

4. BASIC RESPONSES

Jump raises - minors	4+ support, 0-5 HCP
Jump raises - Majors	4+ support, 0-5 HCP
Jump shifts after minor opening	mostly artificial (see next page)
Jump shifts after Major opening	mostly artificial (see next page)
Responses to strong 2 suit open.	2♦=negative or waiting, others NAT
Responses to 2NT opening	3♣=Puppet Stayman, 3♦/♥=TRF, 3♠=Minors, 4♣=♥, 4♦=♠

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/5th	attitude
From 4 small	3rd highest	3rd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	3rds & 5ths	3rds & 5ths
Discards	Odd=ENCRG, Even=McKenney	Odd=ENCRG, Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	REV Smith v NT / COUNT / SUIT PREF	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKC B 3041 NAT, QUANT
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd, Multi cues, Denial cues

7. OTHER CONVENTIONS

2♣-2♦-2♥=ART GF w/o ♠	Specific 2-SUITER overcalls
PASSED HAND BIDDING:	
1M-2♣=INV, no fit	
1M-2♦=INV, 3 card support	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 148911 Ian Thomson
& Names: 95745 Matt Mullamphy

Basic System: Standard

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 3+♣, 10+ HCP with transfer responses 1♥ 5+♥, 10+ HCP

1♦ 3+♦, 10+ HCP 1♠ 5+♠, 10+ HCP

1NT 15-17 HCP (14-16, 1st seat favourable) may contain 5 card Major

1NT Responses 2♣ 5-card Stayman, INV+

2♦ TRF to ♥ 2♠ TRF to ♣

2♥ TRF to ♠ 2NT TRF to ♦

(Dbl) Shows suit + one higher, XX=rescue other

2♣ GF or 22+ HCP or 9 PT any suit

2♦ 18-19 HCP Bal

2♥ Weak 2, typically 6♥, 5-10 HCP (0-6 & 5-card suit at favourable vul)

2♠ Weak 2, typically 6♠, 5-10 HCP (0-6 & 5-card suit at favourable vul)

