

4. BASIC RESPONSES

Jump raises - minors	6-9 HCP
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	weak
Jump shifts after Major opening	3m=bergen, jump other M=limit raise
Responses to strong 2 suit open.	2D=waiting
Responses to 2NT opening	3C=puppet, 3D/3H/3S/4C=trs, 3NT to play

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	as above	
Discards	low enc	
Count	reverse (Hi-Low Odd)	
Signal on partner's lead:	low enc	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> queen ask, specific kings

7. OTHER CONVENTIONS

2 way checkback	Inverted minors
Ogust (3C really bad)	1x-1y-2nt-3c checkback
lebensohl (1nt overcalls, over weak 2s)	Jacoby
non serious 3nt	Inverted Minors

www.abf.com.au

PDF Form Rev. 21E29 by RoL

MyRev.

Copyright © ABF 2021



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 1108123 Zac Ross
& Names: 1058789 Paddy Taylor

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2+C, 11+ HCP	1♥ 5+H, 11+ HCP
1♦ 4+D, 11+ HCP	1♠ 5+S, 11+ HCP
1NT 15-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ trs H	2♠ trs C/range probe
2♥ trs S	2NT trs D
(Dbl)	other 3C puppet stayman/texas transfers

2♣ 23+HCP	
2♦ weak 6+D	
2♥ weak 6+H	
2♠ weak 6+S	
2NT 20-22 bal	3NT gambling
other	

2. PRE-ALERTS

3rd seat light	

3. COMPETITIVE BIDS / OVERCALLS

Doubles support doubles and redoubles	Negative DBL thru 4s
	Responsive DBL thru N/a
Jump overcalls weak nat	Unusual NT TLUBS
1NT overcall: (immediate) 15-18 HCP	(re-opening) 15-18 HCP
Immediate cue: (minor) Micheals	(Major) micheals
Over: Weak Twos 2NT=16-18 X=T/O	Opening Threes X=T/o
Opponent's transfers lead directing X over NT trs, otherwise takeout of shown suit	
Opponent's 1NT 2C=majors (5-4), X=pen, otherwise nat	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+d	2♦ weak	3♦ weak
1♥ 6+, 4+h	2♥ weak	3♥ weak
1♠ 6+, 4+s	2♠ weak	3♠ weak
1NT 6-9	2NT invite no 4M	3NT to play
2♣ 10+, 5+c	3♣ 6-9, 5+c	4♣ weak
other		
1♦ 1♥ 6+, 4+h	2♥ weak	3♥ weak
1♠ 6+, 4+s	2♠ weak	3♠ weak
1NT 6-9	2NT invite no 4M	3NT to play
2♣ 2/1	3♣ weak	4♣ weak
2♦ 10+ shows fit	3♦ 6-9 with fit	4♦ weak
other		
1♥ 1♠ 6+, 4+s	2♥ 6-9 with fit	3♦ Bergen
1NT 6-11	2♠ limit raise	3♥ weak
2♣ 2/1	2NT jacobly	3♠ splinter
2♦ 2/1	3♣ bergen	3NT to play
other		
1♠ 1NT 6-11	2♠ 6-9 with fit	3♥ limit raise
2♣ 2/1	2NT jacobly	3♠ weak
2♦ 2/1	3♣ bergen	3NT to play
2♥ 2/1	3♦ bergen	4♣ splinter
other		
1NT 3♣ puppet stayman	3♠ no	4♦ no
3♦ no	3NT to play	4♥ no
3♥ no	4♣ no	4♠ no
other		
2♣ 2♦ waiting	2NT TUTMR	3♥ no
2♥ 8+, 5+H	3♣ 8+, 5+C	3♠ no
2♠ 8+, 5+S	3♦ 8+, 5+D	3NT to play
other		
2♦ 2♥ nat f1	3♣ nat f1	3♠ GF
2♠ nat f1	3♦ nf	3NT to play
2NT ogust	3♥ GF	4♣ GF
other		

Notes

2♥ 2♠ nat f1	3♦ nat f1	3NT to play
2NT ogust	3♥ nf	4♣ GF
3♣ nat f1	3♠ GF	4♥ to play
other		
2♠ 2NT ogust	3♥ nat f1	4♣ GF
3♣ nat f1	3♠ nf	4♥ to play
3♦ nat f1	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ trs C	4♦ no
3♦ trs H	3NT to play	4♥ to play
3♥ trs S	4♣ trs D	4♠ to play
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening double=I got stuff

Defence to Opening Twos X=t/0, 2nt=16-18

Multi 2♦ 1-2-3 X

RCO style 2-s no

Other 2-s no

Defence (1C) X=M, 1nt=m otherwise nat

to

strong (2C) X=M, 2nt=m

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=t/o 4nt for all=TPTP

4♥ X=t/o

4♠ X=\$\$\$\$\$

10. OTHER NOTES

def against flan= 2S nat, X=, 2h=, other=

conventions on over X, not over overcalls

1M-2nt: 3 new=shortage, 4 new=5+ suit, 3M/3nt/4M=18+/15-17/12-14