

#### 4. BASIC RESPONSES

Jump raises - minors	weak (0-6 HCP)
Jump raises - Majors	weak (0-6 HCP)
Jump shifts after minor opening	mini & maxi splinters
Jump shifts after Major opening	mini & maxi splinters
Responses to strong 2 suit open.	usually 2D negative
Responses to 2NT opening	3C=puppet; 3D/H=TRFs; 3S=both ms; 4C/D/H/S=TRF to H/S/C/D

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	top	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	lowest if unsupported	
<b>Discards</b>	low encourage	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	low encourage 1st discard	
<b>Signal</b> on declarer's lead:	reverse count if we think it's important	
<b>Notes</b> if have supported partner's suit can lead top from xxx		
the 10 is treated as an honour		

#### 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	never
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 for Ms Quant if suit hasn't been agreed
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st and 2nds up the line
Over Minorwood and Exclusion RKCB at the 5 level	0341 RKCB

#### 7. OTHER CONVENTIONS

System on after X, not after o/call	1m - 1 suit; 3NT = long minor, big
our 1m - 1M; 2M - 3M = Inv; help suit trials	1m - 1M; 2M - 2NT = GF enquiry
Wlash style after our 1C opening	1NT - 3C = puppet stayman
cue raises in several situations	Kokish after 2C opening
1X - 1Y; 2NT - 3C = ART	1X - 1NT; 2NT(GF) - 3C = ART

[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 21E29 by RoL  
MyRev.

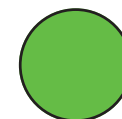
Copyright © ABF 2021

1NT (X ART): We play system on.  
1NT (X PEN): pass = nothing to say, XX = rescue  
others NAT  
4NT opening = specific A ask



AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos. 147664 Jenny Thompson  
& Names: 147631 Diana Smart

Basic System: Standard

Brown Sticker  Classification: Green  Blue  Red  Yellow

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

1♣ 2+ suit, 11+ HCP      1♥ 5+ suit, 11+ HCP  
1♦ 4+ suit, 11+ HCP      1♠ 5+ suit, 11+ HCP  
1NT 15-17      may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ TRF to Hs      2♠ TRF to Cs  
2♥ TRF to Ss      2NT TRF to Ds

(Dbl) XX = rescue, pass = nothing to say      other

2♣ GF  
2♦ weak 2 in an undisclosed major (multi).  
2♥ 5 Hs, 5(4) in another suit, < opening hand, always 5-5+ if VUL  
2♠ 5 Ss, 5(4) in a minor, < opening hand, always 5-5+ if VUL  
2NT 20-22 HCP bal-ish      3NT Solid m, no outside A/K  
other 4NT opening = specific A ask

#### 2. PRE-ALERTS

1M - 2C = either 3 card supp, invit+; or nat      1NT-3C = puppet stayman  
many splinters and mini splinters      1NT-3M = x in suit, 5-4 ms, and 3 in oth M  
Key card responses vary for ms & Ms      2NT - 4C/DH/S = TRF to H/S/C/D

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O up to 4S      Negative DBL thru 4H  
Responsive DBL thru 4H

Jump overcalls weak      Unusual NT 2 lower unbid suits  
1NT overcall: (immediate) 15-18      (re-opening) 10-14, system on  
Immediate cue: (minor) both Ms, any strength      (Major) other M & m, any strength  
Over: Weak Twos X with lebensohl      Opening Threes X

Opponent's transfers X = lead directing, cue of shown suit = T/O, jump cue = Michaels  
Opponent's 1NT 2C = both Ms; 2D = single M suit; 2H/S = 5+ M and 4+ m;  
2NT = minors (5/5+).

