

4. BASIC RESPONSES

Jump raises - minors	6-9 HCP raise
Jump raises - Majors	0-5 HCP, 4+ support
Jump shifts after minor opening	in major: weak, 6+ suit. in minor: limit raise of the minor
Jump shifts after Major opening	in other major: GF, 5+/5+ minors. in minor: GF, that minor + ♥
Responses to strong 2 suit open.	2♦ waiting; 2M to play opposite 20-21 balanced
Responses to 2NT opening	3♣ Puppet Stayman, 3♦ and 3♥ transfers, 3♠ minors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	overlead
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd	2nd highest
From 3 cards (no honour)	3rd	middle
In partner's suit	if raised, low promises honour	
Discards	low encourage	
Count	reverse original	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count (except reverse Smith at trick 2 against NT)	
Notes	A for Attitude, K for Count at the 5+ level, or if declarer preempted	
	Reverse Smith (low-like) against NT by both hands:	
	only on declarer's lead at trick 2, and only if attitude not already given	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1st/2nd round control	
if a major is agreed, denial cue bids may be used			
(3NT denies ♣ control; 4♣ shows ♣ control, denies ♦ control; etc)			

7. OTHER CONVENTIONS

two-way checkback after 1NT rebid	1M-2NT: 4+ card support, 6-13 HCP
P-1M-2♦: max pass, 3-card support	Jumps in competition may be fit showing

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	95745	Matt Mullamphy
& Names:	874736	Andrew Spooner
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♣ 2+ ♣, ~10+ HCP	1♥ 5+ ♥, ~10+ HCP
1♦ 4+ ♦, ~10+ HCP	1♠ 5+ ♠, ~10+ HCP
1NT 15-17 balanced (14-16 in 1st seat favourable)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 5-card major ask
2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
(Dbl) system off if X = PEN, otherwise on	other 3X = shortage in suit above

2♣ GF, or 20-21 balanced	
2♦ 18-19 balanced (17-19 in 1st seat favourable)	
2♥ Weak two. 1st seat favourable: very weak, usually 5 ♥, new suit nonforcing	
2♠ Weak two. 1st seat favourable: very weak, usually 5 ♠, new suit nonforcing	
2NT 22-23 balanced	3NT 5 ♠, 6 ♥, 8-11 HCP
other	

2. PRE-ALERTS

Aggressive openings when NV (especially 1st seat favourable)	1M-2♣: artificial invitation
	1M-2♦: artificial GF (denies 5 of other M)

