

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	2M = weak, jump in other minor is mixed raise
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	
Responses to 2NT opening	Simple Stayman + Smolen, trfs, 3♠=minors, 4X=trf

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	See notes
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	Count	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:		
Notes Against NT only: J denies a higher honour, Q asks for unblock		
We give SP if dummy has a singleton.		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 3041
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

Transfers over 1♣	Leaping Michaels
Blackout (next step)	Mini splinters
2 way Drury	Kokish after 2♣-2♦
Smolen	Inverted minors = GF
2 way checkback	2NT in comp is a 4 card raise of our M

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4♠ kickback when hearts agreed

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	164844	Giselle Mundell
& Names:	291269	Andrew Peake
Basic System:	2/1	
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♣ 11+ HCP, 2+♣	1♥ 11-15 HCP 5+♥
1♦ 11+ HCP, 4+♦	1♠ 11-20 HCP, 5+♠
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman	
2♦ Transfer ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl) System on, XX forces 2♣ (5+m)	other

2♣ 23+ BAL or any game force	
2♦ Weak 2♦	
2♥ Weak 2♥	
2♠ Weak 2♠	
2NT 20-22 balanced	3NT Specific Ace Ask
other	

2. PRE-ALERTS

Transfer responses to 1♣	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles	Negative DBL thru 4♥
	Responsive DBL thru 4♥
Jump overcalls weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15-18	(re-opening) 11-14
Immediate cue: (minor) Majors (1♣-2♣=54, 1♠-2♦=55)	(Major) 5OM and 5+ minor
Over: Weak Twos T/O X + Lenensohl	Opening Threes T/O X
Opponent's transfers X = T/O, cue = Michaels	
Opponent's 1NT X = pen, 2♣ = both majors, 2♦ = one major,	
2M = 5 cards and 4+ minor, 2NT = both minors.	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ Mixed ♣ raise	3♦ Splinter
1♥ 4+♠	2♥ Weak	3♥ Splinter
1♠ Bal or ♦	2♠ Weak	3♠ Splinter
1NT Bal 11 no 4M	2NT Bal GF wants to decl.	3NT To play
2♣ 5+♣ GF	3♣ Weak	4♣
other		
1♦ 1♥ Nat	2♥ Weak	3♥ Splinter
1♠ Nat	2♠ Weak	3♠ Splinter
1NT 5-11	2NT Nat, inv	3NT To play
2♣ GF unless 3♣ next	3♣ Mixed raise	4♣
2♦ GF raise	3♦ Weak	4♦
other		
1♥ 1♠ Nat	2♥ Nat 5-9	3♦ 4+♥ invite
1NT Nat, 5-11	2♠ 3♥ invite	3♥ 4+♥ 0-5
2♣ GF unless 3♣ next	2NT 4+♥ GF	3♠ Splinter
2♦ GF unless 3♦ next	3♣ 4+♥ 6-9	3NT Bal 3 card raise
other		
1♠ 1NT Nat 5-11	2♠ Nat 5-9	3♥ 3♠ invite
2♣ GF unless 3♣ next	2NT 4+♠ GF	3♠ 4+♠ 0-5
2♦ GF unless 3♦ next	3♣ 4+♠ 6-9	3NT Bal 3 card raise
2♥ GF unless 3♥ next	3♦ 4+♠ invite	4♣ Splinter
other		
1NT 3♣ Puppet Stayman	3♠ Typically 13(54) GF	4♦ ♠
3♦ GF minors	3NT To play	4♥ To play
3♥ Typically 31(54) GF	4♣ ♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ +ve, good suit	3♣	3♠
2♠ +ve, good suit	3♦	3NT
other		
2♦ 2♥ FV, NF NV	3♣ FV, NF NV	3♠
2♠ FV, NF NV	3♦ To play	3NT
2NT Enquiry for shortage	3♥	4♣
other		

Notes

2♥ 2♠ FV, NF NV	3♦ FV, NF NV	3NT
2NT Enquiry for shortage	3♥ To play	4♣
3♣ FV, NF NV	3♠	4♥
other		
2♠ 2NT Enquiry for shortage	3♥ FV, NF NV	4♣
3♣ FV, NF NV	3♠ To play	4♥
3♦ FV, NF NV	3NT	4♠
other		
2NT 3♣ Simple Stayman	3♠ Minors	4♦ ♠, slam interest
3♦ ♥	3NT To play	4♥ ♣, slam interest
3♥ ♠	4♣ ♥, slam interest	4♠ ♦, slam interest
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback

Defence to 3NT opening

Defence to Opening Twos T/O X + Lebensohl, Leaping Michaels

Multi 2♦ X = 12-15 bal or any strong hand, 2NT = 15-18 bal

RCO style 2-s XXX

Other 2-s

Defence (1♣) : Double = majors, 1NT = minors, suit bids natural

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Over 2♣, X = Stayman and system on.

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES

1. 2♣-2♦; 2♥ = Kokish relay to 2♠ (either ♥ or 25+ bal)