

4. BASIC RESPONSES

Jump raises - minors	PRE nv 0-6 Vul 5-9
Jump raises - Majors	4-8, typically 4 card support
Jump shifts after minor opening	1♣: 2♦ GF, 2M 0-6 6M, other PRE 1♦: 2M 9-11 6+M, 3♣ ♦ INV
Jump shifts after Major opening	Natural INV, usually not Hx support
Responses to strong 2 suit open.	2♦ negative or waiting
Responses to 2NT opening	3♣ simple STAY, 3R transfer, 3♠ minors, 4x 2 under slam try

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead most(1)	AQ att, K count/unblock
Four or more with an honour	4th	
From 4 small	2nd	2nd or top if touching
From 3 cards (no honour)	MUD	2nd or top
In partner's suit	low from xxx if unsupported,	high if supported
Discards	Rev Count then SP	Rev attitude
Count	Reverse original Count	Reverse original count (rarely)
Signal on partner's lead:	Rev Count, SP, rarely rev att(2)	Rev att, rev count
Signal on declarer's lead:	Rev Count then SP vs Suit, SP primary vs NT	
Notes	1) King from AK vs 3+ preempt opening, 5+ level, bid and raised suit, and mid hand 2) Rev att on Ace leads which deny the King 3) When p is winning trick we discard attitude In the middle of the hand lead rev attitude/4th best, honours 2nd highest through declarer	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430	
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st/2nd not shortage in partner's first bid suit
Non-serious 3NT if Major agreed				
In comp direct 5♥ Slam Try, 4NT 2 places or weak with ♥				

7. OTHER CONVENTIONS

Transfers after 1M (X) by non-PH	Drury by PH including over 1S overcall
After 2NT rebid, 3D checkback, 3C pup 3D	2-way checkback after 1NT rebid
1M-1NT; 2NT = GF not 5/5	Stayman Doubled, direct bid shows stop, pass then bid denies stopper

www.abf.com.au

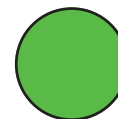
PDF Form Rev. 21E29 by RoL
MyRev.

Copyright © ABF 2021



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.		Sophie Ashton
& Names:	522805	David Wiltshire
Basic System:	2/1, short Club with Polish responses	
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+, any 4432/4333	1♥ (4)5+, 4 possible in 3rd (rare)
1♦ (4)5+, 4 if any 4441	1♠ (4)5+, 4 possible in 3rd (rare)
1NT (14)15-17, (13)14-16 1st seat nv vs Vul	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman then 3m GF 3M 5+oM, 4m->4M	
2♦ -> ♥	2♠ Range ask or ♣
2♥ -> ♠	2NT -> ♦
(Dbl) System on, XX with 5+m	other 3♣ 5M?, 3♦ 55+m, 3M SPL (31)(54)

2♣	GF, 23+ if BAL		
2♦	weak 2s nv: can be 5 (especially 1st) (4)5-9(10) HCP		
2♥	weak 2s 1st nv vs Vul: usually 5 (0)3-7 HCP		
2♠	weak 2s vul: 6(7) (5)6-10 HCP		
2NT	(20)21-22	3NT	Gambling 1st/2nd, To play 3rd/4th
other	4NT Specific Ace ask, others NAT		

2. PRE-ALERTS

1♣ on most BAL outside 1NT, rarely pass:	1M-2♣: INV M, GF ♣/BAL
- 1♦ 0-6 w/o 6M, 7-11 no M, 13+ BAL no M	(1M) 3♣: 55+ minors NF
- 1♣-1♦; 1M can be 3 and weak NT	very light action 3rd and favourable 1st