3. COMPETITIVE BIDS / OVERCALLS

Doubles typically takeout	Negative DBL thru	4♠
support doubles apply up to 2M. 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 + a minor
Over: Weak Twos X = takeout, lebensohl	Opening Threes X = takeout	
Opponent's transfers X = takeout of suit shown; bidding the suit = natural		
Opponent's 1NT X = penalty. 2♣ = both majors (then 2♦ = pick). 2♦ = one major.		
2M = 5+ M, 4+ minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Natural	2♦ limit ♣ raise (~10-12)	3♦ splinter
1♥ Natural	2♥ weak (~4-7), 6+ ♥	3♥ splinter
1♠ Natural	2♠ weak (~4-7), 6+ ♠	3♠ splinter
1NT 5-10 HCP, no 4M	2NT 11-12 HCP, no 4M	3NT 13-15 HCP, no 4M
2♣ GF ♣ raise	3♣ weak ♣ raise (~6-9)	4♣
other		
1♦ 1♥ Natural	2♥ weak (~4-7), 6+ ♥	3♥ splinter
1♠ Natural	2♠ weak (~4-7), 6+ ♠	3♠ splinter
1NT 5-10 HCP, no 4M	2NT 11-12 HCP, no 4M	3NT 13-15 HCP, no 4M
2♣ Natural, GF	3♣ limit ♦ raise (~10-12)	4♣ splinter
2♦ GF ♦ raise	3♦ weak ♦ raise (~6-9)	4♦
other		
1♥ 1♠ Natural	2♥ ~6-9 HCP, 3 ♥	3♦ GF, 5+ ♦, 3+ ♥
1NT 5-10 HCP, not 4 ♠	2♠ GF, 5+/5+ minors	3♥ weak, 4+ ♥
2♣ ART, ~10-12 HCP	2NT ~6-13 HCP, 4+ ♥	3♠ splinter
2♦ ART GF	3♣ GF, 5+ ♣, 3+ ♥	3NT ♦ splinter (singleton)
other	2♣ and 2♦ cover a wide range of shapes (may have primary support)	
1♠ 1NT 5-10 HCP	2♠ ~6-9 HCP, 3 ♠	3♥ GF, 5+/5+ minors
2♣ ART, ~10-12 HCP	2NT ~6-13 HCP, 4+ ♠	3♠ weak, 4+ ♠
2♦ ART GF	3♣ GF, 5+ ♣, 5+ ♥	3NT ♥ splinter
2♥ 5+ ♥, GF	3♦ GF, 5+ ♦, 5+ ♥	4♣ splinter
other	2♣ and 2♦ cover a wide range of shapes (may have primary support)	
1NT 3♣ Short ♦, 2- or 3-suited	3♠ Short ♣, 2- or 3-suited	4♦ Transfer to ♠
3♦ Short ♥, 2- or 3-suited	3NT to play	4♥ to play
3♥ Short ♠, 2- or 3-suited	4♣ Transfer to ♥	4♠ to play
other		
2♣ 2♦ waiting	2NT 8-10 BAL	3♥ good hand, 7+ ♥
2♥ to play opposite 20-21	3♣ good hand, 6+ ♣	3♠ good hand, 7+ ♠
2♠ to play opposite 20-21	3♦ good hand, 6+ ♦	3NT
other	2♦ includes very weak minor hands (wanting to play 3m opposite 20-21)	
2♦ 2♥ weak, 4+ ♥ (NF)	3♣ Transfer to ♦	3♠ 5+/5+ minors
2♠ puppet to 2NT	3♦ Transfer to ♥	3NT forcing with ♠
2NT Transfer to ♣	3♥ Transfer to ♠	4♣ transfer to ♥ (4♦ -> ♠)
other	most hands will bid 2♠, after which the normal 2NT system applies	

Notes

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT Strong enquiry	3♥ to play	4♣ RKCB (0/1/1/2/2)
3♣ natural, forcing	3♠	4♥ to play
other	2NT asks for shortage when VUL, and asks for range and length when NV	
2♠ 2NT Strong enquiry	3♥ natural, forcing	4♣ RKCB (0/1/1/2/2)
3♣ natural, forcing	3♠ to play	4♥ to play
3♦ natural, forcing	3NT to play	4♠ to play
other	new suits are NF opposite a 1st seat favourable opening	
2NT 3♣ Puppet Stayman	3♠ 4+/4+ minors, GF	4♦ transfer to ♠
3♦ transfer to ♥	3NT to play	4♥ 5+/5+ majors, NF
3♥ transfer to ♠	4♣ transfer to ♥	4♠ 5+/5+ majors, forcing
other	single suited minor hands must first go via Puppet Stayman	

9. CONVENTIONS

Unusual NT: lowest unbid suits (except against a short 1♣, then 2NT shows minors)

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X: shows an overcall in one of the majors. 2M: takeout of that major.

RCO style 2-s

Other 2-s Against other artificial opening twos, X shows values, next X takeout

Defence (1♣): X = majors; NT = minors; other bids natural

to

strong (2♣): X = majors; NT = minors; other bids natural

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after we double a weak two

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES

Defence against a short 1♣ opening:

2♣: natural; 2♦: 5+/5+ majors; 2NT: 5+/5+ minors

Takeout doubles can be made on hands without typical shape (e.g. weak notrumps)

After (1♣) X (P), 1♦ is an artificial negative

After (1♣) X (bid), a new suit (including 2♣) shows 5+ cards. Double is takeout.