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ Ds, 6 (5)+ HCP	2♦ 0/1 D, 10-12 or 16+	3♦ 0/1 D, 13-15 raise
1♥ 4+ Hs, 6 (5)+ HCP	2♥ 0/1 H, 10-12 or 16+	3♥ 0/1 H 13-15 raise
1♠ 4+ Ss, 6 (5)+ HCP	2♠ 0/1 S, 10-12 or 16+	3♠ 0/1 S, 13-15 raise
1NT 6-10 HCP	2NT bal limit or 16+ raise	3NT 13-15 HCP 4+ Cs bal
2♣ 5+ Cs, 5-9 HCP	3♣ preemptive	4♣ Minorwood (3041)
other	m raises and NT responses deny 4+ card M. 4H/S = to play	
1♦ 1♥ 4+ Hs, 6 (5)+ HCP	2♥ 0/1 H, 10-12 or 16+	3♥ 0/1 H 13-15 raise
1♠ 4+ Ss, 6 (5)+ HCP	2♠ 0/1 S, 10-12 or 16+	3♠ 0/1 S, 13-15 raise
1NT 6-10 HCP	2NT bal limit or 16+ raise	3NT 13-15 HCP 4+ Ds bal
2♣ 4+ Cs, 10+ HCP	3♣ 0/1 C, 10-12 or 16+	4♣ 0/1 C, 13-15 raise
2♦ 4+ Ds, 5-9 HCP	3♦ preemptive	4♦ Minorwood (3041)
other	m raises and NT responses deny 4+ card M. 4H/S = to play	
1♥ 1♠ 4+ suit, 6 (5)+ HCP	2♥ 3/4 card raise, 5-9	3♦ 0/1 D, 10-12 or 16+
1NT 5-10 HCP <3Hs or 4Ss	2♠ 0/1 S, 10-12 or 16+	3♥ 0-6 HCP, 4+ raise
2♣ see other (below)	2NT bal 10-12 or 16+ raise	3♠ 0/1 S, 13-15 raise
2♦ 4+ Ds, 10+ HCP	3♣ 0/1 C, 10-12 or 16+	3NT 13-15 bal raise
other	2C = 2-way; nat 10+ or a 10-12/16+ 3 card raise. 4C/D=spl,13-15. 4H=dist raise.	
1♠ 1NT 5-10 HCP	2♠ 3/4 card raise, 5-9	3♥ 0/1 H, 10-12 or 16+
2♣ see other (below)	2NT bal 10-12 or 16+ raise	3♠ 0-6 HCP, 4+ raise
2♦ 4+ Ds, 10+ HCP	3♣ 0/1 C, 10-12 or 16+	3NT 13-15 bal raise
2♥ 5+ Hs, 10+ HCP	3♦ 0/1 D, 10-12 or 16+	4♣ = splinter, 13-15
other	2C = 2-way; nat 10+, or a 10-12/16+ 3 card raise. 4D/H=spl,13-15. 4S=dist raise	
1NT 3♣ puppet stayman	3♠ 5-4 ms, 3Hs, single S	4♦ 6+ Ss
3♦ not used	3NT to play	4♥ to play
3♥ 5-4 ms, 3Ss, single H	4♣ 6+ Hs	4♠ to play
other	1NT - 2C; 2D - 2H/S=both Ms NF; 2NT=invitat	
2♣ 2♦ Negative or waiting	2NT not used	3♥ not used
2♥ 5+ Hs, good suit, 7+	3♣ 6+ Cs, good suit, 7+	3♠ not used
2♠ 5+ Ss, good suit, 7+	3♦ 6+ Ds, good suit, 7+	3NT not used
other	After interference X = 7+ HCP; pass = 0-6 HCP; suit = nat 7+ HCP	
2♦ 2♥ correctible	3♣ 5+C, F1	3♠ correctible
2♠ correctible	3♦ 5+ Ds, F!	3NT to play
2NT enquiry	3♥ correctible	4♣ not used
other	after 2NT enquiry; 3C/D = max Hs/Ss; 3Hs/Ss = min with the suit bid	

**Notes** 1m - 1M; 2M - 2NT = GF enquiry for 3/4 card support.

2D-4C = TRF into your M; 2D-4D = bid your M.

2D-2NT = enquiry but may be a GF in own suit which will then clarify.

2♥ 2♠ correctible	3♦ 5+ Ds, F1	3NT to play
2NT enquiry	3♥ , NF	4♣ splinter agreeing Hs
3♣ 5+Cs, F1	3♠ splinter, agreeing Hs	4♥ to play
other	After 2NT enquiry: 3C/D = 2nd suit; 3H = min with Hs/Ss; 3S = max with Hs/Ss	
2♠ 2NT enquiry	3♥ 5+ Hs, F1	4♣ splinter agreeing Ss
3♣ correctible	3♠ competitive, NF	4♥ splinter agreeing Ss
3♦ 5+ Ds, F1	3NT to play	4♠ to play
other	After 2NT enquiry: 3C/D = 2nd suit, min; 3H = Ss & Cs max; 3S = Ss & Ds max	
2NT 3♣ puppet stayman	3♠ both ms, slam interest	4♦ 6+ Ss
3♦ TRF to Hs	3NT to play	4♥ 6+Cs
3♥ TRF to Ss	4♣ 6+Hs	4♠ 6+Ds
other	after responder's 4 suit; opener's rebids show degree of fit. 2NT-4NT = quant	

## 9. CONVENTIONS

**Unusual NT:** 2 lower unbid suits

**4th Suit Forcing** One round  1C - 1D; 1H - 1S = 4th suit Game force

**NT Checkback**  Priorities: 2-way checkback, 2C invit or Ds. 2D = GF, shape up the line

**Defence to 3NT opening** X = values, 4C = longer Hs than Ss; 4D = longer Ss than Hs

**Defence to Opening Twos** X=T/O or strong unsuitable for 2NT; 2NT=15-18; interm jumps

Multi 2♦ As above

RCO style 2-s As above

Other 2-s As above

**Defence (1♣) :** X = both Ms (4-4+), 1NT = both ms (5-4+). One level bid and 2C = nat to 2D and above = preemptive

**strong (2♣) :**

1♣ / 2♣ X = both Ms, 2NT = both ms, nat overcalls, 3D and above = preemptive

**Over 1NT Interference** Art X=123Xs of their runout. Nat bid=T/OXs, 2NT Leb. Art bid=123+

**Lebensohl - other uses** after we X a weak 2 opening

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

4♥ X 4♠ X = values. 4NT = 2 places to play

## 10. OTHER NOTES

Our X of bergen raise: T/O of their M if a weak raise, lead directing if an invit raise

Over their 1 level TRF response to 1C: X=lead directing, cue=T/O, jump cue=Michaels

After our 3NT overcall of a 3 level preempt: 4C = Baron, 4 of higher suit = TRF

4th suit or 2NT after our reverse = Blackout