

4. BASIC RESPONSES

Jump raises - minors	inverted (1m-3m = weak, 1m-2m = invitational+)
Jump raises - Majors	preemptive, 4+ support
Jump shifts after minor opening	2M: 6-card suit, invitational. jump other m: mixed raise
Jump shifts after Major opening	3♣/3♦: 6-9/10-12 HCP, 4+ support. jump other M: 3card invite
Responses to strong 2 suit open.	2♦ waiting (then Kokish), new suits natural and positive
Responses to 2NT opening	3♣ Simple Stayman, 3♦ 3♥ transfers, 3♠ minors, 4X two-under

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead (K from AK at 5+ level)	usually overlead (but see Notes)
Four or more with an honour	3rd from even, low from odd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	lowest	middle
In partner's suit	if raised, low shows an honour	
Discards	low encourage	low encourage
Count	reverse original count	reverse original count
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	reverse original count/suit preference	
Notes against NT, our primary signal on declarer's first lead is suit preference		

against NT, underlead of an honour sequence asks for unblock/count

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood <input type="checkbox"/>	RKCB 1430
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st/2nd round controls

7. OTHER CONVENTIONS

Non-serious 3M+1 when M agreed	1X-1NT-2NT ART GF (then transfers)
2-way checkback after 1NT rebid	Transfers after 1M (X) (including a 1M overcall)
Blackout after reverses	

www.abf.com.au

PDF Form Rev. 21E29 by RoL

MyRev.

Copyright © ABF 2021



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	737331	Ella Jacob
& Names:	874736	Andrew Spooner
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+ ♣	1♥ 5+ ♥
1♦ 4+ ♦	1♠ 5+ ♠

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

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥	2♠ Transfer to ♣, or range ask
2♥ Transfer to ♠	2NT Transfer to ♦, or weak both minors
(Dbl) System off after penalty X	other 3♣ asks for 5 card major

2♣ ART GF, 22+ HCP if balanced

2♦ Bad weak two in a major (0-7 HCP, often a 5-card suit when NV)

2♥ 8-11 HCP, 6 ♥

2♠ 8-11 HCP, 6 ♠

2NT 20-21 balanced

3NT 5 ♠, 6+ ♥, 8-11 HCP

other

2. PRE-ALERTS

Very light/aggressive actions when NV

(1st seat FAV openings: ~9+ HCP)

3. COMPETITIVE BIDS / OVERCALLS

Doubles Low-level doubles are usually takeout Negative DBL thru 4♣
support doubles below 2M (but no support redoubles) Responsive DBL thru 4♣

Jump overcalls weak Unusual NT lowest unbid suits

1NT overcall: (immediate) 15-18 (re-opening) 13-16

Immediate cue: (minor) 5+/5+ majors (Major) 5+/5+ other major + minor

Over: Weak Twos X = takeout, lebensohl Opening Threes X = takeout

Opponent's transfers bidding the suit shown is natural; double is takeout

Opponent's 1NT X = penalty. 2♣ = both majors (then 2♦ = pick). 2♦ = one 6+ card major

2M = 5+ M, 4+ minor

After 1m (1NT), 2♣ shows both majors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ 7-9 hcp, 5+ ♣	3♦ void splinter
1♥ natural	2♥ invitational, 6 ♥	3♥ void splinter
1♠ natural	2♠ invitational, 6 ♠	3♠ void splinter
1NT ~6-10, no 4-card M	2NT ~11-12, no 4-card M	3NT ~13-15, no 4-card M
2♣ 10+ hcp, 5+ ♣	3♣ ~0-6 hcp, 5+ ♣	4♣ preemptive
other 1-level responses may be very light if shapely		
1♦ 1♥ natural	2♥ invitational, 6 ♥	3♥ void splinter
1♠ natural	2♠ invitational, 6 ♠	3♠ void splinter
1NT ~6-10, no 4-card M	2NT ~11-12, no 4-card M	3NT ~13-15, no 4-card M
2♣ GF, 2+ ♣	3♣ 7-9 hcp, 4+ ♦	4♣ void splinter
2♦ 10+ hcp, 4+ ♦	3♦ ~0-6 hcp, 4+ ♦	4♦ preemptive
other 1-level responses may be very light if shapely		
1♥ 1♠ natural	2♥ ~6-9 hcp, 3 ♥	3♦ invitational, 4+ ♥
1NT ~6-12 hcp, not 4 ♠	2♠ invitational, 3 ♥	3♥ ~0-5 hcp, 4+ ♥
2♣ GF, 2+ ♣	2NT GF, 4+ ♥	3♠ splinter
2♦ GF, 5+ ♦	3♣ ~6-9 hcp, 4+ ♥	3NT
other 1NT semi-forcing (opener will only pass if minimum and balanced)		
1♠ 1NT ~6-12 hcp	2♠ ~6-9 hcp, 3 ♠	3♥ invitational, 3 ♠
2♣ GF, 2+ ♣	2NT GF, 4+ ♠	3♠ ~0-5 hcp, 4+ ♠
2♦ GF, 5+ ♦	3♣ ~6-9 hcp, 4+ ♠	3NT
2♥ GF, 5+ ♥	3♦ invitational, 4+ ♠	4♣ splinter
other 1NT semi-forcing (opener will only pass if minimum and balanced)		
1NT 3♣ asks for 5-card major	3♠ short ♠, 3 ♥	4♦ transfer to 4♠
3♦ 5+/5+ minors, GF	3NT to play	4♥ to play
3♥ short ♥, 3 ♠	4♣ transfer to 4♥	4♠ to play
other		
2♣ 2♦ waiting	2NT natural	3♥
2♥ natural, positive	3♣ natural, positive	3♠
2♠ natural, positive	3♦ natural, positive	3NT
other after 2♣-2♦, 2♥ is natural or 24+ balanced		
2♦ 2♥ pass or correct	3♣ constructive, NF	3♠ pass or correct
2♠ pass or correct	3♦ forcing	3NT to play
2NT strong enquiry	3♥ pass or correct	4♣ 'transfer to your M'
other 4♦: 'bid your M'; 4M: to play. after 2NT, 3M = minimum; 3♣/3♦ = max, ♥/♠		

Notes

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT shortage ask	3♥ to play	4♣ RKCB (01122)
3♣ natural, forcing	3♠	4♥ to play
other		
2♠ 2NT shortage ask	3♥ natural, forcing	4♣ RKCB (01122)
3♣ natural, forcing	3♠ to play	4♥ to play
3♦ natural, forcing	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠ minors	4♦ transfer to 4♠
3♦ transfer to ♥	3NT to play	4♥ ♣
3♥ transfer to ♠	4♣ transfer to 4♥	4♠ ♦
other 4♥ and 4♠ show at least some slam interest		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X show values or 13-15 balanced; next X takeout, then penalty

RCO style 2-s the same defence applies against other artificial preempts

Other 2-s against natural preempts, double is takeout and bids are natural

Defence (1♣) : X: both majors; 1NT: both minors

to (also applies after (1♣) P (1♦))

strong (2♣) : as above

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after we double a weak two-level opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES