

4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	invitational
Jump shifts after minor opening	GF with 5+ in the suit
Jump shifts after Major opening	GF with 5+ in the suit
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣: Stayman, 3♦/♥: Transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Att	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	as above	
Discards	low encourage	
Count	high-low = even	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	low encourage	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st and 2nd round controls

7. OTHER CONVENTIONS

2-way checkback	support double and redouble

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	881872	Stephen	Guo
& Names:	923613	Patrick	Chen

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 11-22 Points, 3+♣	1♥ 11-22 Points, 5+♥
1♦ 11-22 Points, 3+♦	1♠ 11-22 Points, 5+♠
1NT 15-17 Balanced	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer ♥	2♠ Transfer minor
2♥ Transfer ♠	2NT Invite 3NT
(Dbl) Same	other

2♣ 23+ BAL or any game force

2♦ Weak, 6-10 HCP, 6♦

2♥ Weak, 6-10 HCP, 6♥

2♠ Weak, 6-10 HCP, 6♠

2NT 20-22 balanced

3NT Gambling, solid minor, two side A or K

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Balancing	Negative DBL thru 4♦
	Responsive DBL thru 3♠

Jump overcalls weak Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-18 BAL w/ stop (re-opening) 10-14

Immediate cue: (minor) (Major)

Over: Weak Twos 2NT 16-18 w/ stop Opening Threes X = T/O

Opponent's transfers double = stolen bid

Opponent's 1NT X = punish, natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ Points, 4+	2♦ GF, 5+	3♦ Short, GF
1♥ 6+ Points, 4+	2♥ GF, 5+	3♥ Short, GF
1♠ 6+ Points, 4+	2♠ GF, 5+	3♠ Short, GF
1NT 6-10 Points, Bal	2NT 11-13, Bal	3NT
2♣ Invitational, 5+	3♣ Pre-emptive	4♣ Pre-emptive
other		
1♦ 1♥ 6+ Points, 4+	2♥ GF, 5+	3♥ Short, GF
1♠ 6+ Points, 4+	2♠ GF, 5+	3♠ Short, GF
1NT 6-12 Points, Forcing	2NT 11-13, Bal	3NT
2♣ GF, 4+	3♣ GF, 5+	4♣ Short, GF
2♦ Invitational, 5+	3♦ Pre-emptive	4♦ Pre-emptive
other		
1♥ 1♠ 6+ Points, 4+	2♥ 6+ points, 3+	3♦ GF, 5+
1NT 6-12 Points, Forcing	2♠ 6+ points, 4+	3♥ Invitational, 3+
2♣ GF, 4+	2NT 11-13, Bal	3♠ GF, 5+
2♦ GF, 4+	3♣ GF, 5+	3NT
other		
1♠ 1NT 6-12 Points, Forcing	2♠ 6+ points, 3+	3♥ GF, 5+
2♣ GF, 4+	2NT 11-13 points, Bal	3♠ Invitational, 3+
2♦ GF, 4+	3♣ GF, 5+	3NT
2♥ GF, 4+	3♦ GF, 5+	4♣ Short, GF
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ 0-7 points, any shape	2NT 8+ points, Bal	3♥
2♥ 8+ points, 5+	3♣ 8+ points, 5+	3♠
2♠ 8+ points, 5+	3♦ 8+ points, 5+	3NT
other		
2♦ 2♥ invitational, 5+	3♣ invitational, 5+	3♠ GF, 5+
2♠ invitational, 5+	3♦ pre-emptive	3NT
2NT invitational, Bal	3♥ GF, 5+	4♣ GF, 5+
other		

Notes

2♥ 2♠ invitational, 5+	3♦ invitational, 5+	3NT
2NT invitational, bal	3♥ pre-emptive	4♣ GF, 5+
3♣ invitational, 5+	3♠ GF, 5+	4♥
other		
2♠ 2NT invitational, bal	3♥ invitational, 5+	4♣ GF, 5+
3♣ invitational, 5+	3♠ pre-emptive	4♥
3♦ invitational, 5+	3NT	4♠
other		
2NT 3♣ Stayman	3♠	4♦
3♦ transfer ♥	3NT	4♥
3♥ transfer ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 5+ lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback, up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

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

4♥ X for penalty

4♠ X for penalty

10. OTHER NOTES