

4. BASIC RESPONSES

Jump raises - minors	weak, 4-7 vul, 0-6 nv
Jump raises - Majors	weak/mixed 4-8
Jump shifts after minor opening	2M 0-6 6+M, om = INV in minor
Jump shifts after Major opening	Natural INV
Responses to strong 2 suit open.	2D waiting, 2H double neg (no A or K or 3 queens)
Responses to 2NT opening	3C stay, 3D/H trf 3S minors, 4x 2 under slam try

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead most*	AQ attitude King count/UB
Four or more with an honour	4th	
From 4 small	2nd or top	2nd
From 3 cards (no honour)	2nd or top	MUD
In partner's suit	same, high from xxx if supp	
Discards	Reverse count	Reverse attitude
Count	reverse original	
Signal on partner's lead:	reverse count	reverse attitude
Signal on declarer's lead:	reverse count/SP, vs NT rarely count mostly SP	
Notes * vs S: K from AK when AK tight, vs 5+ level, vs declarer opening 4x, in a bid and raised suit, when switching to a singleton at trick 2, from trick 2 onwards		
When the Ace denies the King we give attitude for the King		

6. SLAM CONVENTIONS 4♣ Gerber

4NT: Blackwood <input type="checkbox"/> RKCB 1430 In comp often 2 suited takeout
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st/2nd round control, last train
In comp over 4S direct 5H can be slam try with 4NT scramble then 5H weaker, applies if 4NT would be a scramble

7. OTHER CONVENTIONS

2 way checkback after 1NT rebid or	Drury by PH including P (P) 1H (1S); 2C
1 level transfer accepted (not after 1C-1S)	Transfers after 1M (X) by non-PH
Transfers after 2NT rebid	Smolen after stayman (over 1NT/2NT)
1M-1NT; 2NT = GF not 5/5	
After stayman is doubled direct shows stop	pass then bid denies stopper

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	711470	Sophie Ashton
& Names:	522805	David Wiltshire
Basic System:	2/1	
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 Describe strength, min.length, or specific meaning Canapé

1♣ 2+, most BAL (not 5D/M), (10)11+	1♥ 5+ (4+ in 3rd), 10+
1♦ 4+, (10)11+	1♠ 5+ (4+ in 3rd), 10+
1NT (14)15-17, 14-16 1st favourable	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple stayman	
2♦ -> H	2♠ Range Probe or C
2♥ -> S	2NT -> D
(Dbl) System on, XX escape to 5cd minor	other 3C 5cd stay, 3D 55+ ms, 3M SPL

2♣ GF	
2♦ weak 2, can be 5 nv, 5-9, 1st seat fav 0-6	
2♥ weak 2, can be 5 nv, 5-9, 1st seat fav 0-6	
2♠ weak 2, can be 5 nv, 5-9, 1st seat fav 0-6	
2NT 20-22	3NT Gambling
other Natural Preempt, 4NT specific Ace ask	

2. PRE-ALERTS

Transfers over 1C and 1C (1D)	1M - 2C 3 way INV M, 12+ BAL, GF C
Very light action 3rd seat and fav 1st seat	transfers over 1M (X)

