

4. BASIC RESPONSES

Jump raises - minors	Mixed
Jump raises - Majors	4M 0-6
Jump shifts after minor opening	6+ INV
Jump shifts after Major opening	3♣ 4M 7-9 or 3M 11-12, 3♦ 4M 10-12, other Major = 6+ INV
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	simple stayman, txf, 3♠ minors, 2-under txf

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead*	same, underlead for unblock
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	Top
In partner's suit	3rd from xxx if not supported	
Discards	high enc	
Count	natural	
Signal on partner's lead:	high enc	
Signal on declarer's lead:	suit pref, count if necessary	
Notes	*Ace denies King vs 5+level or pre-empts	
	Ace switch denies King vs suits	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st / 2nd
3♠ non-serious in ♥, 3NT non-serious in ♠			
Last train			

7. OTHER CONVENTIONS

2♣ drury in 3rd/4th	
EKCB responses 01122	
1m - 2M fit showing in 3rd/4th	

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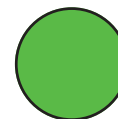
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	711128	Shane Harrison
& Names:	925160	Matt Smith
Basic System:	2/1 GF	
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+♣, 10+	1♥ 5+♥, 10+
1♦ 4+♦, 10+	1♠ 5+♠, 10+
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple stayman

2♦ ♥	2♠ ♣ or range ask
2♥ ♠	2NT asks for 5M
(Dbl) system off, XX penalty	other 3♣ = ♦

2♣ GF	
2♦ weak, vul dependent, 5-6♦	
2♥ weak, vul dependent, 5-6♥	
2♠ weak, vul dependent, 5-6♠	
2NT 20-22	3NT Gambling
other	

2. PRE-ALERTS

Points are a guideline	
Light actions favourable (& NV)	

3. COMPETITIVE BIDS / OVERCALLS

Doubles normal	Negative DBL thru	all
support doubles & XX	Responsive DBL thru	all
Jump overcalls weak	Unusual NT	lowest unbid suits
1NT overcall: (immediate) 15-18	(re-opening)	13-16
Immediate cue: (minor) Majors	(Major)	other Major + minor
Over: Weak Twos X t/o	Opening Threes	X t/o
Opponent's transfers (transfers over 1♣) X = suit bid, bid suit shown = t/o		
Opponent's 1NT X = PEN, 2♣ = both Majors, 2NT = both minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+	2♦ 6+♦ INV	3♦ PRE
1♥ 4+♥	2♥ 6+♥ INV	3♥ PRE
1♠ 4+♠	2♠ 6+♠ INV	3♠ PRE
1NT NF up to 10	2NT 11-12	3NT 13-15
2♣ 5+♣ 10+	3♣ 5+♣ 6-9	4♣ PRE
other 1m - 1NT typically 6-10, can include weaker hands with minor support		
1♦ 1♥ 4+♥	2♥ 6+♥ INV	3♥ PRE
1♠ 4+♠	2♠ 6+♠ INV	3♠ PRE
1NT NF up to 10	2NT 11-12	3NT 13-15
2♣ 2+♣ GF	3♣ 6+♣ INV	4♣ PRE
2♦ 4+♦ 10+	3♦ 4+♦ 6-9	4♦ PRE
other 1m (1M) 3H transfer to 3NT		
1♥ 1♠ 4+♠	2♥ 3♥ 6-10	3♦ 4♥ 10-12
1NT NF up to 12	2♠ 6+♠ INV	3♥ 4♥ 0-6
2♣ 2+♣ GF	2NT 4+♥ GF	3♠ ♠ SPL
2♦ 5+♦ GF	3♣ 4♥ 7-9 or 3♥ 11-12	3NT offer
other 1M - 1NT can include weaker hands with major support		
1♠ 1NT NF up to 12	2♠ 3♠ 6-10	3♥ 6+♥ INV
2♣ 2+♣ GF	2NT 4+♠ GF	3♠ 4♠ 0-6
2♦ 5+♦ GF	3♣ 4♠ 7-9 or 3♠ 11-12	3NT ♥ SPL
2♥ 5+♥ GF	3♦ 4♠ 10-12	4♣ ♣ SPL
other 1♠ - 4♥ to play		
1NT 3♣ ♦	3♠ 13(54)	4♦ ♠
3♦ minors GF	3NT to play	4♥ to play
3♥ 31(54)	4♣ ♥	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 6+♥ good suit	3♣ 6+♣ good suit	3♠
2♠ 6+♠ good suit	3♦ 6+♦ good suit	3NT
other no kokish		
2♦ 2♥ natural	3♣ natural	3♠
2♠ natural	3♦ to play	3NT to play
2NT shortage ask	3♥	4♣ mini KC 01122
other responses to pre-empts forcing unless 1st seat favourable		

Notes

2♥ 2♠ natural	3♦ natural	3NT to play
2NT shortage ask	3♥ to play	4♣ mini KC 01122
3♣ natural	3♠	4♥ to play
other		
2♠ 2NT shortage ask	3♥ natural	4♣ mini KC 01122
3♣ natural	3♠ to play	4♥ to play
3♦ natural	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠ minors GF	4♦ ♠
3♦ ♥	3NT to play	4♥ ♣
3♥ ♠	4♣ ♥	4♠ ♦
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits 5+/5+, strength depends on vulnerability

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X values

RCO style 2-s

Other 2-s

Defence (1♣) : X Majors, NT minors

to

strong (2♣) : X Majors, NT minors

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after weak twos

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES

2NT often used as raise in COMP

(1x) 1M (-) 3x = mixed raise

After 1x-1M-2M - 2NT = ENQ: we bid naturally

Jumping in 4th suit = 5-5 inv

Trial bids after 1M-2M are short suit trials, in comp we revert to long suit trials

Blackout after reverses