

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 6+ ♣, 4+ ♦
Jump raises - Majors	Limit 10-12 HCP, 3+ cards
Jump shifts after minor opening	
Jump shifts after Major opening	
Responses to strong 2 suit open.	2♦ waiting, 5 card suit or NT shows 8+ HCP
Responses to 2NT opening	Stayman, Transfers to Majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	low encourage	
Discards	low encourage	
Count		
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Low Encourage	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	when NT established
4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

2NT Feature ask after weak 2 opening	
Splinters	
Jacoby 2NT	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 608963 Diane Hood
& Names: 228664 Denise McEwan

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 2+ ♣, 12+ HCP	1♥ 5+ ♥, 12+ HCP
1♦ 4+ ♦, 12+ HCP	1♠ 5+ ♠, 12+ HCP
1NT 15 - 17	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT Invite 3NT
(Dbl)	other 3♣ = TRF ♦

2♣ 19+, 4 or fewer losers

2♦ Weak, 6-9 HCP, 6+♦

2♥ Weak, 6-10 HCP, 6♥

2♠ Weak, 6-10 HCP, 6♠

2NT 20-22 balanced

3NT Gambling

other

2. PRE-ALERTS

2/1	
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3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout Negative DBL thru 3♣
Responsive DBL thru 3♣

Jump overcalls weak Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-18 BAL (re-opening) 12-14

Immediate cue: (minor) 5/5 Majors 6-10 (Major) 5 other Major & 5 minor 6-10

Over: Weak Twos Opening Threes

Opponent's transfers

Opponent's 1NT Cappaletti: 2♣ = one suit, 2♦ = both majors, 2♥, 2♠, that Major and a minor,

2NT = both minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+ HCP, 4+♦	2♦		3♦	
	1♥	6+ HCP, 4+♥	2♥		3♥	
	1♠	6+ HCP, 4+♠	2♠		3♠	
	1NT	6-11 HCP, no 4cdMaj	2NT		3NT	
	2♣	10-12 HCP, 6+♣	3♣	6-9HCP, 6+♣	4♣	
other						
1♦	1♥	6+ HCP, 4+♥	2♥		3♥	
	1♠	6+ HCP, 4+♠	2♠		3♠	
	1NT	6-11 HCP, no 4cdMaj	2NT		3NT	
	2♣	natural, 2/1	3♣		4♣	
	2♦	10-12 HCP, 4+♦	3♦	6-9 HCP, 4+♦	4♦	
other						
1♥	1♠	6+ HCP, 4+♠	2♥	6-9	3♦	
	1NT	6-11	2♠		3♥	
	2♣	2/1	2NT	12+ HCP, 4+♥	3♠	
	2♦	2/1	3♣		3NT	
other						
1♠	1NT	6-11	2♠	6-9	3♥	
	2♣	2/1	2NT	12+ HCP, 4+♠	3♠	
	2♦	2/1	3♣		3NT	
	2♥	2/1	3♦		4♣	
other						
1NT	3♣	TRF to ♦	3♠	weak, long	4♦	
	3♦	weak, long	3NT	to play	4♥	
	3♥	weak, long	4♣	Gerber	4♠	
other						
2♣	2♦	waiting	2NT	8+HCP, Balanced	3♥	
	2♥	8+ HCP, 5+♥	3♣	8+ HCP, 6+♣	3♠	
	2♠	8+ HCP, 5+♠	3♦	8+ HCP, 6+♦	3NT	balanced, game pts
other						
2♦	2♥	5+♥, strong, forcing	3♣		3♠	
	2♠	5+♠, strong, forcing	3♦		3NT	to play
	2NT	Feature ask	3♥		4♣	
other						

Notes

2♥	2♠	5+♠, strong, forcing	3♦		3NT	to play
	2NT	Feature ask	3♥		4♣	
	3♣		3♠		4♥	to play
other						
2♠	2NT	Feature ask	3♥	5+♥, strong, forcing	4♣	
	3♣		3♠		4♥	
	3♦		3NT	to play	4♠	to play
other						
2NT	3♣	stayman	3♠		4♦	
	3♦	TRF♥	3NT	to play	4♥	to play
	3♥	TRF♠	4♣		4♠	to play
other						

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card Major fit

Defence to 3NT opening

Defence to Opening Twos Natural, DBL = takeout

Multi 2♦

RCO style 2-s

Other 2-s

Defence 1♣ Natural overcalls, see Other Notes

to

strong 2♣ : Natural overcalls, see Other Notes

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL = Penalty, other bids natural

4♥ DBL = Penalty, other bids natural 4♠ DBL = Penalty, other bids natural

10. OTHER NOTES

Overcalls have two of three features:

2 or more of top 5 cards in the suit,

9 cards or more in two suits,

hand has higher than minimum HCP (10+ at the one level, 12+ at 2 level)

Responses to overcalls as though to an opening hand.