

4. BASIC RESPONSES

Jump raises - minors	inverted (1C-2C=13+, 1C-2D=10-12, 1C-3C=6-9)
Jump raises - Majors	0-6 & 4+ support
Jump shifts after minor opening	1C-2M= 8-10 & 6+ major, (2NT enquiry with Ogust response)
Jump shifts after Major opening	Bergen, 3C=10-12, 3D=7-9
Responses to strong 2 suit open.	Controls, 2D=0/1, 2H=2, 2S=3+, 3x= good 6+ suit
Responses to 2NT opening	Puppet Stayman

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK+	Ace- count, King - attitude
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	low encourage	
Count	natural	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	natural count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	1430
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	1st or 2nd

7. OTHER CONVENTIONS

DOPI/ROPI	Lightner dbl of slam or 3NT
Minorwood in simple bidding sequences	TOXIC after 1NT or strong 1C
support dbl or redbl	checkback
Lebensohl, splinters	4th suit forcing to game
criss-cross raises in majors	Texas Transfers (4D= trn to H, 4H=trn to S)

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Sandwich 1NT (weaker than TOD)
After 1NT & trn to major, super-accept with any 4+ support
Drury (3rd, 4th), 2C ask, 2D = minimum
Smolen, (1N-2C, 2D-3M) shows 4M & 5 in other major



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 233692 Paul Nelson
& Names: 2402 Bill Tutty

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 11-20, 3+ 1♥ 11-20, 5+
1♦ 11-20, 3+ 1♠ 11-20, 5+
1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Simple Stayman, 3C is Puppet Stayman
2♦ Transfer to H (simple super accept) 2♠ Transfer to C (pass/correct to D)
2♥ Transfer to S (simple super-accept) 2NT invitational to 3NT, no 4M
(Dbl) other 3x is 14+ & 6+ suit, slam interest

2♣ 22+ bal, or 4 loser
2♦ Multi, 6-9 & 6+ major, or 20-21 bal
2♥ 6-9 & 5H & 5 another
2♠ 6-9 & 5S & 5 minor
2NT 8-10 & 5/5 in minors 3NT Gambling
other

2. PRE-ALERTS

Sandwich 1NT

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 3S
Responsive DBL thru 3S
Jump overcalls weak, 6+ suit Unusual NT Lower 2 unbid
1NT overcall: (immediate) 15-18 (re-opening) 13-17
Immediate cue: (minor) Spades & another (Major) other major & another
Over: Weak Twos 2NT=15-18, dbl=14+, suit Opening Threes

Opponent's transfers

Opponent's 1NT TOXIC:

Strong NT: X=C or D/H, 2C=D or H/S, 2H=S or C/D, 2S=S & D, 3C=C & H

Weak NT: X=14+, 2C=D or H/S, 2H=S or C/D, 2NT=C or D/H, 2S=S & D, 3C=C & H

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+D	2♦ 10-12 HCP 5+Clubs	3♦ GF Splinter
1♥ 6+ HCP 4+H	2♥ 8-11 HCP 6+H	3♥ GF Splinter
1♠ 6+ HCP 4+S	2♠ 8-11 HCP 6+S	3♠ GF Splinter
1NT 6-10 HCP no 4+M	2NT 11-12 HCP	3NT To Play
2♣ GF 5+Club no 4+M	3♣ 4-9 5+Clubs	4♣ Minorwood
other		
1♦ 1♥ 6+ HCP 4+H	2♥ 8-11 HCP 6+H	3♥ GF Splinter
1♠ 6+ HCP 4+H	2♠ 8-11 HCP 6+S	3♠ GF Splinter
1NT 6-10 HCP No 4+M	2NT 11-12 HCP	3NT To Play
2♣ GF 5+Club	3♣ 10-12 HCP 5+D	4♣ GF Splinter
2♦ GF 5+D No 4+M	3♦ 4-9 HCP 5+D	4♦ Minorwood
other		
1♥ 1♠ 6+ HCP 4+S	2♥ 5-9 HCP 3H	3♦ 7-9 HCP 4+H
1NT 6-12 HCP (Alert)	2♠ 10-12 HCP 3H	3♥ 4-6 HCP 4+H
2♣ GF 5+Club	2NT GF 4+H	3♠ GF Splinter
2♦ GF 5+Diamond	3♣ 10-12 HCP 4+H	3NT To Play
other		
1♠ 1NT 6-12 HCP (Alert)	2♠ 5-9 HCP 3H	3♥ GF Splinter
2♣ GF 5+Club	2NT GF 4+S	3♠ 4-6 HCP 4+S
2♦ GF 5+D	3♣ 10-12 HCP 4+S	3NT To Play
2♥ GF 5+H	3♦ 7-9 HCP 4+S	4♣ GF Splinter
other 4D GF Splinter		
1NT 3♣ GF Puppet Stayman	3♠ GF 6+S	4♦ Trfr to 4H
3♦ GF 6+D	3NT To Play	4♥ Trfr to 4S
3♥ GF 6+ H	4♣	4♠
other		
2♣ 2♦ 0/1 CP	2NT	3♥ 1or 2 CP 6+ H
2♥ 2 CP	3♣ 1or 2 CP 6+ Clubs	3♠ 1or 2 CP 6+ S
2♠ 3+ CP	3♦ 1or 2 CP 6+ D	3NT
other		
2♦ 2♥ P/C	3♣ P/C	3♠ P/C
2♠ P/C	3♦ P/C	3NT To Play
2NT Ask for 2nd Suit	3♥ To Play	4♣ P/C
other		

Notes

2♥ 2♠ P/C	3♦ P/C	3NT To Play
2NT Ask for 2nd Suit	3♥ To Play	4♣ P/C
3♣ P/C	3♠ P/C	4♥ To Play
other		
2♠ 2NT Ask for 2nd Suit	3♥	4♣ P/C
3♣ P/C	3♠ To Play	4♥
3♦ P/C	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Ask	4♦
3♦ Transfer	3NT To Play	4♥
3♥ Transfer	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower 2 Unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: 3+M support

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : Toxic x=C or D/H 1D =H or S/C 1S = S+D 1Nt=?? 2C=C+H

to

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

2D-2M, 2NT = 21-22 bal

2D-2M, 3NT = 25-26 bal

2C-2D, 2H, 2S is artificial GF