

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	1C-2D = nat INV else 2-level is natural and pre. 3-level is pre.
Jump shifts after Major opening	2-level is natural and preemptive. 3-level is splinter.
Responses to strong 2 suit open.	2D=waiting
Responses to 2NT opening	3♣=mupp; 3♦/♥=♥/♠; 3♠=pup->3NT(54m), 3NT=55m, 4♣=55M

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	attitude
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from 3+ small if didn't raise	
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	
Signal on partner's lead:	rev count (attitude on A lead)	
Signal on declarer's lead:	rev count & nat suit pref (context-dependent)	
Notes	underlead for unblock (e.g. Q from KQ1098). following to a suit where count is clearly not important is usually nat suit pref vs NT lowest from 5+ generally promises 2 honours	

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input type="checkbox"/>	RKCB 1430
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 3NT non-serious with S agreed. 3S non-serious with H agreed cue 1st/2nd control XRKCB 01122 run-on resp. to RKCB TQ 2nd step after intervention, pass=1st step, dbl/rdbl=2nd step. >5T:DEPO/REPO

7. OTHER CONVENTIONS

b/out after rev (low of FS/2NT=wk, rest FG)	After 1♣:1♠:1NT(11-14b):
support dbl/rdbl (if we can still play 2T)	2♣=minors (45) p/c,
FSJ in comp (incl. dbl) and by p/hands	2♦=to play, 2M=FG 4M5♦, 2NT=inv,
cheapest m after our 3X open = art slam try	3m-FG nat, 3M=splinter w ♦.
leaping michaels	

After 1M:2♣:2♦=any min, but opp p/hand 2M=sub-min

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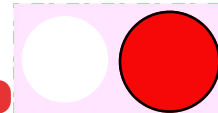
MyRev. 10/2/21

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AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD



ABF Nos.	175382	Robert Fruewirth (frugal)
& Names:	239232	Jamie Thompson (ject)
Basic System:	2/1 with short club, transfer resp. to 1♣	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canapé <input type="checkbox"/>
1♣ 11+hcp, 2+ (incl 11-14b and 18-19b)	1♥ 11+hcp, 5+	
1♦ 11+hcp, 4+, usually unbalanced	1♠ 11+hcp, 5+	
1NT 15-17b/sb they bid 2♣=Ms: 2♦=NF, 2♥=inv+♣, 2♠=inv+♦	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman 1NT:2♣:2♦:2♥=wk both Ms Smolen		
2♦ H	2♠ ♣ (accepting transfer is super-accept)	
2♥ S	2NT ♦ (accepting transfer is super-accept)	
(Dbl) system off when 1NT is doubled	other	

2♣ FG or 20-21 bal	
2♦ 5♥/6♥ 4♠ 10-15 HCP (then 2NT = GF, 3♣ = NF, 3♦ = Inv in a Major)	
2♥ 6-10hcp 6♥ (then 2NT?: 3♣=any min, 3♦=max no short, 3♥♠NT=max LMH short)	
2♠ 6-10hcp 6♠ (after 2M:2NT:3♣: 3♦ asks for short, then NLMH)	
2NT 22-23 bal	3NT solid 7-card suit (any) with no A/K o/s
other	

2. PRE-ALERTS

transfers after 1C opening	1-level t/fer accept = 11-14b with 2-3 supp
1♣ may have longer ♦ if balanced	

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls weak	Unusual NT 2 lowest unbid
1NT overcall: (immediate) 15-18 (sys-on)	(re-opening) 11-14 (sys-on) 2NT=19-20
Immediate cue: (minor) Majors (unless 1♣=2-)	(Major) Other Major + minor
Over: Weak Twos dbl=t/o. 3cue=stop ask	Opening Threes dbl=t/o
Opponent's 1NT 2♣ = Ms (then 2♦ asks longer); 2♦=1M; 2M=M+m; 2NT=ms; ph* dbl=4M5m	
vs. opp's 1-level 4 card transfers: immediate cue is natural, dbl is t/o of the suit shown penalty dbls after we open a pre-empt and they overcall *also in bal pos vs strong NT	
Doubles	Negative DBL thru 1♠-4♠
	Responsive DBL thru 4♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+hcp, 4+♥	2♦ Inv 6+♦	3♦ weak
1♥ 5+hcp, 4+♠	2♥ 4-7 6+♥ (wk2 sys-on)	3♥ weak
1♠ 5-9 no M or FG (4)5+♦	2♠ 4-7 6+♠ (wk2 sys-on)	3♠ weak
1NT 10-12, no M	2NT 16+ Bal	3NT 13-15 Bal
2♣ GF 5+♣	3♣ preemptive	4♣ preemptive
other		
1♦ 1♥ 5+hcp, 4+♥	2♥ 4-7 6+♥ (wk2 sys-on)	3♥ splinter
1♠ 5+hcp, 4+♠	2♠ 4-7 6+♠ (wk2 sys-on)	3♠ splinter
1NT 5-9 nat	2NT nat inv no M	3NT to play
2♣ Nat or Inv=♦	3♣ splinter	4♣ splinter
2♦ 6-10 raise	3♦ preemptive	4♦ preemptive
other 1♦:1♠:1NT=4♥<rev		
1♥ 1♠ 5+, 4+♠	2♥ 5-9 nat	3♦ splinter
1NT semi forcing	2♠ 4-7 6+♠ (wk2 sys-on)	3♥ preemptive
2♣ nat/bal FG or inv+ 3♥	2NT 4+ raise, FG	3♠ splinter
2♦ FG nat	3♣ splinter	3NT 12-14 bal 4+ raise
other after 1M:2NT:3♣(any min): 3♦=re-ask, then No Short, L,M,H.		
1♠ 1NT semi forcing	2♠ 5-9 nat	3♥ splinter
2♣ nat/bal FG or inv+ 3♠	2NT 4+ raise, FG	3♠ preemptive
2♦ FG nat	3♣ splinter	3NT 12-14 bal 4+ raise
2♥ FG nat	3♦ splinter	4♣ splinter
other after 1M:(DBL): transfers up to M-1 (1NT=♣, 2♣=♦, etc.)		
1NT 3♣ puppet stayman	3♠ 31(54)	4♦ transfer to ♥
3♦ 5-5min GF	3NT to play	4♥ transfer to ♠
3♥ 13(54)	4♣ FG 55M	4♠ to play
other		
2♣ 2♦ waiting	2NT 8-10 <3 controls	3♥ 6 solid
2♥ to play opp 20-21	3♣ 6+♣ 2 of top 3	3♠ 6 solid
2♠ to play opp 20-21	3♦ 6+♦ 2 of top 3	3NT doesn't exist
other 2♣-2♦ -> 2♥ = nat or 20-21 bal, then 2♠=ask, 3♣=5♠ (to confirm)		
2♦ 2♥ to play	3♣ NF	3♠ Mixed raise
2♠ to play	3♦ Inv in a major	3NT to play
2NT inv+ enq	3♥ Mixed raise	4♣ ♥ with ♠ spl
other 4♦ = ♠ with ♥ spl		

Notes single jump splinters are inv to game or slam; double jumps are FG only after 2NT jump rebid (FG, supp is ok): 3♣ = art FG; 3♦/♥ = tfer; 3♠ = long m mild slam try bid short after 1NT-2♠/NT-bid | weak two system same as 1M:2NT

2♥ 2♠ nat F1	3♦ nat F1	3NT to play
2NT inv+ enq	3♥ to play	4♣ splinter 4♦=splinter
3♣ nat F1	3♠ splinter	4♥ to play
other 4♠ to play		
2♠ 2NT inv+ enq	3♥ nat F1	4♣ splinter 4♦=splinter
3♣ nat F1	3♠ to play	4♥ to play
3♦ nat F1	3NT to play	4♠ to play
other		
2NT 3♣ muppet stayman	3♠ pupp->3NT (54m)	4♦ transfer to ♥
3♦ ♥ (3NT=super)	3NT 55 minors	4♥ transfer to ♠
3♥ ♠ (3NT=super)	4♣ 55 Majors	4♠ rkc in ♣
other 4NT=quant after 2NT:3♣:3♦: 4m=5, 4♥=♣ slam try, 4♠=♦ slam try		

9. CONVENTIONS

Unusual NT: lower 2 unbid suits

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: 2♣=pup then nat inv*; 2♦=FG; 2NT=pup 3♣ then nat 55

Defence to 3NT opening

vs. gambling 3NT dbl=values. vs. minor pre dbl=M oriented t/o

Defence to Opening Twos

1st DBL=values, 2nd DBL=t/o, 3rd DBL=pen

Multi 2♦

DBL=13-15b or 20+, then one t/o dbl for us. 1NT=16-19b (system-on)

RCO style 2-s

DBL=13-15b or 20+, then one t/o dbl for us. 1NT=16-19b (system-on)

Other 2-s

DBL=t/o of anchor suit

Defence

1♠ : DBL=Majors; 1NT=minors; rest natural

to

after 1♣-1♦: DBL=Majors; 1NT=minors

strong

2♣ : DBL=Majors; 2♦=1 Major; 2M=M+minor; 2NT=minors

1♣ / 2♣

after 2♣-2♦: DBL=Majors; 2NT=minors

Over 1NT Interference

lebensohl slow shows stopper. cue M shows 4oM

Lebensohl - other uses

we dbl wk 2 in comp by opener (2-suiter dbl'd, 2NT=2 places)

Take out of 4 level pre-empts

4♣/4♦ DBL=t/o

4♥

DBL=t/o. 4NT=minors

4♠

DBL=t/o. 4NT=two-suiter

10. OTHER NOTES

in comp, if partner has shown (or implied) a major, 2NT is an inv raise and cue is GF

in auctions like (1♠):dbl:(2♠): 2NT is 2 places to play OR wk with ♥ (inv with ♥ bids direct)

after 1♦:2NT: 3♦=weak; 3NT=max weak NT; 3X=shortage

after 1M:2♣: 2♦=neg (then 2M=inv hand); 2M=6M | 1X:1Y:1NT:2NT:3♣:3Y=5-5 Y+♣

after 1M:2NT:3♣=11-14(15) any; 3♦=15+ no shortage; 3♥/♠/NT=15+ ♣/♦/oM shortage

after (1NT):2♦(single M):2NT=enq, then 3♣=any min, 3♦=good ♥, 3♥=good ♠

after (1NT):2♦:2NT:3♣: 3♦=bid you M, 3M=p/c, 4♣=tfer to your M, 4♦=bid your M