

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Majors strong, other minor - criss cross raise	
Jump shifts after Major opening	Invitational, natural at 3 level, 1♥ - 2♠ strong	
Responses to strong 2 suit open.		
Responses to 2NT opening	Muppet Stayman, transfers	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead, A,Q-Attitude K-Count
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	lead high if supported, low otherwise	
Discards	Count	
Count	High-Low = Even	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? 1NT - 2♣ - 2X - 4♣

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

2 way Checkback	Fit showing jumps in competition
Criss cross raises in minors	inverted minors
Jacoby	1M - 2♣ may not be natural

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	131792	Margaret Bourke
& Names:	423394	Jodi Tutty
Basic System:	Two over one	
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, minimum length, or specific meaning Canape

1♣	3+, 11+pts	1♥	5+, 11+pts
1♦	3+, 11+pts	1♠	5+, 11+ pts
1NT	15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other 4♣/♦ transfer to ♥/♠		

2♣	GF or 22+ balanced		
2♦	weak, either ♥ or ♠		
2♥	weak, 5/5, ♥ and another		
2♠	weak 5/5, ♠ and minor		
2NT	20-21 balanced	3NT	Gambling (no outside AK)
other			

2. PRE-ALERTS

1M - 2♣	
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3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	minor oriented 2 suiter
1NT overcall - immediate	15- bad 18	Immediate cue of minor	Both majors, 5/5
1NT overcall - re-opening	11-15	Immediate cue of Major	Other major and minor, 5/5
Over weak twos	XXX, Lebensohl	Over opening threes	X = takeout
Over opponent's 1NT	Cappelletti: X=PEN, 2♣=single suit, 2♦=♥+♠, 2M=M+minor, 2NT=♣+♦		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ pts	2♦ Invitation 5+♣	3♦ splinter
1♥ 4+, 5+ pts	2♥ Strong	3♥ splinter
1♠ 4+, 5+ pts	2♠ Strong	3♠ splinter
1NT 5-11pt	2NT 11-12 3334	3NT 12-15 33(34)
2♣ GF, 5+♣, no major	3♣ weak 5+♣	4♣
other		
1♦ 1♥ 4+, 5+pts	2♥ Strong	3♥ splinter
1♠ 4+, 5+pts	2♠ Strong	3♠ splinter
1NT 5-11pt	2NT 11-12 33(43)	3NT 12-15 33(43)
2♣ GF, 5(4) +♣	3♣ Invitation 5+♦	4♣ splinter
2♦ GF 5+♦	3♦ weak 5+♦	4♦
other		
1♥ 1♠ 4+, 5+pts	2♥ Simple raise	3♦ Invitation ♦
1NT 5-11pt, semiforcing	2♠ Strong	3♥ Weak 4+♥
2♣ GF♣, GF bal, INV+ ♥	2NT GF, 4+♥	3♠ splinter
2♦ GF 5+♦	3♣ Invitational ♣	3NT 12-15 balanced 3334
other		
1♠ 1NT 5-11pt, semiforcing	2♠ Simple raise	3♥ Invitational ♥
2♣ GF♣, GF bal, INV+ ♠	2NT GF, 4+♠	3♠ Weak 4+♠
2♦ GF 5+♦	3♣ Invitational ♣	3NT 12-15 balanced 3334
2♥ GF 5+♥	3♦ Invitational ♦	4♣ splinter
other		
1NT 3♣ Muppet Stayman	3♠ SPL, 9+ cards in minors	4♦ Transfer to ♠
3♦ 5/5 GF minors	3NT To play	4♥ To play
3♥ SPL, 9+cards in minors	4♣ Transfer to ♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+♥, positive, KJ+	3♣ 6+♣, positive KJ+	3♠
2♠ 5+♠, positive, KJ+	3♦ 6+♦, positive KJ+	3NT
other		
2♦ 2♥ Pass/correct	3♣ Natural, forcing 1 round	3♠ Pass/correct
2♠ Pass/correct	3♦ Natural, forcing 1 round	3NT To play
2NT Inquiry	3♥ Pass/correct	4♣
other		

Notes

2♥ 2♠ Pass/correct	3♦ Pass/correct	3NT To play
2NT Inquiry	3♥ To play	4♣
3♣ Pass/correct	3♠ Pass/correct	4♥ To play
other		
2♠ 2NT Inquiry	3♥ Natural, forcing	4♣ Pass/correct
3♣ Pass/correct	3♠ To play	4♥ To play
3♦ Pass/correct	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ Minor suit Stayman	4♦ Natural, GF
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Natural, GF	4♠ To play
other		

9. CONVENTIONS

Unusual NT:	Other suits	Minor-oriented two-suiter, 5/5
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities: 2♣ puppet to 2♦, 2♦ art GF	
Defence to 3NT opening		
Defence to Opening Twos		
Multi 2♦	XXX, Lebensohl	
RCO style 2-s	XXX, Lebensohl	
Other 2-s	XXX, Lebensohl	
Defence to	1♣ :x = ♦ or majors, ♦ = ♥s or blacks, ♥=♠ or minors, ♠=♣ & ♥ or ♦ & ♠	
strong	NT = ♣ or reds, ♣ = ♦ or major; played up to 3S, also over 1♣ - 1♦ by opposition	
♣	2♣ : same as over strong 1♣	
Over 1NT Interference	X = takeout, if known suit, XXX if unknown suit	
Lebensohl - other uses	Over (2M) - X	
Take out of 4 level pre-empts	4♣/4♦	X
	4♥ X	4♠ 4NT

10. OTHER NOTES

Conventions on after opponents double, off after any other competition

Muppet Stayman = 3H shows balanced hand with no 4/5 Major and 3NT shows 5+ hearts