

4. BASIC RESPONSES

Jump raises - minors	1♣-3♣ = GF balanced no major, 1♦-3♦ = 11-12 6+♦
Jump raises - Majors	Just below an invitational hand
Jump shifts after minor opening	11-12 natural
Jump shifts after Major opening	11-12 natural
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead all
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd from even, low from odd	2nd highest
From 3 cards (no honour)	Low	1st or 2nd
In partner's suit	3rd from even, low from odd	Low
Discards	Reverse original count	Reverse original count
Count	Reverse original count	Reverse original count
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Reverse original count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430 More often natural than Blackwood
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input type="checkbox"/> Cue bidding is possible but not common.
Blackwood is usually 4♦, and 4♣ is an invitation for partner to ask for aces.
If RKCB is below 4♥, then first step response shows a bad hand.

7. OTHER CONVENTIONS

Rubensohl, lots of transfers.	
We show majors before longer minors.	
Multi-2♣ and 2♦ over 1♥ and 1♠ openings.	

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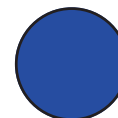
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	256986	Brad Coles
& Names:	117714	David Appleton

Basic System: Strong club, four-card majors, possible canapé

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning

Canapé

1♣ 15+ any shape	1♥ 10-14 4+♥ may be canapé
1♦ 10-14 4+♦ may be canapé	1♠ 10-14 4+♠ may be canapé
1NT bal 12+ to 14(15), unlikely to have decent four-card major	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ 3+3+ minors OR 3+♣ and a five-card major. Not forcing.

2♦ artificial game try or better	2♠ to play
2♥ to play	2NT weak 3+♣5+♦ OR GF one-suiter
(Dbl) ignore the double, but 2♦ is natural	other

2♣ 11-14, 6+♣, not 4 major, rarely four diamonds	
2♦ 14-17 either major, good single suit	
2♥ 7-10, can be five if not vulnerable	
2♠ 7-10, can be five if not vulnerable	
2NT 15+, good single suited minor	3NT
other	

2. PRE-ALERTS

Strong club, four-card majors	
Transfer responses	
Transfer in competition	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Many doubles are artificial, frequently transfers	Negative DBL thru 4♣
	Responsive DBL thru 4♣
Jump overcalls Weak	Unusual NT Lower unbid suits
1NT overcall: (immediate) 16-18	(re-opening) 15-17
Immediate cue: (minor) 4♣ and any longer suit	(Major) Four other major, longer minor
Over: Weak Twos Leaping Michaels	Opening Threes Non-leaping Michaels
Opponent's transfers Double = takeout, cue = 4M and a longer lower suit	
Opponent's 1NT Penalty doubles, 2♣ = ♥+another, 2♦ = ♠+minor, 2NT = minors or any GF	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 0-9 or 13+	2♦ 4+♥, 10-13 / 16+	3♦ long strong hearts
1♥ 4+♠, not 4♥ 0-9 or 13+	2♥ 4+♠, not ♥ 10-13 / 16+	3♥ long strong spades
1♠ no major, 0-9 or 13+	2♠ minors, 10-13 / 16+	3♠ long strong clubs
1NT 6-8 bal no major	2NT one minor, 10-13 / 16+	3NT strong diamonds, NF
2♣ 7-9 either minor 6+	3♣ bal no maj, 10-13/16+	4♣ strong diamonds, F
other		
1♦ 1♥ may be canape	2♥ 11-12 6+♥	3♥ to play
1♠ ♠not♥, may be canape	2♠ 11-12 6+♠	3♠ to play
1NT 8-11 no major	2NT 12-13 balanced	3NT to play
2♣ GF minor or bal	3♣ 11-12 6+♣	4♣
2♦ 7-11 5+♦	3♦ 11-12 6+♦	4♦
other		
1♥ 1♠ may be canape	2♥ 7-11 3+♥	3♦ invite 6+♦
1NT mostly 7-11, no major	2♠ invite 6+♠	3♥ less than an invite
2♣ GF bal or ♣ or inv+ 3♥	2NT 12-13 not 3♥ or 4♠	3♠ club void
2♦ GF ♦ OR inv+ 4+♥	3♣ invite 6+♣	3NT to play
other		
1♠ 1NT mostly 7-11, rarely 3♠	2♠ 7-11 3+♠	3♥ invite 6+♥
2♣ GF bal or ♣ or inv+ 3♠	2NT 12-13 bal not 3♠	3♠ less than an invite
2♦ GF ♦ OR inv+ 4+♠	3♣ invite 6+♣	3NT to play
2♥ GF 5+♥	3♦ invite 6+♦	4♣ club void
other		
1NT 3♣ natural GF	3♠ stopper ask	4♦ spades
3♦ natural signoff	3NT to play	4♥ to play
3♥ stopper ask	4♣ hearts	4♠ to play
other		
2♣ 2♦ 5+♥	2NT club raise invite +	3♥ GF 6+♥
2♥ 5+♠	3♣ to play	3♠ GF 6+♠
2♠ balanced invite +	3♦ GF 6+♦	3NT to play
other		
2♦ 2♥ to play	3♣ diamond raise invite +	3♠ GF 6+♠
2♠ to play	3♦ to play	3NT to play
2NT balanced invite +	3♥ GF 6+♥	4♣
other		

Notes

2♥ 2♠ to play	3♦ heart raise	3NT to play
2NT clubs	3♥ to play	4♣ RKCB
3♣ diamonds	3♠ natural forcing	4♥
other		
2♠ 2NT clubs	3♥ spade raise	4♣ RKCB
3♣ diamonds	3♠ to play	4♥
3♦ hearts	3NT to play	4♠
other		
2NT 3♣ pass or correct	3♠ natural forcing	4♦ RKCB
3♦ artificial GF	3NT to play	4♥ to play
3♥ natural forcing	4♣ asks partner to RKCB	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ enquiry in most XYZ auctions

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence Double = good hand, 1NT = any two suits, others same as opening bid

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Rubensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES