

4. BASIC RESPONSES

Jump raises - minors	0-6 NV; 4-7 Vul
Jump raises - Majors	0-6 NV; 4-7 Vul
Jump shifts after minor opening	2M=4-7HCP 6-card suit. Other minor is a limit raise.
Jump shifts after Major opening	3♣=GF BAL; 3♦=4card Limit Raise. OtherM=3 card Limit Raise.
Responses to strong 2 suit open.	2♦=Waiting; 2♥=0-3 no K; 2NT=♥; Kokish
Responses to 2NT opening	Muppet, transfers, minor suit stayman, Gerber, Texas....

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead but see below
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Top or Middle	
In partner's suit	see below	Count or Top
Discards	Reverse Attitude	
Count	Reverse Count	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes Against NT will underlead from interior sequences eg Q from KQT9		
Partner's suit: if supported then low suggests an honour; if unsupported normal leads		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	Over 1NT, 2NT
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 0314 Quantitative	
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Cue = 1st/2nd Below Game	
Some Minorwood; Trump Queen & Suit Asks in some Keycard Auctions;	
Exclusion Keycard	

7. OTHER CONVENTIONS

3 way Checkback	Transfer Lebensohl
Criss cross Majors & minors	Drury (2♣); Muppet; Kokish; Minorwood
Long & short suit trials over 1M-2M	
Modified Bergen & Jacoby Raises	

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Modified Blue Club Overcalls (Not over short ♦ <3)
Over (1M) ELU. Over (1m) ULE. Upper/Lower/Extremes
Over (1♣) if 3+ then 2♣=Majors 54; 2♦=Majors 55
Over (1♣) if 2- then 2♣=NAT; 2♦=Majors 5



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	542954	Pauline COLLETT
& Names:	154415	Martin DORAN
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

1♣ 2+♣, (10)11+HCP	1♥ 5+♥, (10)11+HCP
1♦ 4+♦, (10)11+ HCP	1♠ 5+♠, (10)11+ HCP
1NT (14+)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ 5 Card Major & Range Enquiry (Lavings)

2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl) see other notes	other

2♣ 23+ HCP BAL or Any FG	
2♦ (3)5-9, 6♦	
2♥ (3)5-9, 6♥	
2♠ (3)5-9, 6♠	
2NT 20-22 BAL	3NT Gambling, solid minor
other	

2. PRE-ALERTS

Non Forcing NT response over 1M	
Modified Bergen & Jacoby Raises	
Modified Blue Club Overcalls	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X/XX for Major; 1/2/3 Doubles; Lead Directing;	Negative DBL thru	4♣
Lightner	Responsive DBL thru	4♣
Jump overcalls Weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate) 15-18 HCP	(re-opening)	11-16 HCP
Immediate cue: (minor) If m3+ then MM ♦=55; ♣=54	(Major)	55 Other Major & Clubs
Over: Weak Twos X = T/O, Lebensohl	Opening Threes	X = T/O
Opponent's transfers TRF over 1C: X=T/O Suit shown; Bidding Suit shown NAT		
Opponent's 1NT X=PEN, 2♣=Majors, 2♦=single suiter, 2M=M+m (5+4+), 2NT=minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 9-11, 5+♣, UNBAL	3♦ SPL, FG
1♥ 5+ HCP, 4+♥	2♥ 3-6 HCP, 6+♥	3♥ SPL, FG
1♠ 5+ HCP, 4+♠	2♠ 3-6 HCP, 6+♠	3♠ SPL, FG
1NT 5-10 HCP, no 4M	2NT 11-12 HCP, No 4M	3NT 13-15 HCP, 33(34)
2♣ 12+, 5+♣(1st step min)	3♣ PRE	4♣ PRE
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 3-6 HCP, 6+♥	3♥ SPL, FG
1♠ 5+ HCP, 4+♠	2♠ 3-6 HCP, 6+♠	3♠ SPL, FG
1NT 5-10 HCP, no 4M	2NT 11-12 HCP, No 4M	3NT (12)13-15 HCP, 33(43)
2♣ FG, 5+♣	3♣ 9-11, 5+♦, UNBAL	4♣ SPL, FG
2♦ 12+ HCP, 4+♦	3♦ PRE	4♦ PRE
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9 HCP, 3+♥	3♦ 10-12 HCP, 4+♥
1NT 5-12 HCP, NF	2♠ 3 card limit raise	3♥ (0)4-7 4+♥
2♣ FG, ♣ or BAL	2NT FG, 4+♥	3♠ SPL, FG
2♦ FG, (4)5+♦	3♣ GF raise (*see below)	3NT GF raise (*see below)
other *GF flat raise prefer 3NT from opener's (3♣) or responder's side (3NT).		
1♠ 1NT 5-12 HCP, NF	2♠ 5-9 HCP, 3+♠	3♥ 3 card limit raise
2♣ FG, ♣ or BAL	2NT FG, 4+♠	3♠ (0)4-7 HCP 4+♠
2♦ FG, (4)5+♦	3♣ GF raise (*see below)	3NT GF raise (*see below)
2♥ FG, 5+♥	3♦ 10-12 HCP, 4+♠	4♣ SPL 10+
other *GF flat raise prefer 3NT from opener's (3♣) or responder's side (3NT).		
1NT 3♣ Minors weak	3♠ FG, 13(54)	4♦ TRF ♥
3♦ Minors FG+	3NT To Play	4♥ TRF ♠
3♥ FG, 31(54)	4♣ Gerber	4♠ To play
other 4NT Quantitative		
2♣ 2♦ Waiting	2NT 6+♥ (2 top3 honours)	3♥ one loser suit
2♥ 0-3 no King	3♣ 6+♣ (2 top3 honours)	3♠ one loser suit
2♠ 6+♠ (2 top3 honours)	3♦ 6+♦ (2 top3 honours)	3NT any solid suit
other Kokish		
2♦ 2♥ NF (Constructive NAT)	3♣ F1 NAT	3♠ FG NAT
2♠ NF (Constructive NAT)	3♦ PRE	3NT To Play
2NT ENQ	3♥ FG NAT	4♣ Poormans' Keycard
other		

Notes Poorman's Keycard after Weak Twos & Preempts (Responses: 0, 1, 1+Q, 2, 2+Q)
Use 4♦ over 3♣ opening otherwise use 4♣.

2♥ 2♠ NF (Constructive NAT)	3♦ F1 NAT	3NT To Play
2NT ENQ	3♥ PRE	4♣ Poorman's Keycard
3♣ F1 NAT	3♠ FG NAT	4♥ To Play
other		
2♠ 2NT ENQ	3♥ F1 NAT	4♣ Poorman's Keycard
3♣ F1 NAT	3♠ PRE	4♥ To Play
3♦ F1 NAT	3NT To Play	4♠ To Play
other		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stayman	4♦ TRF ♥
3♦ TRF ♥	3NT To Play	4♥ TRF ♠
3♥ TRF ♠	4♣ Gerber	4♠ Minors Game Only
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits (Modified Blue Club)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = PUP to 2♦, then INV; 2♦ = FG; 2NT = PUP 3♣

Defence to 3NT opening X=Strong; 4♣=T/O better ♥; 4♦=T/O better ♠

Defence to Opening Twos 2NT = (15)16-18 or DBL strong balance if 44 opening.

Multi 2♦ 1/2/3 Doubles

RCO style 2-s 1/2/3 Doubles

Other 2-s 1/2/3 Doubles

Defence (1♣): X=good hand; 1x=NAT; 1NT=♣; 2♣=MM(5+4+), 2other=weak; 2NT=mm
to
strong (2♣):
1♣ / 2♣

Over 1NT Interference T/O or value X and Transfer Lebensohl

Lebensohl - other uses After T/O X of WK 2

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X; 4NT = Usually minors

4♠ X; 4NT = 2 Suits

10. OTHER NOTES

Defending two level openings:

If multiple options that include a weak single suiter then assume it is this.

Against 44 openings eg (both majors) DBL includes 15-18 BAL.

Against 2D multi the next hand has to take action with opening values.

Over 1NT (X) for penalties immediate bids including XX are transfers and pass forces XX either to play or run with no 5 card suit.