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX up to 2M, optional opposite PH	Negative DBL thru 4S
	Responsive DBL thru 4S
Jump overcalls 2M 10-14, others weak	Unusual NT Lowest unbid
1NT overcall: (immediate) 15-18	(re-opening) 14-16
Immediate cue: (minor) Both Majors	(Major) Other Major + minor
Over: Weak Twos X + Leb, Leaping Michaels Opening Threes X = t/o	
Opponent's transfers at 1 level: X = suit, cue bid = t/o, over others X = t/o	
Opponent's 1NT X values (15)16+, 2C both Majors, 2D one major, 2M 5M/4+m	
By PH X = maximum balanced pass	
vs Mini-NT (contains 10 counts): X values (15)16+, 2C Majors, 2x NAT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+H, 0+ HCP	2♦ 6+C 9-11	3♦ 6+C, SPL
1♥ 4+S, 0+ HCP	2♥ 6+H, 0-6	3♥ 6+C, SPL
1♠ no Major or GF D	2♠ 6+S, 0-6	3♠ 6+C, SPL
1NT 11-12 BAL no M	2NT 54+ minors, INV	3NT 13-15 BAL
2♣ 5+C GF	3♣ Pre, 0-6 nv, 4-7 vul	4♣ Preempt (unusual)
other		
1♦ 1♥ 4+, 4+HCP	2♥ 0-6 6+H	3♥ 4+D, SPL
1♠ 4+, 4+HCP	2♠ 0-6 6+S	3♠ 4+D, SPL
1NT 5-10(11)	2NT 11-12 BAL no M	3NT 13-15 BAL no M
2♣ 4+C, GF	3♣ 4+D 9-11	4♣ 4+D, SPL
2♦ 4+D, GF	3♦ 4+D 0-6 nv, 4-7 vul	4♦ Preempt (unusual)
other		
1♥ 1♠ 4+ (0?)4+HCP	2♥ 5-9, usually 3H	3♦ 6+D, INV
1NT (0-4)5-11	2♠ 6+S, INV	3♥ 4-8 4/5H
2♣ ART 3 way	2NT 4+H GF	3♠ SPL, 10-12
2♦ 5+D GF	3♣ 6+C, INV	3NT
other 4m SPL, 10-12		
1♠ 1NT (0-4)5-11	2♠ 5-9, usually 3S	3♥ 6+H INV
2♣ ART 3 way	2NT 4+S GF	3♠ 4-8 4/5S
2♦ 5+D GF	3♣ 6+C INV	3NT
2♥ 5+H GF	3♦ 6+D INV	4♣ SPL, 10-12
other 4D/H SPL 10-12		
1NT 3♣ 5 card stayman	3♠ SPL 13(54)	4♦ -> S then RKC/EKC
3♦ 55+ minods	3NT to play	4♥ to play
3♥ SPL 31(54)	4♣ -> H then RKC/EKC	4♠ to play
other 4NT quant, 5m natural (unusual)		
2♣ 2♦ waiting (A/K or 3Q)	2NT natural positive	3♥ natural positive
2♥ double neg	3♣ natural positive	3♠ what?
2♠ Natural positive	3♦ natural positive	3NT no way!
other		
2♦ 2♥ NAT NF(nv) F(vul)	3♣ NAT NF(nv) F(vul)	3♠ NAT F(nv)
2♠ NAT NF(nv) F(vul)	3♦ To play, not INV	3NT To play
2NT Enquiry	3♥ NAT F(nv)	4♣ NAT F(nv)
other		

Notes

2♥ 2♠ NAT NF(nv) F(vul)	3♦ NAT NF(nv) F(vul)	3NT To play
2NT Enquiry	3♥ To play, not INV	4♣ Nat F(nv)
3♣ NAT NF(nv) F(vul)	3♠	4♥ To play
other		
2♠ 2NT Enquiry	3♥ NAT NF(nv) F(vul)	4♣ NAT F(nv)
3♣ NAT NF(nv) F(vul)	3♠ To play, not INV	4♥ To play
3♦ NAT NF(nv) F(vul)	3NT To play	4♠ To play
other		
2NT 3♣ simple stayman	3♠ both minors	4♦ S Slam try
3♦ -> H	3NT To play	4♥ C Slam try
3♥ -> S	4♣ H slam try	4♠ D Slam try
other		

9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way, and also after transfer is accepted at 1-level

Defence to 3NT opening 4C 55M 4D 6S4H X Values (next X t/o)

Defence to Opening Twos X = t/o 2NT 15-18 4m 55+ m and oM NF

Multi 2♦ X = 13-15 BAL or 17+ Unbal

RCO style 2-s

Other 2-s

Defence (1C/2C) : X Majors, 1NT Minors

to After overcall 1NT shows a good raise

strong Also on after (1C) P (1D) or (2C) P (2D)

1♣ / 2♣

Over 1NT Interference X is takeout, 2NT lebensohl, 4m-> 4M if a jump

Lebensohl - other uses After t/o X of weak 2

Take out of 4 level pre-empts 4♣/4♦ X, 4NT Natural

4♥ X, 4NT minors

4♠ X, 4NT 2 suited

10. OTHER NOTES

if we bid 1M and the next hand doesn't pass then 2NT shows a raise

if 2NT would be scramble then direct 3H bids are INV to game (weaker goes via 2NT)

1M-2C; 2D accept INV, 2M reject, 2oM accept with 4+M, 2NT 18-19, others 55 slam try

after 1M-2C; 2M we pass with invite and also minimum balanced hands that bid 2C

1C-1D/H; 3D 18-19 w/ 4M, other strong raises show unbalanced

1C-1D/H; 1M 3 or minimum with 4, 2M 4 card raise usually bal (or min unbalanced)

1C-1S; 1NT 2m NF, 2M NAT + D, 2NT just D, 3C D+C, 3D Nat INV, 3M SPL