

4. BASIC RESPONSES

Jump raises - minors	weak, 5+ cards, about 5-8
Jump raises - Majors	weak, 4+cards, about 5-7, some shape
Jump shifts after minor opening	strong, and 1♦:3♣ =9-11, 6+♣
Jump shifts after Major opening	2♠ strong; 3♣=4+sup, 9-13; 3♦=3c sup 10-12; 3♥=9-11, 6+♥s
Responses to strong 2 suit open.	2♦=5-8; 2♥=0-4; 2♠=9+ higher=6+suits, trfrs
Responses to 2NT opening	3♣=Stayman, 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	2nd or 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 pre-empt or 4+ level contract wants count.	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> KCB normally "4-of-suit-plus-1"	
3NT slam serious if M set in a GF auction	

7. OTHER CONVENTIONS

CTP doubles	Raise 1♠ or 1NT response to 2NT =GF
Lebensohl over oppo 2M	Leaping Michaels
Over Trf responses: dbl=bid suit, cue=TO	We open 1M, you bid, 2♣/♦/♥ = F1(not GF)
Blackout after a Reverse	Two way Checkback (but 2♦ nat if PH)
2♣/2♦ Drury	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	196606	Peter Newman
& 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 (3♣/3♦ response = 6c suit)
2♦ Trf ♥	2♠ Trf ♣
2♥ Trf ♠	2NT Trf ♦
(Dbl) unchanged if Art, XX F's 2♣ if Pen	other 3♣=PS, 3♦=4-1 Ms; 3M=frag

2♣ Any game force	
2♦ exactly 4♠ and 5+m, 9-13(14) in 4th 6+♦	
2♥ exactly 4♥ and 5+m, 9-13(14) in 4th 6+♥	
2♠ Weak, 6-10 HCP, 6♠	
2NT (20) 21-22 balanced	3NT 6♥s+5♠s, min opening strength
other	

2. PRE-ALERTS

(1♣) dbl = often weak NT or ♣s

3. COMPETITIVE BIDS / OVERCALLS

Doubles CTP, Support Doubles & Redoubles up to 2-of-suit	Negative DBL thru 4♣
	Responsive DBL thru 4♠
Jump overcalls weak, sound if vul	Unusual NT lower unbid suits
1NT overcall: (immediate) 15-18	(re-opening) 11-14 v 1m; 14-16 v 1M
Immediate cue: (minor) 2♣=5/4+ Ms; 2♦=5+♥/4♠	(Major) 4oM&5+m
Over: Weak Twos 4♣, 4♦ Leap Mich	Opening Threes Dbl = takeout
Opponent's transfers cue M=4oM&5+m; dbl=strength in transfer suit if 15+NT	
Opponent's 1NT X=♥+m; 2♣=Ms; 2♦=♠+m; 2NT=ms	
We open or overcall, they bid, single JS are fit showing, double JS (not game) are spl's.	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 6+♦, strong	3♦ weak
1♥ 5+ HCP, 4+♥	2♥ 6+♥ strong	3♥ weak
1♠ 5+ HCP, 4+♠	2♠ 6+♠ strong	3♠ weak
1NT 6-10	2NT 11-12 bal, no M	3NT 13-15 bal, no M
2♣ 4+♣s, invite+, no 4M	3♣ 5-8 HCP, 5+♣s	4♣ pre-emptive
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 6+♥ strong	3♥ weak
1♠ 5+ HCP, 4+♠	2♠ 6+♠ strong	3♠ weak
1NT 6-10	2NT 11-12 bal, no M	3NT 13-15 bal, no M
2♣ 4+♣s, GF	3♣ 9-11, 6+♣	4♣ weak
2♦ 4+♦s, invite+, no 4M	3♦ 5-9 HCP, 5+♦s	4♦ pre-emptive
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-10, now 2NT=GF	3♦ 3♥s, 10-12
1NT NF, 6-11(12)	2♠ 6+♠ strong	3♥ 4+♥s, 4-7 some shape
2♣ 4+♣s, GF	2NT Jacoby, 4+♥s, 14+	3♠ spl, 11-13
2♦ 4+♦s, GF	3♣ 4+♥s, 9-13	3NT spl(♦), 11-13
other 4♣ spl, 11-13		
1♠ 1NT NF, 6-11(12)	2♠ 5-10, now 2NT=GF	3♥ 6+♥s, 9-11
2♣ 4+♣s, GF	2NT Jacoby, 4+♠s, 14+	3♠ 4+♠s, 4-7 some shape
2♦ 4+♦s, GF	3♣ 4+♠s, 9-13	3NT spl(♥), 11-13
2♥ 5+♥s, GF	3♦ 3♠s, 10-12	4♣ spl, 11-13
other 4♦ = spl, 11-13		
1NT 3♣ Puppet Stayman	3♠ frag(2-3♠), 5/4+m, GF	4♦ Trfr to ♥
3♦ 4-1in Ms, GF	3NT TP	4♥ Trfr to ♠
3♥ frag(2-3♥), 5/4+m, GF	4♣ 65 in Ms	4♠ Slam F Baron
other 4NT=invite Baron		
2♣ 2♦ 5-8	2NT 6+♣, 5+hcp in ♣	3♥ 6+♠, 5+hcp in ♠
2♥ 0-4	3♣ 6+♦, 5+hcp in ♦	3♠
2♠ 9+	3♦ 6+♥, 5+hcp in ♥	3NT
other		
2♦ 2♥ relay	3♣ pass/correct	3♠ mild invite
2♠ TP	3♦ invite, nat	3NT TP
2NT 5+♥s, about 10-12	3♥ weak 6+♥	4♣ pass/correct invite
other 5♣=pass/correct		

Notes

2♥ 2♠ relay	3♦ invite, nat	3NT TP
2NT 5+♠s, about 10-12	3♥ mild invite	4♣ pass/correct invite
3♣ pass/correct	3♠ weak 6+♠	4♥ TP
other 5♣=pass/correct		
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 To 2NT: NS=spl. Resp'rs rebid after 2NT of 4♣=slam going in opener's suit.		
2NT 3♣ Simple Stayman	3♠ minors	4♦ 6+♠, slam int
3♦ Trf ♥	3NT TP	4♥ 6+♣, slam int
3♥ Trf ♠	4♣ 6+♥, slam int	4♠ 6+♦, slam int
other 4NT invite Baron, 5NT forcing Baron		

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = invite hands(or to pass 2♦); 2♦=GF hands

Defence to 3NT opening X = start of CTP

Defence to Opening Twos X = takeout, start of CTP, now Leb if they bid 2♥/♠

Multi 2♦ X=13-15 or strong, CTP; 2NT=16-18, 4♣/4♦=LM (M=♥s)

RCO style 2-s X=13-15 or strong, CTP; 2NT=16-18, 4♣/4♦=LM (M=♥s)

Other 2-s Leb after X if they have bid 2♥/♠

Defence (1♣) : X=Ms; 1NT=♣+♦

to

strong (2♣) : X=Ms; 2NT=♣+♦

1♣ / 2♣

Over 1NT Interference X = start of CTP; if X is pen XX says bid 2♣; X of 2♣=Stayman

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Dbl (4NT=TP)

4♥ Dbl (4NT=2 suits)

4♠ Dbl (4NT=2 suits)

10. OTHER NOTES

passed hand bidding: 2♣(3c) and 2♦(4c) Drury, 2NT nat, Jumps =fit showing

All jumps to game in comp are TP