

4. BASIC RESPONSES

Jump raises - minors	Inverted game force
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	Criss-cross or <5HCP with 6 card Major suit
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	Puppet Stayman and transfers 3S = 5/4 Majors 3NT play

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	top if supported	
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 checked="" type="checkbox"/> RKCB 1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	
jump 4C/D = minorwood 1430	

7. OTHER CONVENTIONS

4th suit forcing	DOPI/ROPI
Jacoby	support & responsive X/XX
Support doubles	Trial bids (short suit & NT)
Two way checkback	Cue raises
1-2-3 doubles	

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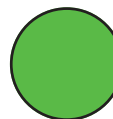
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	141542	Belinda Lindsay
& Names:	33596	Maggie Klassen
Basic System:	2 over 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♣ 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 <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman, smolen, 3H/S Splinters, Garbage Stayman

2♦ TFS to H	2♠ TFS to C
2♥ TFS to S	2NT TFS to D
(Dbl) Lebensohl	other 3C Puppet 3D 5/4 minors Garbage

2♣ Game Force or 23/26 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

3rd seat openings may be light

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles TO X Responsive X/XX Negative DBL thru 4H

Support Doubles and Redoubles Responsive DBL thru 4H

Jump overcalls weak & intermediate 6+ suit Unusual NT lower unbid

1NT overcall: (immediate) 15/18 (re-opening) 11/14 system on

Immediate cue: (minor) Majors 5/5 (Major) Other M and minor 5/5

Over: Weak Twos 2NT 15/18 X T/O Opening Threes X = T/O

Opponent's transfers X = my suit, bid Trfs = TO x jump, tsfs = Michaels

Opponent's 1NT 2C=M's 2D=M 2H/S=M+m X=P (weak) 4M+5m (strong) PorC

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+D	2♦ 5+C 6-10 HPC	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♣ 5+C 0-5 HCP	4♣ Minorwood
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♦ 5+D 0-5 HCP	4♦ Minorwood
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♣ 6/9 HCP 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♠ splinter 3 hearts	4♦ Minorwood
3♦ 5/4 minors	3NT 13/15 HCP to play	4♥ Play
3♥ Splinter 3 spades	4♣ Minorwood	4♠ Play
other	2C Stayman 2D 2H 2S 2NT all transfers	
2♣ 2♦ waiting	2NT	3♥
2♥ 5+H decent suit	3♣ 6+C decent suit	3♠
2♠ 5+S decent suit	3♦ 6+D decent suit	3NT Play
other		
2♦ 2♥ pass or correct	3♣ natural forcing	3♠ pass/correct
2♠ pass or correct	3♦ natural forcing	3NT to play
2NT suit/strength ask	3♥ pass/correct	4♣ Minorwood
other		

Notes

2♥ 2♠ natural NF	3♦ NF natural	3NT to play
2NT ask strength & shortage	3♥ competitive	4♣ Splinter
3♣ NF natural	3♠ splinter	4♥ Play
other		
2♠ 2NT ask strength & shortage	3♥ natural	4♣ Splinter
3♣ NF natural	3♠ competitive	4♥ Splinter
3♦ NF natural	3NT to play	4♠ Play
other		
2NT 3♣ Puppet Stayman	3♠ 5S/4H	4♦ Minorwood
3♦ Transfer to H	3NT to play	4♥ Play
3♥ Transfer to S	4♣ Minorwood	4♠ Play
other		

9. CONVENTIONS

Unusual NT: 5/5 lower unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: 2way checkback

Defence to 3NT opening 4C =H>/S 4D = S>/H X=TO

Defence to Opening Twos X=TO NT=15-18 Jump OC =6card suit 13-15HCP

Multi 2♦ as above

RCO style 2-s waiting then as above

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

Defence (1♣) X = Majors 1NT = minors Other bids natural 5+ suit
to 1C with transfer responses; X = bid suit 1S = T/O of Spades 1NT = 15/18
strong (2♣):
 1♣ / 2♣

Over 1NT Interference Lebenshol

Lebensohl - other uses Over partners double of oppos weak 2 opening

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

4♥ X 4♠ X optional

10. OTHER NOTES

Over weak 2 or 1 NT in balancing position jump bids are intermediate