

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	1m-jump om = mixed raise, 1m-2M = weak jump shift
Jump shifts after Major opening	Bergen raises, splinters
Responses to strong 2 suit open.	2♦=waiting
Responses to 2NT opening	Stayman, transfers, minor stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	K asks Count/Unblock
Four or more with an honour	3rd/low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top/2nd
In partner's suit	3rd/low if un supp	3rd/low if un supp
Discards	Low encourage	
Count	Reverse Original	
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count or Nat suit preference	
Notes	A=Att K=Count at 5-level or higher or if declarer has preempted	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	737311	Ella Jacob
& Names:	804517	Jamie Thompson
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♣ 2+♣ 11+hcp	1♥ 5+♥ 11+hcp
1♦ 4+♦ 11+hcp	1♠ 5+♠ 11+hcp
1NT 14-16 1st/2nd Fav and 1st Nil. Else (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman
2♦ ♥ 2♠ ♣ or Range Ask
2♥ ♠ 2NT ♦
(Dbl) XX=To Play. Else nat. other

2♣ GF or 22+bal
2♦ Weak (0-6 5+♦ dealer favourable)
2♥ Weak (0-6 5+♥ dealer favourable)
2♠ Weak (0-6 5+♠ dealer favourable)
2NT 20-21 3NT Gambling
other

2. PRE-ALERTS

HCP are a guideline

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout, Support doubles and redoubles	Negative DBL thru 4♠
	Responsive DBL thru 4♠
Jump overcalls Weak	Unusual NT LUBS
1NT overcall: (immediate) 15-18	(re-opening) 11-14
Immediate cue: (minor) Majors	(Major) Other Major + minor
Over: Weak Twos X=T/O	Opening Threes X=T/O
Opponent's transfers 1-level: X=T/O of suit shown 2-level: X=Lead	
Opponent's 1NT 2♣=Majors 2♦=One M 2M=5+M 4+m 2NT=Minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ nat	2♦ 6-9 5+♣	3♦ spl
1♥ nat	2♥ 8-11 6+♥	3♥ spl
1♠ nat	2♠ 8-11 6+♠	3♠ spl
1NT 6-10	2NT nat inv	3NT to play
2♣ 10+ 5+♣	3♣ 0-6 5+♣	4♣ preemptive
other		
1♦ 1♥ nat	2♥ 8-11 6+♥	3♥ spl
1♠ nat	2♠ 8-11 6+♠	3♠ spl
1NT 6-11(12)	2NT nat inv	3NT to play
2♣ GF nat	3♣ 6-9 4+♦	4♣ spl
2♦ 10+ 4+♦	3♦ 0-6 4+♦	4♦ preemptive
other		
1♥ 1♠ nat	2♥ 6-9 3♥	3♦ 10-12 4+♥
1NT semi forcing	2♠ 10-12 3♥	3♥ 0-5 4+♥
2♣ GF 2+♣	2NT GF 4+♥	3♠ spl
2♦ GF 5+♦	3♣ 6-9 4+♥	3NT bal 3♥ choice of game
other		
1♠ 1NT semi forcing	2♠ 6-9 3♠	3♥ 10-12 3♠
2♣ GF 2+♣	2NT GF 4+♠	3♠ 0-5 4+♠
2♦ GF 5+♦	3♣ 6-9 4+♠	3NT bal 3♠ choice of game
2♥ GF 5+♥	3♦ 10-12 4+♠	4♣ spl
other		
1NT 3♣ Ask for 5M	3♠ 13(54)	4♦ tfr to 4♠
3♦ GF minors	3NT to play	4♥ To play
3♥ 31(54)	4♣ tfr to 4♥	4♠ To play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ nat great suit	3♣ nat great suit	3♠
2♠ nat great suit	3♦ nat great suit	3NT
other		
2♦ 2♥ nat	3♣ nat	3♠
2♠ nat	3♦ nat	3NT
2NT enquiry	3♥	4♣ KC
other		

Notes

2♥ 2♠ nat	3♦ nat	3NT
2NT enquiry	3♥ nat	4♣ KC
3♣ nat	3♠	4♥
other		
2♠ 2NT enquiry	3♥ nat	4♣ KC
3♣ nat	3♠ nat	4♥ To play
3♦ nat	3NT	4♠
other		
2NT 3♣ Stayman	3♠ minor stayman	4♦ ♠
3♦ ♥	3NT	4♥ ♣
3♥ ♠	4♣ ♥	4♠ ♦
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: Two-way. Opener shows M supp first

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ (values, takeout, penalty)

RCO style 2-s

Other 2-s

Defence X=Majors 1NT=Minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After X of weak 2

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES