

4. BASIC RESPONSES

Jump raises - minors	6-9
Jump raises - Majors	6-9
Jump shifts after minor opening	weak (passed hand: 1♣ 2♦ majors, 1m 2M = 5-5 fit bid)
Jump shifts after Major opening	minor = invite, other major = 4 card support invite
Responses to strong 2 suit open.	2♦ waiting, 2♥ any 0-4 no Ace or King, else natural HHxxxx.
Responses to 2NT opening	stayman, transfers, 4m natural

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top, but Q from AKQ	Big K (ub / count). Q=KQ+/QJ+.
Four or more with an honour	4th	
From 4 small	top (but 2nd from 9xxx)	
From 3 cards (no honour)	2nd	top
In partner's suit	3rd	
Discards	low like	
Count	low even	
Signal on partner's lead:	low like	
Signal on declarer's lead:	low even	
Notes	Ace denies King: 5+level, preempts, partner's suit, switch	

If switching to a singleton: can lead King from AK, 3rd hand wins Ace from AK.

3NT: leader can bluff a 4-card suit (HxxxX) if a side-honour looks aside for declarer.

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	pre-empt 4♣ is RKCB 1430
4NT: Blackwood <input type="checkbox"/>	RKCB 1430 Quant after stayman or transfers
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st or 2nd round control. Re-cue shortage = void.
5M asks for control in opponent's suit	
5M = great hand but no control in 4th suit	

7. OTHER CONVENTIONS

1♣ 1♦ 1♥ = 11-14 bal (singleton ♥ possible)	new suit rebids are non-forcing. Jump=GF.
1♣ 1♥ 1♠ = 11-14 bal (singleton ♠ possible)	Our 1-level overcall: new suit is NF,
1♣ 1R 1NT = 18-19 bal	Jump = natural GF. 2NT natural invite.
2-way checkback over opener's bal hands	Our 2+level overcall: new suit F1,
1♣ 1R 2NT any mini-splinter+	4M natural, other jumps = void.

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1NT 2♦ 2♥ 2♠ = 5+♥ invite. 1NT 2♣ 2R 2♠ = 5+♠ invite.

1NT 2M-1 2M ... 2NT+ = transfers, 4y = void.

opener 2M raise: 4cM/3cM+spl (2M+1 ask, if ♥: 2NT=4♠)

1a 1b 2a ... 2NT is game forcing, new suits are forcing.



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	874736	Andrew Spooner
& Names:	925160	Matt Smith

Basic System: 2/1GF or invitational raise. Transfers over 1♣ and in competition.

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 3+♣, 11-22 points, lead direct 3rd NV	1♥ 5+♥, 11-22 points
1♦ 3+♦, 11-22 points, lead direct 3rd NV	1♠ 5+♠, 11-22 points
1NT (14)15-17 bal, can have 6m.	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ stayman + smolen + 5+♠ invites. 1NT 2♣ 2R 2NT shows a major.

2♦ transfer 2♠ invite to 3NT or 6♣

2♥ transfer 2NT 6♦

(Dbl) XX penalty (X t/o). Bids are natural. other 3♣ asks 5cM

2♣ 23+ balanced or any game force

2♦ weak (can be 5 cards favourable or 3rd NV)

2♥ weak (can be 5 cards favourable or 3rd NV)

2♠ weak (can be 5 cards favourable or 3rd NV)

2NT 20-21

3NT AKQxxxx

other

2. PRE-ALERTS

1♣ (1♦): 1♠=majors, 2♦=6♥, 2♥=6♠, 2♠=♣ 1m (1y) 2NT = 5-5 in unbid suits

1m (1♥): X=5♠, 1♠=4♠, 2♥=6♠, 2♠=raise 1M (♣) ♦ = 5 other major

1m (1♠): 2om = 5+♥, 3om = 6+♥ GF with <5cm, we open stronger minor

3. COMPETITIVE BIDS / OVERCALLS

Doubles support X to 2M Negative DBL thru 4♥

(3M) X often value showing, asking for a stopper for 3NT Responsive DBL thru 4♥

Jump overcalls weak Unusual NT LUBS 5-5

1NT overcall: (immediate) 15-18 (re-opening) 10-16

Immediate cue: (minor) 5-5 majors (HUBS) (Major) 5-5 ♦ + other major (HUBS)

Over: Weak Twos 2NT 15-18. cue=stop ask Opening Threes 3NT 16-20 or minor + stopper

Opponent's transfers X = lead directing, cue = take-out, Pass-then-X = penalty

Opponent's 1NT 2♣ majors 4-4+, 2NT minors, other bids are natural 5+ suits.

