

## 4. BASIC RESPONSES

Jump raises - minors	Preempt raise
Jump raises - Majors	Preempt raise
Jump shifts after minor opening	Splinter raise (limit or slam); double jump splinters - game values
Jump shifts after Major opening	Splinter raise (limit or slam); double jump splinters - game values
Responses to strong 2 suit open.	After 2C game force - 2D is neg or waiting
Responses to 2NT opening	3C puppet; 3D/H t/f; 3S minor suit stayman; 4C/D texas t/f, 4S mi

## 5. PLAY CONVENTIONS

<b>Show priorities</b>	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th Highest	
From 4 small	2nd Highest	
From 3 cards (no honour)	Middle	
In partner's suit	See notes	
<b>Discards</b>	First low encourage then reverse	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	10 is treated as an honour	

We give suit preference when following suit to trumps or declarers long suit.

If we have supported partner leads as above if not lead low from 3 or 4

## 6. SLAM CONVENTIONS

4♣ Gerber

<b>4NT:</b> Blackwood <input type="checkbox"/>	RKCB	1430	4NT is quant if suit is agreed!
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1st & 2nd;	
Exclusion b/w at 5 level - 0314 also use 0314 response to 4NT keycard for minors			
Non serious 3NT slam try for majors;			

## 7. OTHER CONVENTIONS

4th suit force to game.	2NT rebid 18-19 is game force with 3C enq
Blackout - cheaper of NT or 4th suit is weak	Cue bid raises
Help suit trials	Over bergen raises if limit or above x is lead
1NT 2C (them) X is stayman	directing otherwise x is takeout
	If our NT is X and partner passes xx is bloo

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If our NT is doubled showing suit(s) then system on.

If they double our stayman - opener bids with stopper

passes without. After the pass a xx by partner then

starts stayman



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	136131	David Fryda
& Names:	147662	Jenny Thompson
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

Describe strength, min.length, or specific meaning Canapé

1♣	11+ HCP 2+ C	1♥	11+ HCP 5+ H
1♦	11+ HCP 4+ D	1♠	11+ HCP 5+ S
1NT	15-17 Bal	may contain 5 card Major <input checked="" type="checkbox"/>	

### 1NT Responses 2♣ Simple Stayman

2♦ T/F to H (2NT super accept & Max)	2♠ T/F to C (2NT super accept max)
2♥ T/F to S (2NT super accept & Max)	2NT T/f to D (3c super accept max)
(Dbl) XX is values 2 suit natural	other 3C puppet, 3D minors

2♣ GF or 23-24 bal

2♦ Weak 6-9 HCP

2♥ Weak 6-9 HCP

2♠ Weak 6-9 HCP

2NT 20-22

3NT Gambling (no outside A or K)