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout	Negative DBL thru	4♠
No support X or XX	Responsive DBL thru	4♠
Jump overcalls 2M 11-14 (1M) 3♣ 55+ m NF	Unusual NT 55+ 1m: om+♥ 1M: ♣+oM	
1NT overcall: (immediate) 15-18	(re-opening) 14-16	
Immediate cue: (minor) 55+ Both Majors	(Major) 55+ oM+♦	
Over: Weak Twos X + 1eb, 4m 55+ m+M NF Opening Threes 4m 55+ m+M NF		
Opponent's transfers after 1♣ X = suit, bidding transfer suit = t/o, others X=t/o		
Opponent's 1NT X PEN (15)16+, 2♣ Majors, 2♦ one Major, 2M 5+M 4+m		
By PH = maximum balanced pass		
vs Mini-NT (contains 10 counts): X values (15)16+, 2C Majors, 2X Nat		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-6/7-11 no M/13+BAL	2♦ 5+♦ GF	3♦ PRE
1♥ 4+♥ (6)7+	2♥ 6+♥ 0-6	3♥ PRE
1♠ 4+♠ (6)7+	2♠ 6+♠ 0-6	3♠ PRE
1NT 7-10	2NT 11-12	3NT 13-15 not xx in M
2♣ 5+♣ GF	3♣ PRE	4♣ PRE
other PRE		
1♦ 1♥ 4+♥	2♥ 6+♥, inv	3♥ splinter
1♠ 4+♠	2♠ 6+♠, inv	3♠ splinter
1NT (5)6-11	2NT inv, 11-12	3NT to play (13-15)
2♣ 4+♣ GF	3♣ 6+♣, inv	4♣ PRE
2♦ 4+♦ GF	3♦ PRE	4♦ PRE
other PRE		
1♥ 1♠ 4+♠	2♥ 5-10, usually 3♥	3♦ 6+♦, inv
1NT (5)6-11	2♠ 6+♠, inv	3♥ 4-8, 4+♥
2♣ inv ♥,GF Bal or GF♣	2NT Jacoby	3♠ unspec splinter 10-12
2♦ 5+♦, GF	3♣ 6+♣, inv	3NT ♠ void
other 4 level bids show that specific void, 10-12		
1♠ 1NT (5)6-11	2♠ 5-10, usually 3♠	3♥ 6+♥, inv
2♣ inv ♠,GF Bal or GF♣	2NT Jacoby	3♠ 4-8, 4+♥
2♦ 5+♦, GF	3♣ 6+♣, inv	3NT unspec splinter 10-12
2♥ 5+♥, GF	3♦ 6+♦, inv	4♣ ♣ void
other 4 level bids show that specific void, 10-12		
1NT 3♣ 5 card stayman	3♠ 13(54)	4♦ transfer to ♠
3♦ 5+5+mm GF	3NT To Play	4♥ to play
3♥ 31(45)	4♣ transfer to ♥	4♠ to play
other 4NT quant, 5m natural (unusual)		
2♣ 2♦ waiting	2NT Nat and Positive	3♥ NA
2♥ Nat and positive	3♣ Nat and Positive	3♠ NA
2♠ Nat and Positive	3♦ Nat and Positive	3NT NA
other		
2♦ 2♥ Nat NF(nv), F (v)	3♣ Nat NF(nv), F (v)	3♠ NAT F (nv)
2♠ Nat NF(nv), F (v)	3♦ to play, not INV	3NT To play
2NT Enquiry	3♥ NAT F(nv)	4♣ Nat F (nv)
other		

Notes

2♥ 2♠ NAT NF (nv) F(vul)	3♦ NAT NF(nv) F(vul)	3NT To play
2NT Enquiry	3♥ To Play, mild INV (vul)	4♣ Nat F(nv)
3♣ NAT NF (nv) F (vul)	3♠ Nat F(nv)	4♥ To Play
other		
2♠ 2NT Enquiry	3♥ NAT NF(nv) F(vul)	4♣ NAT F(nv)
3♣ NAT NF(nv) F(vul)	3♠ To play, mild INV (inv)	4♥ To play
3♦ NAT NF(nv) F(vul)	3NT To play	4♠ To play
other		
2NT 3♣ simple stayman	3♠ both minors	4♦ ♠ slam try
3♦ --> ♥	3NT To play	4♥ ♣ slam try
3♥ --> ♠	4♣ ♥ slam try	4♠ ♦ slam try
other 4NT quant, 5m to play		

9. CONVENTIONS

Unusual NT: 1m: om+♥ 1M oM+♣

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2♣ puppet to 2♦, 2♦ GF, 2NT to play 3♣

Defence to 3NT opening 4♣ 55M, 4D 6+♠4+♥, X values (next X T/O)

Defence to Opening Twos X = t/o, 2NT 15-18, 4m 55+m +oM NF

Multi 2♦ X = 13-15 BAL or 17+ Unbal

RCO style 2-s As above

Other 2-s X and bid - flexible strong hand, 3 level Cue - strong single suiter, 4m 5m5oM

Defence (1♣) : X Majors, 1NT minors, and after (1♣) P (1♦), pass first with strong hands
to After 1M overcall 1NT is a good raise
strong (2♣) : X Majors, 2NT minors, same after (2♣) P (2♦)
 1♣/2♣

Over 1NT Interference Transfers from 2NT, over 3♦ Majors are switched

Lebensohl - other uses After T/O X of weak 2 or of Flannery

Take out of 4 level pre-empts 4♣/4♦ X, 4NT Natural

4♥ X, 4NT minors 4♠ X, 4NT 2 suited

10. OTHER NOTES

if we bid 1M and the next hand doesn't pass then 2NT shows a raise

if 2NT is scramble then direct 3H bids are INV to game

1M-2C, 2D accepts INV, 2M rejects, 2H 4+H accepts, 2S 4+S slam try, cont'd

2NT slam try various shapes, 3 level bids 55+ slam try

1C -1H/1S; 3D 18-19 w/ 4M, other strong raises show unbal