

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 5+ cards
Jump shifts after minor opening	Weak 6+ card Major; jump in other minor=constructive fit
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2D Waiting
Responses to 2NT opening	Puppet Stayman

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	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Count leads	Count leads
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Inverted Minors 12+	4th Suit Forcing
Jacoby 2NT	Puppet Stayman
Bergen Raises	Check Back 2 Way
Long Suit Trials	Splinters

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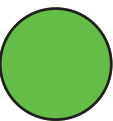
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 293067 Peter Cox
& Names: 497746 Michael Wilkinson

Basic System: Standard

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 11+ HCP, 2+♣ 1♥ 12-20 HCP 5+♥
1♦ 11+ HCP, 4+♦ 1♠ 11-20 HCP, 5+♠
1NT 15-17 Balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer ♥ 2♠ TRF ♣

2♥ TRF ♠ 2NT TRF ♦

(Dbl) other 3C Puppet Stayman

2♣ 23+ BAL or any game force

2♦ Major : 0-7 6 card suit or 5 card in 1st Seat non-vul

2♥ Hearts : 8-11 6 card suit

2♠ Spades : 8-11 6 card suit

2NT 20-22 balanced

3NT Gambling, solid minor, no side A or K

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles Negative DBL thru 4H

Responsive DBL thru

Jump overcalls weak

Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-17 BAL

(re-opening) 10-14

Immediate cue: (minor) Michaels 5/5 Majors

(Major) 5 other Major & 5 minor

Over: Weak Twos 2NT 15-17 X is T/O

Opening Threes X Takeout

Opponent's transfers Double = Lead-Directing

Opponent's 1NT X = values, 2C Majors, 2D Single Major, 2H/S + minor

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP	2♦	3♦
1♥ 6+HCP	2♥	3♥
1♠ 6+HCP	2♠	3♠
1NT 6-10	2NT	3NT
2♣	3♣	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥	3♦
1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
other		
1♠ 1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
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