

4. BASIC RESPONSES

Jump raises - minors	Inverted game force
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	Pre-emptive
Jump shifts after Major opening	3C 6/9 HCP 4+ support 3D 10/11 HCP 4+ support
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	Puppet Staymen and transfers

5. PLAY CONVENTIONS

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

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

4th suit forcing	
Jacoby	
Support doubles	
Two way checkback	
1-2-3 doubles	

www.abf.com.au

PDF Form Rev. 21E09 by RoL

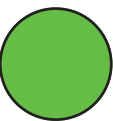
MyRev.

Copyright © ABF 2021



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 141542 Belinda Lindsay
& Names: 505481 Helen Stewart

Basic System: 2 over 1
Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 11+ HCP, 2+ 1♥ 11+ HCP 5+
1♦ 11+ HCP 4+ 1♠ 11+ HCP 5+

1NT 15/17 HCP Balanced may contain 5 card Major

1NT Responses 2♣ Simple Syayman (after 2D response 2H or 2S or 2NT are invitational)
2♦ TFS to H 2♠ TFS to C
2♥ TFS to S 2NT TFS to D
(Dbl) Lebensohl other Super Accept

2♣ Game Force or 23/24 Balanced
2♦ 6 card Major 2 - 7 HCP
2♥ 6 Hearts 8 - 11 HCP
2♠ 6 Spades 8 - 11 HCP
2NT 20 - 22 HCP balanced 3NT
other

2. PRE-ALERTS

Support doubles
Cue raises
1NT response to 1H/1S promises 6/11 not f

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4S
Support Doubles and Redoubles Responsive DBL thru 4S
Jump overcalls weak 6+ suit Unusual NT lower unbid
1NT overcall: (immediate) 15/18 (re-opening) 11/14
Immediate cue: (minor) Majors 5/5 (Major) Other M and minor 5/5
Over: Weak Twos 2NT 16/18 X T/O with Let Opening Threes X = T/O
Opponent's transfers X shows suit bid by Opps; Cue of suit shown = T/O; 1NT = 15/18
Opponent's 1NT X = penalty oriented 2C = Majors 2D = 6 card suit

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+D	2♦ 5+C no M invitational	3♦ maxi splinter GF
1♥ 6+HCP 4+H	2♥ 4/7 HCP 6+H	3♥ maxi splinter GF
1♠ 6+HCP 4+S	2♠ 4/7 HCP 6+S	3♠ maxi splinter GF
1NT 6/11 HCP no major	2NT 10/12 HCP no major	3NT 13/15 HCP Bal no Maj
2♣ 5+ GF no major	3♣ 6/9 HCP 5+C	4♣ RKCB
other		
1♦ 1♥ 6+ HCP 4+ H	2♥ 4/7 HCP 6+ H	3♥ maxi splinter GF
1♠ 6+ HCP 4+ S	2♠ 4/7HCP 6+S	3♠ maxi splinter GF
1NT 6/11 HCP no major	2NT 11/12 HCP no major	3NT 13/15 HCP Bal no Maj
2♣ 5+C no major GF	3♣ 5+D no major invitation	4♣ splinter
2♦ 5+D no major GF	3♦ 6/9 HCP no major inv	4♦ RKCB
other		
1♥ 1♠ 6/10 HCP 4+S	2♥ 6/9 HCP 3H	3♦ 10/11 HCP 4+H
1NT 6/11 HCP	2♠ 10/11 HCP 3H	3♥ <6 HCP 4H
2♣ natural & GF	2NT 12+HCP 4H no shortage	3♠ splinter GF
2♦ natural & GF	3♣ 6/9HCP 4H	3NT 13/15Bal 3 H
other		
1♠ 1NT 6/11	2♠ 6/9 HCP 3S	3♥ 10/11 HCP 3S
2♣ natural & GF	2NT 12+HCP 4S no shortage	3♠ <6 HCP 4S
2♦ natural & GF	3♣ 6/9 HCP 4S	3NT 13/15 HCP to play
2♥ natural & GF	3♦ 10/11 HCP 4S	4♣ splinter GF
other		
1NT 3♣ Puppet Stayman	3♠ strong S, slam interest	4♦
3♦ Strong D, slam interest	3NT 13/15 HCP to play	4♥
3♥ strong H, slam interest	4♣	4♠
other	2C Stayman 2D 2H 2S 2NT all transfers	
2♣ 2♦ waiting	2NT 7/9 balanced no 5CS	3♥
2♥ 5+H decent suit	3♣ 6+C decent suit	3♠
2♠ 5+S decent suit	3♦ 6+D decent suit	3NT
other		
2♦ 2♥ pass or correct	3♣ natural forcing	3♠ forcing
2♠ pass or correct	3♦ natural forcing	3NT to play
2NT suit/strength ask	3♥ forcing	4♣
other		

Notes

2♥ 2♠ natural NF	3♦ NF natural	3NT to pisy
2NT ask strength & shortage	3♥ competitive	4♣
3♣ NF natural	3♠ natural forcing	4♥
other		
2♠ 2NT ask strength & shortage	3♥ natural forcing	4♣
3♣ NF natural	3♠ competitive	4♥
3♦ NF natural	3NT to play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ minor suit Stayman	4♦
3♦ Transfer to H	3NT to play	4♥
3♥ Transfer to S	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 5/5 lower unbid

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT 16/19 balanced

Multi 2♦ X = 16+ & Lebensohl

RCO style 2-s X = 16+

Other 2-s natural week 2's X = T/O

Defence (1♣) X = Majors 1NT = minors Other bids natural 5+ suit

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebenshol

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ optional double

4♥

4♠

10. OTHER NOTES