦ 4+♦ 12+HCP GF	3♦ 5+♦, 0-8 HCP	4♦
other		
1♥ 1♠ 4+♠, 6+HCP	2♥ 3♥, 6-9 HCP	3♦ 4+♥, 10-12 HCP
1NT 6-11 nF	2♠ 3c♥, 10-12 HCP	3♥ 4+♥, 0-6 HCP
2♣ 4+♣, 12+HCP GF	2NT 4+♥, 12+ HCP	3♠ Splinter
2♦ 4+♦, 12+HCP GF	3♣ 4+♥, 7-10 HCP	3NT (4333), offer to play.
other 4♥ to play, passed hand: 2♣ = 3c♥ 10-11 HCP, 2♦ = 4+♥, 10-11 HCP		
1♠ 1NT 6-11 nF	2♠ 3♠, 6-9 HCP	3♥ 3c♠, 10-12 HCP
2♣ 4+♣, 12+HCP GF	2NT 4+♠, 12+HCP	3♠ 4+♠, 0-6 HCP
2♦ 4+♦, 12+HCP GF	3♣ 4+♠, 7-10 HCP	3NT (4333), offer to play
2♥ 5+♥, 12+HCP GF	3♦ 4+♠, 10-12 HCP	4♣ Splinter
other 4♠ to play, passed hand: 2♣ = 3c♠ 10-11 HCP, 2♦ = 4+♠ 10-11 HCP		
1NT 3♣ Puppet Stayman	3♠ see other	4♦ TRF ♥
3♦ 55+ Majors, 12+HCP	3NT to play	4♥ TRF ♠
3♥ see other	4♣ 55+ Majors <12HCP	4♠
other 3♥/3♠ = xx55+ 12+HCP with 1st rnd ♥/♠ ctrl denying 1st rnd ♠/♥ ctrl respectively		
2♣ 2♦ forced	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ pass or correct	3♣	3♠
2♠ pass or INV ♥	3♦	3NT to play
2NT INV 15+, enquiry	3♥ INV ♠ or pass	4♣
other		

Notes

min-NLMH over Jacoby 2NT and Inverted Minor raises.

Muppet Stayman, Major and minor transfers over big balanced 2NT.

2♥ 2♠	3♦	3NT
2NT INV 15+, enquiry	3♥	4♣
3♣ pass or correct	3♠	4♥
other		
2♠ 2NT INV 15+, enquiry	3♥	4♣
3♣ pass or correct	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ to play	3♠	4♦ Minorwood ♦
3♦ to play	3NT to play	4♥ to play
3♥	4♣ Minorwood ♣	4♠ to play
other		

9. CONVENTIONS

Unusual NT: LUBS min/max

4th Suit Forcing One round Game force

NT Checkback Priorities: Up-the-line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = values, T/O, PEN

RCO style 2-s

Other 2-s

Defence (1♣) : green overcalls are destructive

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

Preempt openings are intermediate 11-15 4th seat

1NT-2♠ modified Rangeprobe responses: 2NT = min, 3♦ = max

Puppet Stayman over 1NT is no-info.