

4. BASIC RESPONSES

Jump raises - minors	Limit 7-11 HCP, 4+ cards
Jump raises - Majors	Limit 7-11 HCP, 4+ cards
Jump shifts after minor opening	1m-2M weak with long Major. 1C-2D or 1D-3C 4-card GF raise
Jump shifts after Major opening	1M-3C 4-card GF raise. 1H-2S weak with long S. Other: splinter
Responses to strong 2 suit open.	2 C - 2 D waiting
Responses to 2NT opening	Puppet Stayman, transfer to Majors, 3 S = minors, 3NT terminal

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest/another suit	
From 3 cards (no honour)	Middle/another suit	
In partner's suit	standard or top	
Discards	Reverse attitude, natural count	
Count	High-Low = Even	
Signal on partner's lead:	Reverse attitude, natural count	
Signal on declarer's lead:	Reverse attitude, natural count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	Response to 1 NT
4NT: Blackwood <input type="checkbox"/>	RKCB 3041 Quantitative after NT openings
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> First cue usually first round control, others 1st or 2nd
Cheapest non-trump suit after RKCB response asks for trump queen.	
5 NT followup asks for Kings - Sesame Street - (bid the King you have or don't have)	

7. OTHER CONVENTIONS

We like to go for a drink after the session.	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	75469	Michael Courtney
& Names:	856347	Chris Depasquale
Basic System:	Goren (4 card suits)	
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♣ 11 + HCP 4+ Clubs	1♥ 11+ HCP 4+ Hearts
1♦ 11+ HCP, 4+ Diamonds	1♠ 11+ HCP 4+ Spades
1NT 15-17 (semi-)balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer to Hearts	2♠ Transfer to Clubs
2♥ Transfer to Spades	2NT Transfer to Diamonds
(Dbl) Same	other 3-level: RKCB in suit bid

2♣ 22+ balanced or any game forcing hand	
2♦ Weak 2 in either major	
2♥ 5 Hearts and a 4+ card minor with 6-10 HCP	
2♠ 5 Spades and a 4+ card minor with 6-10 HCP	
2NT 20-21 (semi-)balanced	3NT Long solid minor, nothing outside
other 4NT = Specific Ace Ask. 5 C = none, 6 C = C, 5 NT = 2.	

