

4. BASIC RESPONSES

Jump raises - minors	strong
Jump raises - Majors	limit raise
Jump shifts after minor opening	strong
Jump shifts after Major opening	strong
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣ = Stayman, 3♦, 3♥ = transfers, 3♠ = minor suit Stayman

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)	middle	
In partner's suit	as above	
Discards	Low encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	over 1NT opening only
4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

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AUSTRALIAN BRIDGE
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STANDARD SYSTEM CARD



ABF Nos. NSWBA State Individual

& Names:

Basic System: Standard

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 12-20 HCP, 3+♣ 1♥ 12-20 HCP 5+♥

1♦ 12-20 HCP, 3+♦ 1♠ 12-20 HCP 5+♠

1NT 15-17 balanced may contain 5 card Major

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ Transfer ♣
2♥ Transfer ♠	2NT Transfer ♦
(Dbl)	other

2♣ 23+ bal or any game force

2♦ Weak, 6-10 HCP, 6♦

2♥ Weak, 6-10 HCP, 6♥

2♠ Weak, 6-10 HCP, 6♠

2NT 20-22 HCP, bal 3NT Gambling, solid minor, no side A or K

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4♥

Responsive DBL thru 4♥

Jump overcalls weak Unusual NT lower unbid suits

1NT overcall: (immediate) 15-18 (re-opening) 10-14

Immediate cue: (minor) 5+♥ + 5+♠ (Major) 5+ minor + 5+ other major

Over: Weak Twos X Opening Threes

Opponent's transfers

Opponent's 1NT X = penalty, 2♣ = ♥ + ♠, others natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ natural, strong	3♦ splinter	
1♥ 6+ HCP, 4+♥	2♥ natural, strong	3♥ splinter	
1♠ 6+ HCP, 4+♠	2♠ natural, strong	3♠ splinter	
1NT 6-9 HCP	2NT 10-12, natural, invite	3NT 16-18, bal, no major	
2♣ 6-10 HCP, 5+♣	3♣ 13+ HCP, 5+♣	4♣ pre-emptive	
other			
1♦ 1♥ 6+ HCP, 4+♥	2♥ natural, strong	3♥ splinter	
1♠ 6+ HCP, 4+♠	2♠ natural, strong	3♠ splinter	
1NT 6-9 HCP	2NT 10-12, natural, invite	3NT 16-18, bal, no major	
2♣ 10+ HCP, 4+♣	3♣ natural, strong	4♣ splinter	
2♦ 6-10 HCP, 5+♦	3♦ 13+ HCP, 5+♦	4♦ pre-emptive	
other			
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9, 3♥	3♦ natural, strong	
1NT 6-9 HCP	2♠ natural, strong	3♥ limit raise	
2♣ 10+ HCP, 4+♣	2NT game force raise	3♠ splinter	
2♦ 10+ HCP, 4+♦	3♣ natural, strong	3NT 16-18, bal	
other			
1♠ 1NT 6-9 HCP	2♠ 6-9, 3♠	3♥ natural, strong	
2♣ 10+ HCP, 4+♣	2NT game force raise	3♠ limit raise	
2♦ 10+ HCP, 4+♦	3♣ natural, strong	3NT 16-18, bal	
2♥ 10+ HCP, 5+♥	3♦ natural, strong	4♣ splinter	
other			
1NT 3♣ natural, slam invite	3♠ natural, slam invite	4♦	
3♦ natural, slam invite	3NT to play	4♥ natural, to play	
3♥ natural, slam invite	4♣ Gerber	4♠ natural, to play	
other			
2♣ 2♦ any 0-6 HCP	2NT 7+ HCP, no 5 card suit	3♥	
2♥ 7+ HCP, 5+♥	3♣ 7+ HCP, 5+♣	3♠	
2♠ 7+ HCP, 5+♠	3♦ 7+ HCP, 5+♦	3NT	
other			
2♦ 2♥ natural, forcing	3♣ natural, forcing	3♠	
2♠ natural, forcing	3♦ pre-emptive	3NT	
2NT natural, invitational	3♥	4♣	
other			

Notes

2♥ 2♠ natural, forcing	3♦ natural, forcing	3NT to play
2NT asks for shortage	3♥ pre-emptive	4♣ splinter
3♣ natural, forcing	3♠ splinter	4♥ splinter
other after 2NT, bid shortage or 3♥ if no singleton or void		
2♠ 2NT asks for shortage	3♥ natural, forcing	4♣ splinter
3♣ natural, forcing	3♠ pre-emptive	4♥ to play
3♦ natural, forcing	3NT to play	4♠ to play
other after 2NT, bid shortage or 3♠ if no singleton or void		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits at least 5-5

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X = takeout

Multi 2♦

RCO style 2-s

Other 2-s

Defence natural

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference X = takeout

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES