

4. BASIC RESPONSES

Jump raises - minors	♣ - 6-card support 6-9, ♦ - 6-card support 10-12
Jump raises - Majors	Weak 4-card support
Jump shifts after minor opening	See Responses Section inside
Jump shifts after Major opening	Fit showing - 4 of the Major & 5 of bid suit
Responses to strong 2 suit open.	Not applicable
Responses to 2NT opening	Puppet stayman, transfers, 3♠ = 5♠s and 4♥s

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AK doubleton	
Four or more with an honour	Attitude	4th highest
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Reverse Count	
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Reverse Count	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Minorwood	Splinters, cue raises
Copenhagen overcalls:	SMOLEN, Kokish, Lebensohl
3♣ top & bottom unbid 5/5	Multi Landy over strong ♣
3♦ top two unbid 5/5	DOPI, ROPI

www.abf.com.au

PDF Form Rev. 21E15 by RoL

MyRev.

Copyright © ABF 2021



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	176192	Len Meyer
& Names:	627690	Phyllis Moritz
Basic System:	2 over 1	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

1♣	11+ HCP, minimum 1	1♥	11+ HCP, minimum 5
1♦	11+ HCP, minimum 1	1♠	11+ HCP, minimum 5
1NT	15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman		
2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
(Dbl)	Same	other	Various 4-card super accepts

2♣	GF or GF-1 in a suit, or balanced >22 HCP		
2♦	6-card Major, less than opening		
2♥	♥ and another 5/5, less than opening		
2♠	♠ and minor 5/5, less than opening		
2NT	20-22 balanced	3NT	Gambling solid minor no side A or K
other			

2. PRE-ALERTS

Transfer responses to 1♣ opening	X of strong NT is 4M & longer minor
1♦ opening, 5+, any 4441 15+, or 18-19 bal	
4♣ & 4♦ openings Texas transfer	

3. COMPETITIVE BIDS / OVERCALLS

Doubles After 1♣- Pass- 1♦ -(Bid) - X shows 3♥s, same for ♠	Negative DBL thru	4♥	
Double of artificial bid shows that suit, lead directing	Responsive DBL thru	4♥	
Jump overcalls	Non Vul weak, Vul intermediate	Unusual NT	Bottom 2 unbid suits
1NT overcall: (immediate)	15-18	(re-opening)	10-14
Immediate cue: (minor)	Majors 5/4 either way	(Major)	4 other major and 5+ minor
Over: Weak Twos	X or natural	Opening Threes	X or natural
Opponent's transfers	X is lead directing		
Opponent's 1NT	X = 4M & 5m, 2♣ = ♥ & ♠, 2♦ = 6M, 2♥ = ♥ & m,		
2♠ = ♠ & m, 2NT = ♣ & ♦			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 6+ HCP	2♦ 6+ ♣, 10-12 HCP	3♦ N/A
1♥ 4+ ♠, 6+ HCP	2♥ 6+ ♥, 4-7 HCP	3♥ N/A
1♠ 6-10 NT, or long ♦	2♠ 6+ ♠, 4-7 HCP	3♠ N/A
1NT 11-12, no 4M	2NT 16-18, may have major	3NT 13-15, no 4M
2♣ 6+ ♣ & Game force	3♣ 6+ ♣, 6-9 HCP	4♣ to play, except 4NT
other		
1♦ 1♥ 3+ ♥, 6+ HCP	2♥ 6+ ♥, 4-7 HCP	3♥ Splinter 9-13 HCP
1♠ 3+ ♠, 6+ HCP	2♠ 6+ ♠, 4-7 HCP	3♠ Splinter 9-13 HCP
1NT 6-9 HCP, 2/2 majors	2NT 11-12 BAL, no 4M	3NT 13-15 BAL, no 4M
2♣ GF natural, can 4M	3♣ Splinter 9-13 HCP	4♣ N/A
2♦ Natural and GF	3♦ 6+ ♦, 10-12 HCP	4♦ Pre-empt
other		
1♥ 1♠ 4+ ♠, 6+ HCP	2♥ 3♥, 6-9 HCP	3♦ 4♥ & 5♦, 7-11 HCP
1NT see "other" below	2♠ 4♥ & 5♠, 7-11 HCP	3♥ 4+♥, 6-9 HCP
2♣ natural and GF	2NT 10-12 /16+ BAL raise	3♠ Splinter
2♦ natural and GF	3♣ 4♥ & 5♣, 7-11 HCP	3NT 13-15 BAL raise
other 1NT - no fit, if passed hand 6-9, otherwise 6-11		
1♠ 1NT see "other" below	2♠ 3♠, 6-9 HCP	3♥ 4♠ & 5♥, 7-11 HCP
2♣ natural and GF	2NT 10-12 /16+ BAL raise	3♠ 4+♠, 6-9 HCP
2♦ natural and GF	3♣ 4♠ & 5♠, 7-11 HCP	3NT 13-15 BAL raise
2♥ natural and GF	3♦ 4♠ & 5♦, 7-11 HCP	4♣ Splinter
other 1NT - no fit, if passed hand 6-9, otherwise 6-11		
1NT 3♣ Slam try	3♠ Slam try	4♦ Choose major game
3♦ Slam try	3NT To play	4♥ To play
3♥ Slam try	4♣ Gerber	4♠ To play
other 4NT is quantitative		
2♣ 2♦ Forced	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other		
2♦ 2♥ Pass or correct	3♣ To play	3♠ To play
2♠ Game interest in ♥	3♦ To play	3NT To play
2NT Strong enquiry	3♥ Pass or correct	4♣ To play
other		

Notes

2♥ 2♠ Pass or correct	3♦ To play	3NT To play
2NT Strong enquiry	3♥ Barrage	4♣ To play
3♣ To play	3♠ N/A	4♥ To play
other 4NT - Roman Keycard Blackwood in ♥		
2♠ 2NT Strong enquiry	3♥ To play	4♣ Pass or correct
3♣ Pass or correct	3♠ Barrage	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 4NT - Roman Keycard Blackwood in ♠		
2NT 3♣ Puppet stayman	3♠ 5♠ & 4♥	4♦ Choose major game
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Gerber	4♠ To play
other 4NT - quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: N/A

Defence to 3NT opening

Defence to Opening Twos X or natural bids

Multi 2♦ X or natural bids

RCO style 2-s X or natural bids

Other 2-s

Defence (1♣) : X = both majors, 1♦ = 6M, 1♥ = ♥ & m, 1♠ = ♠ & m, 1NT = ♣ & ♦

to

strong (2♣) : Natural bids

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ 4NT

10. OTHER NOTES
