

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = waiting semi Forced, Kokish, responses show good Suit+high
Responses to 2NT opening	Simple Stayman, Major trs, minor stayman, 4 Way Texas

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (A=att, K=count)	Occasional power leads
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Small when support high otherwise	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Suit Preference often given	

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430 RKCB, Quantitative, Exclusion
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> First & Second Round Control
5NT K ask, 3NT non serious, Last Train	
Pick a Slam, Void showing Cues, Trump ask, Third Round Queen Asks in some auctions	

7. OTHER CONVENTIONS

Cue Raises 11+, 2NT in comp = 4 card sup	Lebensohl
Jacoby	Smolen
4 Way Texas	Inverted Minor
3 Way Club	Shortage asks
Exclusion	Leaping Michaels

Reverse and Blackout Lowest unbid

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 1180592 Sam Goss 929468- Heath Watkins
& Names: 1150987 Alex Goss 1049781-Seb Wright 1082337-Matthew Sieredzinski

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 2+♣ 1♥ 5+♥
1♦ 4+♦ 1♠ 5+♠

1NT 1st fav = 13-16, otherwise (14)15-17 Semi-Balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman
2♦ to ♥ 2♠ to ♣, Range Probe
2♥ to ♠ 2NT to ♦
(Dbl) P -> XX, XX to play, 2C non forcing St other System on, 4 Way Texas

2♣ 22+ or any game force

2♦ Weak 6♦ (5+♦)

2♥ Weak 6♥ (5+♥)

2♠ Weak 6♠ (5+♠)

2NT (19)20-21 Semi-Balanced

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

other

2. PRE-ALERTS

First Fav NT 13-16 Light green preempts (5 cards no Suit Qual)
Light 1st and 3rd opening, esp Green Occasional psychs
HCP are only a guide

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O, Negative, Penalty, Lead Direction, Support Negative DBL thru 4♥
Responsive DBL thru 4♥

Jump overcalls Weak Unusual NT Lowest 2 Unbid Suits

1NT overcall: (immediate) 15-18 semi Bal (re-opening) 11-14 semi bal

Immediate cue: (minor) Majors (can be 5/4) (Major) Major+m (can be 5/4)

Over: Weak Twos Opening Threes

Opponent's transfers Double = Lead-Directing, Complete transfer = T/O

Opponent's 1NT X=vals/pen, 2C = both majors (can be 4/4 Green) 2D=Single Major

2H/2S=Major and a minor, 2NT=Both Minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 0-6 HCP, 6+♦	3♦ Splinter
1♥ 6+ HCP, 4+♥	2♥ 0-6 HCP, 6+♥	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ 0-6 HCP, 6+♠	3♠ Splinter
1NT 6-11 HCP	2NT 12-13 HCP	3NT 13-15 HCP
2♣ Inverted - lim+	3♣ Inverted - Weak	4♣ Slam Try in ♣
other		
1♦ 1♥ 6+HCP, 4+♥	2♥ 0-6 HCP, 6+♥	3♥ Splinter
1♠ 6+HCP 4+♠	2♠ 0-6 HCP, 6+♠	3♠ Splinter
1NT 6-11 HCP	2NT 12-13 HCP	3NT 13-15 HCP
2♣ 12+, 4+♣	3♣ Nat invite	4♣ Splinter
2♦ Inverted - lim+	3♦ Inverted - Weak	4♦ Slam Try in ♦
other		
1♥ 1♠ 6+HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ 10-12 4♥
1NT 6-11(12) HCP	2♠ 0-6 HCP, 6+♠	3♥ 0-6 4+♥
2♣ 3WC	2NT 12+ HCP 4+♥	3♠ Splinter
2♦ 12+ 5+♦	3♣ 6-9 4♥	3NT Choice of Games
other		
1♠ 1NT 6-11(12) HCP	2♠ 6-9 HCP 3♠	3♥ Nat invite
2♣ 3WC	2NT 12+ HCP 4+♠	3♠ 0-6 4+♠
2♦ 12+ 5+♦	3♣ 6-9 4♠	3NT Choice of Games
2♥ 12+ 5+♥	3♦ 10-12 4♠	4♣ Splinter
other		
1NT 3♣ Puppet Stayman	3♠ GF with 1345 or 1354	4♦ Texas to ♠
3♦ Both Minors (5-5)	3NT Sign off	4♥ Texas to ♣
3♥ GF with 3145 or 3154	4♣ Texas to ♥	4♠ Texas to ♦
other	4NT/5NT direct Quant/Otherwise, over Stayman Pick a Slam, over Tex KC	
2♣ 2♦ Waiting	2NT	3♥
2♥ AKxxxx or better	3♣ AKxxxx or better	3♠
2♠ AKxxxx or better	3♦ AKxxxx or better	3NT
other		
2♦ 2♥ Nat 5+ forcing Vul	3♣ Nat 6+ forcing Vul	3♠
2♠ Nat 5+ forcing Vul	3♦ Extending	3NT To Play
2NT Non GF Shortage Ask	3♥	4♣
other	Non-jumps in suits are not forcing when green	

Notes 1M-2C (3 way) - 2D(Accept)/(2M deny)/(3M suit set)

2♥ 2♠ Nat 5+ forcing Vul	3♦ Nat 6+ forcing Vul	3NT To Play
2NT Non GF Shortage Ask	3♥ Extending	4♣ Mini KC
3♣ Nat 6+ forcing Vul	3♠	4♥ To Play
other	Non-jumps in suits are not forcing when green	
2♠ 2NT Non GF Shortage Ask	3♥ Nat 6+ forcing Vul	4♣ Mini KC
3♣ Nat 6+ forcing Vul	3♠ Extending	4♥ To Play
3♦ Nat 6+ forcing Vul	3NT To Play	4♠ To Play
other	Non-jumps in suits are not forcing when green	
2NT 3♣ Simple Stayman	3♠ Minor Stayman	4♦ Texas to ♠
3♦ to ♥	3NT to Play	4♥ Texas to ♣
3♥ to ♠	4♣ Texas to ♥	4♠ Texas to ♦
other	4NT/5NT direct Quant/Otherwise, over Stayman Pick a Slam, over Tex KC	

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits

4th Suit Forcing One round Always Game forcing Game force

NT Checkback Priorities: 2♣ = Relay to 2♦ (Invite Hand or weak ♦), 2♦ = GF

Defence to 3NT opening Nat

Defence to Opening Twos X = T/O 2NT = 16-18, else NAT

Multi 2♦ As Above

RCO style 2-s As Above

Other 2-s As Above

Defence (1♣) : Psycho-Suction (1x = intermediate single suiter, 2x = either nat or 2 to above, 3x = weak single suiter can be garbage)
strong (2♣) : X for majors, 2NT for minors, else natural good hand
 1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses response to t/o of a preempt as non passed hand

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

4♥ T/O oriented 4NT=Minors/Good Spade 4♠ X = Penalty Oriented 4NT=T/O

10. OTHER NOTES

Weak 2/3-3NT semi-frequently psyched.

Weak 2-NF 2 bid on shortage infrequently Psyched

Third Seat Favourable 1NT infrequently opened on wider range of hands

Over first seat Fav, responses are approximately 1 point heavier given opening range

Preempt Quality and strength varies strongly by seat and color, Unfav always solid preempt

1NT is semi-frequently opened with singletons when no rebid is available.