2. PRE-ALERTS

Hearts preferred. Open 1 H with 4-4 Maj	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Penalty after our NT openings or we have agreed a suit	Negative DBL thru	4 S
Other doubles are for takeout	Responsive DBL thru	3 S
Jump overcalls	Roman, 2 suited	Unusual NT Strong demanding Baron
1NT overcall: (immediate)	15-18 BAL systems on	(re-opening) 10-14 systems on
Immediate cue: (minor)	Strong single suited	(Major) Strong single suited
Over: Weak Twos	2NT 16-18, X Scramble	Opening Threes X = T/O, 3 NT to play
Opponent's transfers	Double = Lead-Directing (after NT openings) T/O if t/fer over 1 C	
Opponent's 1NT	2 C = both majors, 2 D = single suited Major 2 H = Hearts and Minor	
2 S = Spades and minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+ Diamonds	2♦ GF Club raise	3♦ Support short diamond
1♥ 6+ HCP, 4+ Hearts	2♥ 4-7 HCP, 6 Hearts	3♥ Support, short Heart
1♠ 6+ HCP, 4+ Spades	2♠ 4-7 HCP, 6 Spades	3♠ Support, short Spade
1NT 9-11 bal, no major	2NT GF Balanced	3NT To play
2♣ 7-11 HCP 3 Clubs	3♣ 7-11 HCP 4+ clubs	4♣ RKCB in clubs
other		
1♦ 1♥ 6+ HCP, 4+ Hearts	2♥ 4-7 HCP, 6 Hearts	3♥ Support, short Heart
1♠ 6+ HCP, 4+ Spades	2♠ 4-7 HCP, 6 Spades	3♠ Support, short Spade
1NT 6-10 bal, no major	2NT GF Balanced	3NT To play
2♣ 10+ HCP, 5+ Clubs	3♣ GF Diamond raise	4♣ Support, short club
2♦ 7-11 HCP 3 diamonds	3♦ 7-11 HCP 4+ diamonds	4♦ RKCB in diamonds
other		
1♥ 1♠ 6+ HCP, 4+ Spades	2♥ 7-11 HCP, 3 Hearts	3♦ Support, singleton D
1NT 6-10 HCP, <4 Spades	2♠ 4-7 HCP, 6 Spades	3♥ 7-11 HCP, 4 Hearts
2♣ 10+ HCP, 5+ Clubs	2NT GF Balanced	3♠ Support, short spade
2♦ 10+HCP 5+ diamonds	3♣ GF Heart raise	3NT To play
other 4 C/D - splinters (4 D void in diamonds), 4 H - shapely pre-empt		
1♠ 1NT 6-10 HCP, <3 spades	2♠ 7-11 HCP, 3 spades	3♥ Support short Heart
2♣ 10+ HCP, 5+ Clubs	2NT GF Balanced	3♠ 7-11 HCP, 4 spades
2♦ 10+HCP 5+ diamonds	3♣ GF Spade raise	3NT To play
2♥ 10+HCP 5+ Hearts	3♦ Support, one diamond	4♣ Support, short club
other 4 S - shapely pre-empt 4 D - support, diamond void		
1NT 3♣ RKCB in clubs	3♠ RKCB in spades	4♦ Majors no slam interest
3♦ RKCB in diamonds	3NT To play	4♥ To play
3♥ RKCB in hearts	4♣ Ace ask (0, 1, 2, 3)	4♠ To play
other		
2♣ 2♦ No suitable response	2NT Bal 8-10, 3+ controls	3♥ 7+ H, < 3 controls
2♥ 5+H, 3+ controls 2 TH	3♣ 5+C, 4+ controls 2 TH	3♠ 7+ S, < 3 controls
2♠ 5+S, 3+ controls 2 TH	3♦ 5+D, 4+ controls 2 TH	3NT Bal 11+ HCP, 3+ cont
other Without a "dog in every kennel" 2 D can be preferred to a NT response		
2♦ 2♥ Pass or correct	3♣ Natural not forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ Natural not forcing	3NT To play
2NT Asks suit (C=H, D=S)	3♥ Pass or correct	4♣
other If opponents overcall a major a double is pass or correct		

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2♥ 2♠ Natural not forcing	3♦ Natural not forcing	3NT To play
2NT Asks for minor	3♥ Not forcing	4♣
3♣ Natural not forcing	3♠	4♥ To play
other		
2♠ 2NT Asks for minor	3♥ Natural not forcing	4♣
3♣ Natural not forcing	3♠ Not forcing	4♥
3♦ Natural not forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minors, at least 5-4	4♦ RKCB in clubs
3♦ Transfer to Hearts	3NT Terminal	4♥ To play
3♥ Transfer to Spades	4♣ RKCB in diamonds	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Strong two-suiter, partner gives Baron responses

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Take first 5 tricks

Defence to Opening Twos 2 NT = 16-19 bal; after T/O X 2 NT = scramble

Multi 2♦

RCO style 2-s 2 NT = 16-19 bal; after T/O X 2 NT = scramble

Other 2-s 2 NT = 16-19 bal; after T/O X 2 NT = scramble

Defence (1 C) X = H+S, 1 D = H or S, 1 H = H + minor, 1 S = S + minor, 1 NT = minors.

to All 2 level or higher bids are natural single suiters

strong (2 C) : X = H+S, 2 D = H or S, 2 H = H + minor, 2 S = S + minor, 2 NT = minors.

1♣ / 2♣ All 3 level or higher bids are natural single suiters

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double for takeout

4♥ Double for takeout; 4 NT = minors 4♠ Double for takeout; 4 NT = minors

10. OTHER NOTES

Did I mention we like to go for a drink after the session?