

4. BASIC RESPONSES

Jump raises - minors	weak, 5+ cards
Jump raises - Majors	weak, 4+cards
Jump shifts after minor opening	strong
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦=waiting
Responses to 2NT opening	3♣=Puppet, transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	overlead
Four or more with an honour	4th	4th
From 4 small	4th	2nd
From 3 cards (no honour)	MUD	Top or Bottom
In partner's suit	top=weak	top=weak
Discards	if high=enc, mostly low cards	if high=enc, mostly low cards
Count	high=even	high=even
Signal on partner's lead:	high=enc, nat count & SP	high=enc, nat count & SP
Signal on declarer's lead:	high=even, nat SP	
Notes	King Vs slam, pre-empt, or 5 level contract wants count.	

6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB	3041
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> minor suit KCB in some situations

7. OTHER CONVENTIONS

CTP doubles	We open, you interfere, single JS are fit
Lebensohl	showing, double JS (not game) are spl's.
Over Trf responses: dbl=TO of shown suit,	We open 1M, you dbl, unchanged except
1 bid of suit=nat, 2 bid of suit = Michaels.	2♣/2♦ = NF.
2♦ Drury	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	232637	Avi Kanetkar
& Names:	61107	Matthew Thomson
Basic System:	Standard	
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

1♣ 3+	1♥ 5+
1♦ 4+ unless 4-4-3-2	1♠ 5+
1NT (14) 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ Trf ♥	2♠ Trf ♣
2♥ Trf ♠	2NT Trf ♦
(Dbl) Same if Art, nat NF if pen.	other 3suit = slam, 4♣=Gerber

2♣ Any game force	
2♦ Weak, 6-9 HCP, 6+♦	
2♥ Weak, 6-10 HCP, 6♥	
2♠ Weak, 6-10 HCP, 6♠	
2NT 20-22 balanced	3NT 6♥s+5♠s, min opening strength
other	

2. PRE-ALERTS

if your 1♣ is only 2+ then our 2♣ = nat, and 2♦ is Michaels

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles of 1 suit only	Negative DBL thru	4♣
Generally in comp: 1st X=cards; 2nd X=to; 3rd X=pen. (CTP)	Responsive DBL thru	4♣
Jump overcalls weak, sound if vul	Unusual NT	lower unbid suits
1NT overcall: (immediate) 15-18	(re-opening)	11-14
Immediate cue: (minor) Michaels	(Major)	Michaels
Over: Weak Twos Dbl=to; 4♣,4♦ Leap Mich	Opening Threes	Dbl = to
Opponent's transfers		
Opponent's 1NT X=15+, F to 2♥ if they bid, 2♣=SS then 2♦=P/C. 2♦=Ms, 2NT=ms		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 6+♦ strong	3♦ spl
1♥ 5+ HCP, 4+♥	2♥ 6+♥ strong	3♥ spl
1♠ 5+ HCP, 4+♠	2♠ 6+♠ strong	3♠ spl
1NT 6-10	2NT 11-12 bal, no M	3NT 13-14 bal, no M
2♣ 4+♣s, 10+, F to 3♣	3♣ 5-9 HCP, 5+♣s	4♣ pre-emptive
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 6+♥ strong	3♥ spl
1♠ 5+ HCP, 4+♠	2♠ 6+♠ strong	3♠ spl
1NT 6-10	2NT 11-12 bal, no M	3NT 13-14 bal, no M
2♣ 4+♣s, 10+	3♣ 6+♣ strong	4♣ spl
2♦ 4+♦s, 10+, F to 3♦	3♦ 5-9 HCP, 5+♦s	4♦ pre-emptive
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9, now NS=nat GT	3♦ Bergen 7-9
1NT NF, 6-11	2♠ 3♥s, LR Bergen	3♥ Bergen 3-7
2♣ 4+♣s, 10+	2NT Jacoby, 4+♥s, 14+	3♠ spl, 11-13
2♦ 4+♦s, 10+	3♣ Bergen 10-11(12)	3NT 4♥s bal, (12)13-14
other 4♣, 4♦ spls, 11-13		
1♠ 1NT NF, 6-11	2♠ 5-9, now NS=nat GT	3♥ Bergen 3-7
2♣ 4+♣s, 10+	2NT Jacoby, 4+♠s, 14+	3♠ spl, 11-13
2♦ 4+♦s, 10+	3♣ Bergen 10-11(12)	3NT 4♠s bal, (12)13-14
2♥ 5+♥s, 10+	3♦ Bergen 7-9	4♣ spl
other 4♦, 4♥ = spl's, 11-13		
1NT 3♣ slam ♣s	3♠ slam ♠s	4♦
3♦ slam ♦s	3NT TP	4♥
3♥ slam ♥s	4♣ Gerber 03,14,2	4♠
other		
2♣ 2♦ waiting	2NT 8-10 bal	3♥ semi-solid ♥s
2♥ 5+ 2 top H, or 6+ 1+H	3♣ 5+ 2 top H, or 6+ 1+H	3♠ semi-solid ♠s
2♠ 5+ 2 top H, or 6+ 1+H	3♦ 5+ 2 top H, or 6+ 1+H	3NT
other 2nd Neg of 3♣, and 3♦ over 3♣ rebid.		
2♦ 2♥ NS=F1, bid again=GF	3♣ NS=F1, bid again=GF	3♠ JS sets suit, slam int
2♠ NS=F1, bid again=GF	3♦ TP	3NT
2NT Enquiry, game+	3♥ JS sets suit, slam int	4♣ JS sets suit, slam int
other Responses to 2NT: NS=spl		

Notes

2♥ 2♠ NS=F1, bid again=GF	3♦ NS=F1, bid again=GF	3NT
2NT Enquiry, game+	3♥ TP	4♣ JS sets suit, slam int
3♣ NS=F1, bid again=GF	3♠ JS sets suit, slam int	4♥
other		
2♠ 2NT Enquiry, game+	3♥ NS=F1, bid again=GF	4♣ JS sets suit, slam int
3♣ NS=F1, bid again=GF	3♠ TP	4♥ JS sets suit, slam int
3♦ NS=F1, bid again=GF	3NT	4♠
other		
2NT 3♣ Puppet Stayman	3♠ minors	4♦ 6+♦, slam
3♦ Trf ♥	3NT TP	4♥ TP
3♥ Trf ♠	4♣ 6+♣, slam	4♠ TP
other 4NT invite Baron, 5NT Baron		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Except after 1♠ 4SF can pass 2NT Game force

NT Checkback Priorities: 2♣: 2♦=any min

Defence to 3NT opening X = pen, start of CTP

Defence to Opening Twos X = takeout, start of CTP, now Leb if they have a Major

Multi 2♦ X=15+, CTP; 2NT=15-18, 4♣/4♦=LM

RCO style 2-s X=15+, CTP; 2NT=15-18, 4♣/♦=LM

Other 2-s Leb after X if they promise a M.

Defence (1♣): X=Ms, 1NT=ms. Advance of 1NT/2NT=F

to

strong (2♣): X=Ms, 2NT=ms

1♣ / 2♣

Over 1NT Interference XX or X = start of CTP

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dbl

4♥ Dbl

4♠ Dbl

10. OTHER NOTES

passed hand bidding: 2♦ Drury, 2NT nat, Bergen still on. Jumps oppo 1♣/♦=fit showing
all jumps to game in comp are TP