

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Preempt
Jump shifts after minor opening	
Jump shifts after Major opening	
Responses to strong 2 suit open.	
Responses to 2NT opening	After 2D opening, puppet stayman or transfers

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	Overlead all	
	Four or more with an honour	4th highest	
	From 4 small	2nd highest	
	From 3 cards (no honour)	MUD	
	In partner's suit	highest	
Discards		odd/even	
Count		reverse	
Signal	on partner's lead:	Attitude, possibly suit preference	
Signal	on declarer's lead:	Reverse count	
Notes			

6. SLAM CONVENTIONS

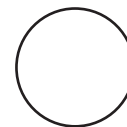
4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	Quantitative raise of NT		
Cue Bids <input type="checkbox"/>	1st or 2nd round control after 3 level of major fit		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Cue raises: fit with partner after interference, 10+ TP	
structured raise is off	
also after partner's overcall of M or m, 10+ TP	
X of stolen bid after interference, also system on	
www.abf.com.au	Support X
PDF Form Rev. 17K21 by RoL	Fourth suit forcing
MyRev.	
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	635782	Anne
& Names:	661716	Karin
Basic System:	Standard American	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣	3+, 11+	1♥	5+, 11+
1♦	3+, 11+	1♠	5+, 11+
1NT	15 - 17	may contain 5 card Major <input type="checkbox"/>	

1NT Responses	2♣ stayman, 3C puppet
2♦ trs to H	2♠ trs to minors (6 & v weak)
2♥ trs to S	2NT
other	

2♣	Game force, 3 or 4 losers
2♦	Multi 2, weak M (6 - 10) or 20 - 22 which may contain 5 card M
2♥	5 hearts/ 5 another (6 - 10)
2♠	5 spades/ 5 minor (6 - 10))
2NT	5/5 minors (6 - 10)
	3NT Gambling
other	

2. PRE-ALERTS

(1NT strong) X = penalty	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	2 lower suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	Michael's
1NT overcall - re-opening	10 - 14	Immediate cue of Major	Michael's other M/ 5 minor
Over weak twos	X = takeout 12+	Over opening threes	X = takeout 15+
Over opponent's 1NT	(strong) Multi Landy		
	(weak) X = 15+, or natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣ 10+, 5	3♣ 6 - 9, 5	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦ 10+, 5	3♦ 6 - 9, 5	4♦
other		
1♥ 1♠	2♥ 6 - 9 TP, 3+	3♦ 10 - 12, 4H
1NT	2♠	3♥ 6 - 9 TP, 4H alert
2♣	2NT 10 - 12 or 16+ TP, 3+	3♠ splinter
2♦	3♣ 6 - 9, 4H	3NT 13 - 15 TP, 3+
other 4C, 4D splinter		
1♠ 1NT	2♠ 6 - 9 TP, 3+	3♥
2♣	2NT 10 - 12 or 16+ TP, 3+	3♠ 6 - 9 TP, 4S alert
2♦	3♣ 6 - 9, 4S	3NT 13 - 15 TP, 3+
2♥	3♦ 10 - 12, 4S	4♣ splinter
other 4D, 4H splinter		
1NT 3♣ 10+, asking 5 card M	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ 5 - 8 or 9+	2NT 5 - 8, 5 hearts	3♥
2♥ 0 - 4	3♣ 5 - 8, 5 clubs	3♠
2♠ 5 - 8, 5 spades	3♦ 5 - 8, 5 diamonds	3NT
other		
2♦ 2♥ pass or correct	3♣ Good HCP, 6+ C	3♠ Game try in S
2♠ pass or correct	3♦ Good HCP, 6+ D	3NT 6 - 10 HCP, 4/4 majors
2NT strong enquiry 15+	3♥ Preempt for 3H, 3S	4♣
other		

Notes

2♥ 2♠	Pass, correct bid 3S if H	3♦	3NT to play
2NT	strong enquiry 15+	3♥ preemptive	4♣
3♣		3♠ to play	4♥ to play
other			
2♠ 2NT	strong enquiry 15+	3♥ to play	4♣
3♣	pass or correct	3♠ preemptive	4♥
3♦		3NT to play	4♠ to play
other			
2NT 3♣	better minor	3♠ 15+ HCP, long spades	4♦ NF, preempt to play
3♦	better minor	3NT Strong (18+), to play	4♥ Natural, to play
3♥ 15+ HCP, long hearts		4♣	4♠ Natural, to play
other			

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

Game force ☐

NT Checkback

☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) :

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES

(2x weak) 2NT = 15 - 18

Overcall - 5 card suit 11 - 15

X → 2NT + 19+

(2D) X = 16 - 18

2NT = 19 - 21