

4. BASIC RESPONSES

Jump raises - minors	1♣ - 3♣ = diamonds. 1♦ - 3♦ = weak & 4+
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	After 1♣ =transfer, after 1♦ = weak
Jump shifts after Major opening	Weak
Responses to strong 2 suit open.	2♥ / 2♠ /3♣ /3♦ = very weak transfer to 6+ suit. 2♦ other
Responses to 2NT opening	Simple Stayman and transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	TOP	TOP
From 3 cards (no honour)	Middle	Middle
In partner's suit	Standard	Standard
Discards	McKenney	McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

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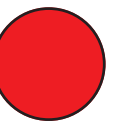
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	61931	Tony Rolfe
& Names:	317330	Lucy Robinson
Basic System:	11-14 NT, 5CM, 4+ unbalanced ♦, forcing 2+ ♣ with transfers	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

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

1♣	Either RO19+ & 4+ or any 15-22 NT	1♥	RO19+, 5+
1♦	RO19+, 4+, never a NT shape	1♠	RO19+, 5+
1NT	11-14 except 3rd NV when 9-14 & may be offshape		may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Many hand types, asks for 4 hearts but may not have hearts

2♦ Asks for 4 ♠ but may not have spades 2♠ 5+ spades, below 11 HCP

2♥ 5+ hearts, below 11 HCP 2NT 5+/5+ minors, weak or GF

(Dbl) see pre-alerts other See section 8

2♣ 23+ GF balanced or 8+PT in any suit. 2♦ reply denies weak hand with 6+ suit

2♦ Undisciplined weak 2, may be 5+ if NV, probably 6-10

2♥ 6-10, 6+ suit, probably not Hxx in spades

2♠ 6-10, 6+ suit, probably not Hxx in hearts

2NT 23+ balanced, not forcing 3NT Gambling 1st, 2nd. To play 3rd, 4th

other

2. PRE-ALERTS

After 1NTx, xx=strong, 2any is 5+ and weak either 4+♥ or 5+♣ or balanced

pass is weak with no 5+ suit. 1NT - 2♣ is weak 3+♠ & 5+♥ OR Inv+ with

1NT - 2♣ is weak 5+♦ & 3+♥ OR INV+ with either 4+♠ or 5+♦

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4♥
	Responsive DBL thru	4♥

Jump overcalls weak Unusual NT 2 lowest unbid

1NT overcall: (immediate) about 15-17 with stopper (re-opening) about 12-14

Immediate cue: (minor) Both majors (Major) Other Maj + minor

Over: Weak Twos X=T/O, new suit is F1 Opening Threes X T/O

Opponent's transfers

Opponent's 1NT Natural + Landy

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 0+ HCP if 5 cards	2♦ ♥ 5+ GF or 6+ 0-5	3♦ HH to 7♥, no 1 st RC
1♥ 4+♠, 0+ HCP if 5 cards	2♥ ♠ 5+ GF or 6+ 0-5	3♥ HH to 7♠, no 1 st RC
1♠ semi negative	2♠ 4+♣, no 4CM, 8-11	3♠
1NT 12+, 4+♣, no 4CM	2NT 5+♣, 0-7 HCP	3NT
2♣ 12+, 4+♦, no 4CM	3♣ HH to 7♦ no 1 st RC	4♣
other		
1♦ 1♥ 4+, 5+ HCP	2♥ Weak, 6+	3♥
1♠ 4+, 5+ HCP	2♠ Weak 6+	3♠
1NT 6-10, no 4CM	2NT 11-12, 4+♦, no 4CM	3NT
2♣ 10+ 4+♣	3♣ Weak, 6+	4♣
2♦ 11+ 4+♦, no 4CM	3♦ 0-5, 5+♦	4♦
other		
1♥ 1♠ 4+♠, 5+ HCP	2♥ 6-10, 3+♥	3♦ 13-14 SP 4+♥
1NT 6-10, not 4♠ or 3♥	2♠ Weak 6+	3♥ preemptive
2♣ 10+ 4+♣	2NT 15+, 4+♥ no shortage	3♠ splinter 14+SP
2♦ 10+ 4+♦	3♣ 1nv 4+♥ or 12-13+void	3NT
other 4♣/4♦ 14+SP Splinter		
1♠ 1NT 6-10, not 3♣	2♠ 6-10, 3+♠	3♥ Weak 6+
2♣ 10+ 4+♣	2NT 15+, 4+♠, no shortage	3♠ preemptive
2♦ 10+ 4+♦	3♣ 1nv 4+♠ or 12-13+void	3NT
2♥ 10+, 5+♥	3♦ 13-14 SP 4+♠	4♣ splinter, 14+ SP
other 4♦ 14+SP Splinter		
1NT 3♣ 6+♣, 0-10 HCP	3♠ 0-1♠, 3♥, 4+ minors	4♦ ♦ keycard, not ♠
3♦ 6+♦, 0-10 HCP	3NT to play	4♥ to play
3♥ 0-1♥, 3♠, 4+ minors	4♣ ♣ keycard, not ♠	4♠ to play
other		
2♣ 2♦ Almost forced	2NT	3♥
2♥ 0-5, 6+♠	3♣ 0-5, 6+♦	3♠
2♠ 0-5, 6+♣	3♦ 0-5, 6+♥	3NT
other		
2♦ 2♥ Natural F1	3♣ Natural F1	3♠
2♠ Natural F1	3♦ pre-emptive	3NT to play
2NT Feature ask	3♥	4♣
other		

Notes

2♥ 2♠ Natural F1	3♦ Natural F1	3NT to play
2NT Feature Ask	3♥ Pre-emptive	4♣
3♣ Natural F1	3♠	4♥ To play
other		
2♠ 2NT Feature ask	3♥ Natural F1	4♣
3♣ Natural F1	3♠ preemptive	4♥
3♦ Natural F1	3NT	4♠ to play
other		
2NT 3♣ simple stayman	3♠	4♦
3♦ Transfer 5+♥	3NT To play	4♥
3♥ Transfer 5+♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round F1 at 2-level, FG at 3 level Game force

NT Checkback Priorities: Stayman and transfers after 1NT rebid or overcall.

Defence to 3NT opening

Defence to Opening Twos X= T/O, 2NT= approx 15-17, suits, natural (F1 below game)

Multi 2♦ x=pen 1M, T/O other M. X= T/O, 2NT=15-17, suits, natural (F1 below game)

RCO style 2-s X=2 not same, 2NT=2 same, suits natural, F1 below game.

Other 2-s

Defence (1♣) : Natural

to

strong (2♣) : natural

1♣ / 2♣

Over 1NT Interference transfer lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X T/O other to play

4♥ X=T/O,

4♠ X=Penalty, 4NT= 2 places to play

10. OTHER NOTES
