

4. BASIC RESPONSES

Jump raises - minors	Inverted 0-6
Jump raises - Majors	Preemptive
Jump shifts after minor opening	Minor jumps = 7-10 raise, major jumps nat weak at 2 lvl, splinter <input checked="" type="checkbox"/>
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = waiting, others natural at least 2.5/top 4 honours in suit
Responses to 2NT opening	3♣ = Puppet stayman transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead/interior sequence	
Four or more with an honour	4ths	
From 4 small	Second	
From 3 cards (no honour)	Mud	
In partner's suit	Low if unsupported	
Discards	Reverse Attitude	
Count	Reverse Original	
Signal on partner's lead:	Reverse Attitude	
Signal on declarer's lead:	Reverse Count	
Notes A/Q= att and K= count in 5+ level contracts, or after preempts		
Nat suit preference when obvious		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Jacoby 2NT	4 way Texas Transfers
Bergen Raises	Lebensohl
Blackout	3 Way Check
4th Suit GF	Splinters
Drury	Smolen

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1150987	Alex Goss
& Names:	949736	Lakshmi Sunderasan
Basic System:	2/1	
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♣ 11(10)+ HCP, 2+♣	1♥ 11(10)+ HCP 5+♥
1♦ 11(10)+ HCP, 4+♦	1♠ 11(10)+ HCP, 5+♠
1NT (14)15-17 HCP, semi-bal/bal	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ Transfer ♥	2♠ Range Ask or Transfer ♣
2♥ Transfer ♠	2NT Transfer ♦
(Dbl) Some System on over X	other

2♣ Game forcing, 20+ unbal or 23+ bal	
2♦ Preempt ♦ can be 5 1st/3rdNV	
2♥ Preempt ♥ can be 5 1st/3rdNV	
2♠ Preempt ♠ can be 5 1st/3rdNV	
2NT 20-22 HCP	3NT Gambling 1st/2nd, to play 3rd/4th
other	

2. PRE-ALERTS

3rd seat openings can be light	infrequent psyches
1 level overcalls can be light/4 card suit	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Take Out	Negative DBL thru 4♥
Support x/xx to 2M	Responsive DBL thru 4♥
Jump overcalls Weak	Unusual NT Lowest unbid suits
1NT overcall: (immediate) 15-18 semi bal	(re-opening) 11-14 Bal
Immediate cue: (minor) Michaels	(Major) Michaels
Over: Weak Twos x=t/o, otherwise Nat	Opening Threes x=t/o otherwise Nat
Opponent's transfers	
Opponent's 1NT x= Pen, 2♣=Majors, 2NT=Minors, otherwise natural	
Bids constructive over weak NT, destructive over strong NT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 7-10 HCP ♣	3♦ Splinter 10-14 HCP
1♥ 4+♥	2♥ Weak Natural	3♥ Splinter 10-14 HCP
1♠ 4+♠	2♠ Weak Natural	3♠ Splinter 10-14 HCP
1NT 6-10 HCP	2NT 11-12 HCP	3NT 13-15 HCP Bal
2♣ Inverted 11+	3♣ Inverted 2(0)-6 HCP	4♣ Weak ♣
other		
1♦ 1♥ 4+♥	2♥ Weak Natural	3♥ Splinter 10-14 HCP
1♠ 4+♠	2♠ Weak Natural	3♠ Splinter 10-14 HCP
1NT 6-10 HCP	2NT 11-12 HCP	3NT 13-15 HCP Bal
2♣ GF 5+♣	3♣ 7-10 HCP ♦	4♣ Splinter 10-14 HCP
2♦ Inverted 11+	3♦ 2(0)-6 HCP ♦	4♦ Weak ♦
other		
1♥ 1♠ 4+♠	2♥ 6-9 HCP 3♥	3♦ 4+♥ 10-12 HCP
1NT 6-11(12) HCP	2♠ 10-12 HCP 3♥	3♥ 4+♥ 0-5 HCP
2♣ 2+♣ GF	2NT 4+♥ 12+HCP	3♠ 10-14 HCP Splinter
2♦ 5+♦ GF	3♣ 4+♥ 6-9 HCP	3NT 13(12)-16 3♥, 4-3-3-3
other		
1♠ 1NT 6-11(12) HCP	2♠ 6-9 HCP 3♠	3♥ 10-12 HCP 3♠
2♣ 2+♣ GF	2NT 4+♠ 12+HCP	3♠ 4+♠ 0-5 HCP
2♦ 5+♦ GF	3♣ 4+♠ 6-9 HCP	3NT 13(12)-16 3♥, 4-3-3-3
2♥ 5+♥ GF	3♦ 4+♠ 10-12 HCP	4♣ 10-14 HCP Splinter
other		
1NT 3♣ 5 Card Stayman	3♠ 31(54) short ♠	4♦ 6+ ♠
3♦ Minor Suit Stayman	3NT To Play	4♥ 6+ ♣
3♥ 31(54) short ♥	4♣ 6+ ♥	4♠ 6+ ♦
other		
2♣ 2♦ Waiting	2NT Doesn't Exist	3♥ Doesn't Exist
2♥ 6(5)+♥, strong suit	3♣ 6+♣, strong suit	3♠ Doesn't Exist
2♠ 6(5)+♠, strong suit	3♦ 6+♦, strong suit	3NT Doesn't Exist
other		
2♦ 2♥ 5+ ♥ Forcing Vul	3♣ 5+ ♣ Forcing Vul	3♠ 5+♠ GF
2♠ 5+ ♠ Forcing Vul	3♦ 3+ ♦ up to invite	3NT To Play
2NT Shortage inquiry	3♥ 5+♥ GF	4♣ GF ♣
other		

Notes

2♥ 2♠ 5+ ♠ Forcing Vul	3♦ 5+ ♦ Forcing VUL	3NT To Play
2NT Shortage inquiry	3♥ 3+ ♥ up to invite	4♣ ♣ GF
3♣ 5+ ♣ Forcing VUL	3♠ 5+♠ GF	4♥ To Play
other		
2♠ 2NT Shortage inquiry	3♥ 5+ ♥ Forcing VUL	4♣ ♣ GF
3♣ 5+ ♣ Forcing VUL	3♠ 3+ ♠ up to invite	4♥ To Play
3♦ 5+ ♦ Forcing VUL	3NT To Play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ Minor Suit Stayman	4♦ 6+♠
3♦ 5+♥	3NT To Play	4♥ 6+♣
3♥ 5+♠	4♣ 6+♥	4♠ 6+♦
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits any range

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening 4 Way Transfers

Defence to Opening Twos x = t/o, other bids naturals, 2NT = 15-18

Multi 2♦ 2NT = 15-18, x of 22 = values, x of 2♥/2♠ = t/o of suit

RCO style 2-s First x values, next x = t/o

Other 2-s x = t/o if any anchor suit bid, else first x = values

Defence (1♣) : x = majors, 1NT = minors, strong hands pass and bid later

to

strong (2♣) : Bids Natural x = T/O

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x=t/o

4♥ x=t/o

4♠ x=Values

10. OTHER NOTES