2NT 20-21 Bal

3NT Specific ace ask

other

2. PRE-ALERTS

TRF responses to 1♣

1M-2♣=GINV any shape

2♦=18-19 Bal

1M-2♦=GF, any shape

Most jump shifts are artificial

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4♣

POWER DOUBLES NOT SUPPORT DOUBLES Responsive DBL thru 4♣

Jump overcalls INTERMEDIATE or 2-SUITER (ask) Unusual NT ODD SUITS

1NT overcall: (immediate) 15-18 (re-opening) 10-14

Immediate cue: (minor) NEXT TWO SUITS (Major) NEXT TWO SUITS

Over: Weak Twos 4♣/♦=that suit + OMajor Opening Threes 4♣/♦=that suit + OMajor

Opponent's transfers Dbl=lead direct

Opponent's 1NT Dbl=PEN, 2♣=MM, 2♦=one M, 2♥/♠=5+M and 4+m

2NT=2-SUITER, 3-4 losers

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 0+	2♦ ART GF 4+♣	3♦ SPL 15+
1♥ 4+♠ 0+	2♥ ART INV 4+♣	3♥ SPL 15+
1♠ 4+♦ 0+	2♠ 6+♠ 0-5	3♠ SPL 15+
1NT 5-9 NO M	2NT 15-17 BAL	3NT 18-19 BAL 4♣ NO M
2♣ 4+♣ 6-9	3♣ 5+♣ 0-5	4♣ PRE EMPTIVE
other		
1♦ 1♥ NAT	2♥ ART INV 4+♣ or 4+♦	3♥ SPL 15+
1♠ NAT	2♠ 6+♠ 0-5	3♠ SPL 15+
1NT 5-9 NO M	2NT 15-17 BAL	3NT 18-19 BAL 4♦ NO M
2♣ NAT GF	3♣ ART 6-9 4+♦	4♣ SPL 15+
2♦ 4+♦ GF ART	3♦ 5+♦ 0-5	4♦ PRE EMPTIVE
other		
1♥ 1♠ NAT	2♥ 6-9 3♥	3♦ GF FIT SHOWING
1NT 6-9	2♠ ART GF 5/5+ ♣/♦	3♥ 0-5 4+♥
2♣ ART INV NOT 4+♥/♠	2NT 6-12 4+♥	3♠ ♠ SPL 9-12
2♦ ART GF NOT 5+♠	3♣ GF FIT SHOWING	3NT ♦ SPL 9-12
other 4♣/♦=SPL		
1♠ 1NT 5-9	2♠ 6-9 3♠	3♥ ART GF 5/5+ ♣/♦
2♣ ART INV NOT 4+♠	2NT 6-12 4+♠	3♠ 0-5 4+♠
2♦ ART GF NOT 5+♥	3♣ 5+♥ 5+♣ GF	3NT ♥ SPL 9-12
2♥ NAT GF 5+♥	3♦ 5+♥ 5+♦ GF	4♣ ♣ SPL 9-12
other 4♦=♦ SPL		
1NT 3♣ 0-1♦ GF	3♠ 0-1♣ GF	4♦ TRF TO ♠
3♦ 0-1♥ GF	3NT TO PLAY	4♥ TO PLAY
3♥ 0-1♠ GF	4♣ TRF TO ♥	4♠ TO PLAY
other		
2♣ 2♦ NEG OR WAITING	2NT NAT 10+ STAY/TRF	3♥ 6+♥ SEMI POSITIVE
2♥ 5+♥ POSITIVE	3♣ 5+♣ POSITIVE	3♠ 6+♠ SEMI POSITIVE
2♠ 5+S POSITIVE	3♦ 5+♦ POSITIVE	3NT
other		
2♦ 2♥ 4-5♥ NF	3♣ 6+♦ STRONG	3♠ 5/5+ ♣/♦
2♠ TRF TO 2NT	3♦ 6+♥ STRONG	3NT
2NT TRF TO ♣	3♥ 5+♠	4♣ TRF to ♥
other 4♦=TRF TO ♠		

Notes

2♥ 2♠ NAT F1	3♦ NAT F1	3NT TO PLAY
2NT OGUST	3♥ PRE EMPTIVE	4♣ ♣ SPL
3♣ NAT F1	3♠ ♠ SPL	4♥
other 4♦=♦ SPL		
2♠ 2NT OGUST	3♥ NAT F1	4♣ ♣ SPL
3♣ NAT F1	3♠ PRE EMPTIVE	4♥ ♥ SPL
3♦ NAT F1	3NT TO PLAY	4♠
other		
2NT 3♣ 5-CARD STAYMAN	3♠ 5/5+ ♣/♦	4♦ 6+♦ SLAM
3♦ TRF TO ♥	3NT TO PLAY	4♥ 5♠/4♥ GAME
3♥ TRF TO ♠	4♣ 6+♣ SLAM	4♠ 5♠/4H SLAM
other		

9. CONVENTIONS

Unusual NT: 5/5+ ODD SUITS EXCEPT OVER 1C (2+) THEN MINORS

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ TRF TO 2♦=TO PLAY OR INV ANY, 2♦=ART GF

Defence to 3NT opening 4♣=MAJORS(BETTER ♠) 4♦=MAJORS(BETTER ♠)

Defence to Opening Twos LEBENSOHL

Multi 2♦ DBL=2♥ or 2♠ OVERCALL / 2♥/2♠=T/O OF THAT SUIT

RCO style 2-s

Other 2-s

Defence (1♣) : DBL=♣ 1NT/2♣/2♦=ORC 2-SUITER OTHERS NAT
to AFTER ♣(NO)1♦ THEN AS ABOVE EXCEPT DBL=♦/1NT=♣/2NT=ODD
strong (2♣) : SAME AS ABOVE EXCEPT ONE-LEVEL HIGHER
1♣ / 2♣ NAT v 2+♣ OPENING

Over 1NT Interference TRF RESPONSES

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL=TO / 4NT=2 SUITER

4♥ DBL=TO / 4NT=5/5+♣/♦ 4♠ DBL=TO / 4NT=5/5+ ANY

10. OTHER NOTES

NO SUPPORT DOUBLES BUT POWER DOUBLES

LONG & SHORT SUIT TRIAL BIDS

DOPI & ROPI

RELAYS AFTER 1M-2m

BERGEN RAISES (3♣/♦) AFTER 1♥/♠ OVERCALLS