other

## 2. PRE-ALERTS

1M - 2C limit or slam 3 card raise or nat

Support Doubles and Redoubles

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4H
	Responsive DBL thru	4H
Jump overcalls	Pre-emptive	Unusual NT Lower unbid suits
1NT overcall: (immediate)	15-18 all system ON	(re-opening) 11-14 all system ON
Immediate cue: (minor)	5+/5+ Majors any strength	(Major) 5+ other M & 5+ minor any HCP
<b>Over:</b> Weak Twos	Double takeout	Opening Threes Double takeout; 4NT 2 suits
Opponent's transfers	X is t/o of their shown suit, bid of their suit is natural (after 1C transfer)	
Opponent's 1NT	X is penalty and next X is takeout then penalty doubles; 2C majors; 2D one	
2H is H & minor; 2S is S and minor; 2NT minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+ D	2♦ 10-12 or 16+ Splinter	3♦ 13-15 Splinter raise
1♥ 5+ HCP 4+ H	2♥ 10-12 or 16+ Splinter	3♥ 13-15 Splinter raise
1♠ 5+ HCP 4+ S	2♠ 10-12 or 16+ Splinter	3♠ 13-15 Splinter raise
1NT 5-9 HCP	2NT 10-12 or 16+ raise 4+ ♣	3NT 13-15 5+ club (No Maj)
2♣ 5-9 HCP 5+ C	3♣ Preemptive raise	4♣ preempt raise
other		
1♦ 1♥ 5+ HCP 4+ H	2♥ 10-12 or 16+ Splinter	3♥ 13-15 Splinter raise
1♠ 5+ HCP 4+S	2♠ 10-12 or 16+ Splinter	3♠ 13-15 Splinter raise
1NT 5-9 HCP	2NT 10-12 or 16+ raise	3NT 13-15 Raise (No Maj)
2♣ 10+ HCP 4+ C	3♣ 10-12 or 16+ Splinter	4♣ 13-15 Splinter Raise
2♦ 5-9 HCP raise	3♦ Preempt raise	4♦ preempt raise
other		
1♥ 1♠ 5+ HCP 4+ S	2♥ 5-9 HCP 3 card raise	3♦ 10-12 or 16+ Splinter
1NT 5-9 HCP	2♠ 10-12 or 16+ Splinter	3♥ Preemptive
2♣ See Notes	2NT 10-12 or 16+ 4 + H	3♠ 13-15 Splinter raise
2♦ 10+ HCP 4+ D	3♣ 10-12 or 16+ Splinter	3NT 13-15 3+ raise
other 4C/4D 13-15 Splinter raises		
1♠ 1NT 5-9 HCP	2♠ 5-9 HCP 3 card raise	3♥ 10-12 or 16+ Splinter
2♣ See Notes	2NT 10-12 or 16+ 4 card S	3♠ Preempt
2♦ 10+ HCP 4+ D	3♣ 10-12 or 16+ Splinter	3NT 13-15 3 card raise
2♥ 10+ HCP 5+ H	3♦ 10-12 or 16+ Splinter	4♣ 13-15 Splinter raise
other 4D/4H 13-15 Splinter raises;		
1NT 3♣ Puppet	3♠ 13(54)	4♦ T/F to S
3♦	3NT To play	4♥
3♥ 31(54)	4♣ T/F to H	4♠ Minors game force
other 1NT - 2C - 2D - 2H or 2S are Non Force		
2♣ 2♦ Negative or waiting	2NT Not used	3♥ Not used
2♥ 8+ points & good 5+ H	3♣ 8+ points & v good suit	3♠ Not used
2♠ 8+ points & good 5+ S	3♦ 8+ points & v good suit	3NT Not used
other Most of the time bid 2D waiting to see what opener says.		
2♦ 2♥ 5+ H F1	3♣ 5+ C FI	3♠ Not used
2♠ 5+ S F1	3♦ & 4D preemptive	3NT To play
2NT Strong enquiry	3♥ Not used	4♣ Not used
other After 2NT 3D is min; suit bids max and shortage; 3NT is max and no shortage		

**Notes** After 1M 2C is either limit or slam 3 card raise - opener bids 2D with max hand; A 2 over 1 response is forcing to 2NT (promises 2 bids). NB: 1H 2D 3D is min hand  
After interference 2NT shows stoppers with cue bids being raises;

2♥ 2♠ 5+ S F1	3♦ 5+ D F1	3NT To play
2NT Strong enquiry	3♥ Preemptive	4♣ Not used
3♣ 5+ C F1	3♠ Not used	4♥ To play
other After 2NT 3 H is min; suit bids max and shortage; 3NT max no shortage		
2♠ 2NT Strong enquiry	3♥ 5+ H F1	4♣ Not used
3♣ 5+ C F1	3♠ preemptive	4♥ Not used
3♦ 5+ D F1	3NT To play	4♠ To play
other After 2NT 3S min; suit bids max and shortage; 3NT max no shortage		
2NT 3♣ Puppet	3♠ Minor suit stayman slam	4♦ T/F to S
3♦ T/F to H	3NT To play	4♥ Not used
3♥ T/F to S	4♣ T/F to H	4♠ 5/5 Minors no slam int
other 4NT is quant;		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  1c-1d-1h-1s is game force too  Game force

**NT Checkback**  Priorities: bid features up the line

**Defence to 3NT opening**

**Defence to Opening Twos** Double is takeout or 19+ bal; 2NT 16-18 system on;

Multi 2♦ General values as above

RCO style 2-s General values as above

Other 2-s

**Defence** (1♣) :X is majors; 1NT is minors; 2NT minors too but longer minors

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** Lebenshol

**Lebensohl - other uses** After we double a weak 2 opening

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X; 4NT minors

4♠ X, 4NT 2 places to play

## 10. OTHER NOTES

Opening 1C with 2 cards if 4432

After 1NT rebid 2C is invite forces 2D (can be to play). if not then bid features up the line

After 1NT rebid 2D is game force bid features up the line

After 1C - 1H - 1NT 3D shows 5/5 invite; After 1C - 1H - 1NT 3H is 6 card invite

After 1C - 1H - 1NT - 2NT forces 3C which is to play

Raise structure applies over X but not after suit interference