

4. BASIC RESPONSES

Jump raises - minors	mixed, 6-10 TP
Jump raises - Majors	mixed, 6-10 TP
Jump shifts after minor opening	invitational
Jump shifts after Major opening	invitatiional
Responses to strong 2 suit open.	
Responses to 2NT opening	natural, 3M could be stopper ask

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Q/J/T/9 = 0 or 2 higher	same, K from AKJx / KQTx
Four or more with an honour	3rds & 5ths	3rds & 5ths, not strict
From 4 small	2nd highest	
From 3 cards (no honour)	bottom	top
In partner's suit		
Discards	reverse count, or low encourage	
Count	reverse present	
Signal on partner's lead:	low encourage, some count	
Signal on declarer's lead:	reverse count, some reverse Smith Peters	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input type="checkbox"/> for strength, then denial cuebids	

7. OTHER CONVENTIONS

Relays over all openings,	
most others non-forcing	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. Nicoleta GIURA
& Names: Nick HUGHES

Basic System: Strong club (16+) 1♦ opening = 4+♠ (in 1st & 2nd seats)

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 16+ pts, any shape 1♥ 4+♥, 11-15, not 4♠ (in 1st/2nd)

1♦ 4+♠, 10-15, not 4♥ (natural in 3rd/4th) 1♠ majors (4+4+) 11-15 (in 1st/2nd)

1NT 12-15 balanced-ish, no 4cM (14-16 in 3rd/4th) may contain 5 card Major

1NT Responses 2♣ shape-ask, near GF (Stayman after 3rd/4th seat 1NT)

2♦ transfer, 5+♥ 2♠ usually a raise to 2NT

2♥ transfer, 5+♠ 2NT minors (4+4+)

(Dbl) System on if non-penalty other 3♣/♦ to play, 3♥/♠ shortage

2♣ 5+♣, no major, 10-14 pts

2♦ 5+♦, no major, 10-14 pts

2♥ weak two, 5-10 pts (5-carder possible non-vul)

2♠ weak two, 5-10 pts (5-carder possible non-vul)

2NT 5-5 minors, 10-14 pts

3NT gambling

other

2. PRE-ALERTS

1♦ = 4+ spades, not 4♥, could be canapé 1♦/♥/♠ openings natural in 3rd/4th

1♥ = 4+ hearts, not 4♠, could be canapé Non-vul responses in a denied major

1♠ = majors, 4+4+ are occasionally made on shortage

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4♥

Responsive DBL thru 4♠

Jump overcalls weak Unusual NT lower unbid (over 3+ suits)

1NT overcall: (immediate) 15-18 (re-opening) 11-14

Immediate cue: (minor) majors vs 3+, natural vs fewer (Major) Michaels

Over: Weak Twos X tko, then 2NT = Leb Opening Threes X = tko

Opponent's transfers X = tko of shown suit, cue = natural at 1-level, Michaels at 2-level

Opponent's 1NT Aspro: 2♣ = hearts & another, 2♦ = spades & a minor

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 pts, any shape	2♦ bal, no 4cM, 8+ pts	3♦ 6♣
1♥ 4+♠, 8+ pts	2♥ 3-suited, short major	3♥ 7+♣
1♠ 4+♥, 8+ pts	2♠ 6+♣, 8+ pts	3♠ 7+♣
1NT 4+♦, no 4cM, 8+ pts	2NT 6+♣	3NT 7+♣
2♣ bal with 4cM, 8+ pts	3♣ 6+♣	4♣ 7+♣
other		
1♦ 1♥ 10-12 any, or less *	2♥ 5+♥, not forcing **	3♥ 6+♥, invitational **
1♠ 13+ any, shape-ask	2♠ raise, 6-10 TP	3♠ mixed raise, 6-10 TP
1NT 6-10, may have 4+♥	2NT limit+ raise	3NT semi-gambling
2♣ 5+♣, not forcing	3♣ 6+♣, invitational	4♣ fit-showing
2♦ 5+♦, not forcing	3♦ 6+♦, invitational	4♦ fit-showing
other 4♠ wide-range		
1♥ 1♠ 11+ any, shape-ask	2♥ raise, 6-10 TP	3♦ 6+♦, invitational
1NT 6-10, may have 4+♠	2♠ 6+♠, not forcing **	3♥ mixed raise, 6-10 TP
2♣ 5+♣, not forcing	2NT limit+ raise	3♠ pre-emptive
2♦ 5+♦, not forcing	3♣ 6+♣, invitational	3NT semi-gambling
other 4♣/♦ fit-showing, 4♥ wide-range		
1♠ 1NT 6-10, semi-forcing	2♠ raise, 6-10 TP	3♥ mixed raise, 6-10 TP
2♣ 11+ any, shape-ask	2NT raise to 3♥+	3♠ mixed raise, 6-10 TP
2♦ 5+♦, not forcing	3♣ 6+♣, not forcing	3NT semi-gambling
2♥ raise, 5-9 TP	3♦ 6+♦, invitational	4♣ spade fit + clubs
other 4♥/♠ wide-range		
1NT 3♣ to play	3♠ shortage	4♦ transfer, 6+♠
3♦ to play	3NT	4♥ to play
3♥ shortage	4♣ transfer, 6+♥	4♠
other		
2♣ 2♦ 13+ any, shape-ask	2NT 11-13	3♥ 6+♥, invitational
2♥ 5+♥, not forcing **	3♣ raise, 9-12 pts	3♠ 6+♠, invitational
2♠ 5+♠, not-forcing	3♦ 6+♦, not forcing	3NT
other		
2♦ 2♥ 13+ any, shape ask	3♣ 5+♣, not forcing	3♠ 6+♠ invitational
2♠ 5+♠, not forcing **	3♦ raise, 9-12 pts	3NT
2NT 11-13	3♥ 6+♥, not forcing **	4♣
other		

Notes

2♥ 2♠ 5+♠, not forcing **	3♦ 5+♦, constructive	3NT
2NT strong enquiry	3♥ pre-emptive raise	4♣ fit-showing
3♣ 5+♣, constructive	3♠ forcing	4♥
other		
2♠ 2NT strong enquiry	3♥ 5+♥, constructive **	4♣ fit-showing
3♣ 5+♣, constructive	3♠ pre-emptive raise	4♥ to play **
3♦ 5+♦, constructive	3NT	4♠
other		
2NT 3♣ to play	3♠ could be a stopper **	4♦ invite
3♦ to play	3NT	4♥ to play **
3♥ could be a stopper **	4♣ invite	4♠ to play **
other		

9. CONVENTIONS

Unusual NT: lower unbid suits (if 3+)

4th Suit Forcing One round Game force

NT Checkback Priorities: after 1♦ : 1♥ : 1NT

Defence to 3NT opening 4♣ = majors

Defence to Opening Twos

Multi 2♦ X = tko of spades, 2♥ = tko of hearts

RCO style 2-s X = length in bid suit plus its companion

Other 2-s X = tko of any weak 1-suited option

Defence Aspro: X = hearts & another, 1♦ = spades & a minor, 1NT = minors

to

strong Also Aspro vs strong 2♣

1♣ / 2♣

Over 1NT Interference suit transfers after 2♥/♠ overcall, 2NT = natural

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES

* 1♦ : 1♥ = 6-10 with no clear action, or 10-12 any

** When not vulnerable, bids in opener's denied major are occasionally made on shortage