X = penalty ~16+ points (next X is take-out)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 6+ or 5♥ or Ace	2♦ 6+♦ weak (5♥ 5♠ p.h.)	3♦ void
1♥ 4+♠, 6+ or 5♠ or Ace	2♥ 6+♥ weak (5♥ 5♠ p.h.)	3♥ void
1♠ 4+♦, Ace or 6+	2♠ 6+♠ weak (5♠ 5♣ p.h.)	3♠ void
1NT 6-10, no 4-card major	2NT 10-11, no 4-card major	3NT to play
2♣ 5+♣ 10+	3♣ 5+♣ 6-9	4♣ preemptive, to play
other		
1♦ 1♥ 4+♥, 6+ or 5♥ or Ace	2♥ 6+♥ weak (5♥ 5♦ p.h.)	3♥ void
1♠ 4+♠, 6+ or 5♠ or Ace	2♠ 6+♠ weak (5♠ 5♦ p.h.)	3♠ void
1NT 6-10, no 4-card major	2NT 10-11, no 4-card major	3NT to play
2♣ 4+♣ game force	3♣ 6+♣ invite	4♣ void
2♦ 5+♦ 10+	3♦ 5+♦ 6-9	4♦ preemptive, to play
other		
1♥ 1♠ 4+♠, 6+ or 5♠ or Ace	2♥ 3+♥ 6-9	3♦ 6+♦ invite
1NT 6-11, may be 4♥ 0-5	2♠ 4♥ invite	3♥ 4♥ 6-9
2♣ ♥ invite, GF bal, GF ♣	2NT 4♥ game force	3♠ void
2♦ GF 5+♦	3♣ 6+♣ invite	3NT void in 4M-1 = void ♦
other 4♣/♦ = void. 4♠ = natural.		
1♠ 1NT 6-11, may be 4♠ 0-5	2♠ 3+♠ 6-9	3♥ 4♠ invite
2♣ ♠ invite, GF bal, GF ♣	2NT 4♠ game force	3♠ 4♠ 6-9
2♦ GF 5+♦	3♣ 6+♣ invite	3NT void in 4M-1 = void ♥
2♥ GF 5+♥	3♦ 6+♦ invite	4♣ / 4♦ = void
other 4♥ natural		
1NT 3♣ 5-card major ask	3♠ 13(54) GF	4♦ 6+♥
3♦ 5-5 minors	3NT to play	4♥ 6+♠
3♥ 4144 or 31(54) GF	4♣ comp (m) 5♥ 5♠, (M) ♦	4♠ 6+♣
other 1NT (3m) transfers, 4♣ 5-5 majors. 1NT (3M) 4♣=♦. 1NT (3♥) 3♠ stop ask.		
2♣ 2♦ waiting	2NT 8+ bal, rarely used	3♥ HHxxxx
2♥ any 0-4, no Ace or K	3♣ HHxxxx	3♠ HHxxxx
2♠ HHxxxx	3♦ HHxxxx	3NT AKQxxxx
other		
2♦ 2♥ natural, forcing	3♣ natural, forcing	3♠ void
2♠ natural, forcing	3♦ natural, wide, to play	3NT natural or weak bluff
2NT shortage ask	3♥ void	4♣ ♦ RKCB
other 4M natural, 4NT ♣ void		

Notes

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT natural or weak bluff
2NT shortage ask	3♥ natural, wide, to play	4♣ ♥ RKCB
3♣ natural, forcing	3♠ void	4♥ natural, wide ranging
other 4♦ void, 4NT = ♣ void		
2♠ 2NT shortage ask	3♥ natural, forcing	4♣ ♠ RKCB
3♣ natural, forcing	3♠ natural, wide, to play	4♥ natural
3♦ natural, forcing	3NT natural or weak bluff	4♠ natural, wide ranging
other 4NT = ♣ void		
2NT 3♣ stayman + smolen	3♠ 4+4+ minors	4♦ 6♥
3♦ 5+♥	3NT natural	4♥ 6♠
3♥ 5+♠	4♣ 6♦	4♠ 6♣
other 2NT 3♣ 3NT = 5 spades. 2NT 3♦ 3♥ 3♠ = 5-5 majors slammy.		

9. CONVENTIONS

Unusual NT: lowest unbid suits 5-5

4th Suit Forcing One round Game force

NT Checkback Priorities: 3-card support shown before other major

Defence to 3NT opening X=strong, 4♣=majors

Defence to Opening Twos 3M-cue=stopper ask, 4m = 5oM 5m

Multi 2♦ X=13-15 bal or 16+, X take-out, X penalty

RCO style 2-s X=13-15 bal or 16+, X take-out, X penalty

Other 2-s X=13-15 bal or 16+, X take-out, X penalty

Defence (1♣) : X majors, NT minors

to

strong (2♣) : X majors, NT minors

1♣ / 2♣

Over 1NT Interference (neb) 3♣=♥ invite+, 3♦=♠ invite+. (major) 3♣=oM invite+.

Lebensohl - other uses (2M) X (P) 2NT. Going through 2NT then cue/3NT = 4oM.

Take out of 4 level pre-empts 4♣/4♦ 4NT natural

4♥ 4NT minors

4♠ 4NT minors

10. OTHER NOTES

Pass-then-X is very often penalty

Pass-then-cue = natural

Pass-then-new-suit = take-out