

4. BASIC RESPONSES

Jump raises - minors	to 1♣ weak to 1♦ 6-9
Jump raises - Majors	weak
Jump shifts after minor opening	to 2M 3-7
Jump shifts after Major opening	ART GF raise/ART inv raise/Nat invite
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	simple stay/tfrs/3♠=minor suit stayman 4x = 2 under tfrs

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead, may u'lead for unblock
Four or more with an honour	3/low	Attitude
From 4 small	3rd	Top/2nd
From 3 cards (no honour)	3rd	Top/2nd
In partner's suit	same	
Discards	low encourage	low encourage
Count	reverse	reverse
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	rev count. some s/p(NT)	
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"/>

7. OTHER CONVENTIONS

Drury by Passed hand	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



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Basic System: 2/1 with transfer responses to 1♣

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 2(1)+ 11-14[13-15] Bal or Natural 1♥ 5+

1♦ 2(1)+ 18-19[16-19] Bal or Natural Unbal 1♠ 5+

1NT (14)-17 Bal [9-12 1/2 FAV] may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ H [F 2H, 5+H Inv+ or 5+S GF] 2♠ C [to play]

2♥ S [to play] 2NT D [F3C, C or D GF]

(Dbl) System on, XX forces 2♣ (str nt) other [2C C or 2+suits w/o C, others nat]

2♣ Game Force or 23-24 Bal

2♦ weak, 5/6 ♦

2♥ weak, 5/6 ♥

2♠ weak 5/6 ♠

2NT 20-22 Bal

3NT Gambling

other

2. PRE-ALERTS

Transfer responses to 1♣ We open 1C with all 11-14 bal. may occ.

Low level transfers in comp. auctions have a 5M, maybe 3352

Very light preempts at fav. vulnerability Mini-NT 1/2 Seat FAV

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles Negative DBL thru 4S

Responsive DBL thru 4S

Jump overcalls weak Unusual NT Lower unbid suits

1NT overcall: (immediate) 15-18 (re-opening) 14-16

Immediate cue: (minor) (1♣) 2♣ Nat. (1♦) 2♦ Michaels (Major) Michaels

Over: Weak Twos X + lebensohl Opening Threes X = T/O

Opponent's transfers X = t/o at 1-level. lead directing at higher levels

Opponent's 1NT 2♣= majors, 2♦ = 1 Major, 2M = M + m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ Nat GF single suited	3♦ Nat. preempt
1♥ 4+♠	2♥ 3-7	3♥ Nat preempt
1♠ no major/GF 5+♦4+M	2♠ 3-7	3♠ Nat preempt
1NT 11-12	2NT Nat GF	3NT
2♣ GF	3♣ weak	4♣
other		
1♦ 1♥ 4+♥	2♥ 3-7	3♥ Splinter
1♠ 4+♠	2♠ 3-7	3♠ Splinter
1NT nat	2NT Nat GF	3NT
2♣ nat GF	3♣ Nat Invite	4♣
2♦ nat GF	3♦ 6-8	4♦
other		
1♥ 1♠ Nat	2♥	3♦ Nat INV
1NT semi-forcing	2♠ GF raise	3♥ weak
2♣ Nat GF/Bal GF	2NT Invite in ♥	3♠ splinter
2♦ Nat GF	3♣ Nat INV	3NT
other		
1♠ 1NT semi-forcing	2♠	3♥ NAT INV
2♣ Nat GF/Bal GF	2NT GF raise	3♠ weak
2♦ Nat GF	3♣ Invite in ♠	3NT
2♥ Nat GF	3♦ Nat INV	4♣
other		
1NT 3♣ pup. stay [to play]	3♠ 13(54) GF [to play]	4♦ ♠ [to play]
3♦ Minors GF [to play]	3NT	4♥
3♥ 31(45) GF [to play]	4♣ ♥ [to play]	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ Nat, good suit	3♣ Nat, good suit	3♠
2♠ Nat, good suit	3♦ Nat, good suit	3NT
other		
2♦ 2♥ NF if NV, F1 vul	3♣ NF if NV, F1 vul	3♠
2♠ NF if NV, F1 vul	3♦ to play	3NT
2NT ask shortage	3♥	4♣
other		

Notes

2♥ 2♠ NF if NV, F1 vul	3♦ NF if NV, F1 vul	3NT
2NT ask shortage	3♥ to play	4♣
3♣ NF if NV, F1 vul	3♠	4♥
other		
2♠ 2NT ask shortage	3♥ NF if NV, F1 vul	4♣
3♣ NF if NV, F1 vul	3♠ to play	4♥
3♦ NF if NV, F1 vul	3NT	4♠
other		
2NT 3♣ stayman	3♠ minor suit stayman	4♦ ♠ mild slam try +
3♦ ♥	3NT	4♥ ♣ mild slam try +
3♥ ♠	4♣ ♥ mild slam try +	4♠ ♦ mild slam try +
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback

Defence to 3NT opening

Defence to Opening Twos X-X-X

Multi 2♦ X = 13-15 bal or strong

RCO style 2-s

Other 2-s

Defence (1♣) : X = majors, 1nt = minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference rubensohl after two-level INT

Lebensohl - other uses after (2x) X P ??

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠ X

10. OTHER NOTES