

4. BASIC RESPONSES

Jump raises - minors	Inverted minors and Criss-Cross 1♦-3♣ (inv in ♦) or 1♣-2♦ (inv in ♣)
Jump raises - Majors	Bergen
Jump shifts after minor opening	Pre-emptive
Jump shifts after Major opening	See notes, inside front
Responses to strong 2 suit open.	See notes, inside front
Responses to 2NT opening	3♣ Puppet; 3♦/♥ TRF; 3♠ (5♠/4♥); 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)	Middle	
In partner's suit	Natural	
Discards	Low encourage	Low encourage
Count	Reverse count - if required	Reverse count - if required
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count, if required	
Notes	Leads from KQ109 or AKJ10 (unblock)	

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	over 1NT or 2NT
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 4130	Minor Suit Key Card and Exclusion Key Card
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control
Q ask - bid to slam if have Q	

7. OTHER CONVENTIONS

Support doubles - majors	
Bergen over X, but not over interference	Suit-X-raise/jump raise (pre-emptive)
3 way checkback after 1NT	Texas Transfers (+over int): Drury
3NT opening = specific ace ask	Baron
	Long & short suit trial bids

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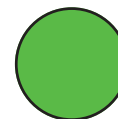
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	233552	Cathy Hood
& Names:	542954	Pauline Collett
Basic System:	Two Over One	
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

1♣ 10+, 2+♣	1♥ 10+, 5+♥
1♦ 10+, 4+♦	1♠ 10+, 5+♠
1NT 15-17 hcp	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Game force

2♦ TRF ♥	2♠ TRF ♣ (3♣ superaccept)
2♥ TRF ♠	2NT TRF ♦ (3♦ superaccept)
(Dbl)	other S/A majors (2NT max with 4 card)

2♣ Game force	
2♦ weak (5) 6♦	
2♥ weak (5) 6♥	
2♠ weak (5) 6♠	
2NT 20 -22 hcp	3NT Specific ace ask
other	

2. PRE-ALERTS

Doubles may be lighter than 10 hcp, generally NV vs V

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles	Negative DBL thru 3♥
Lead directing doubles	Responsive DBL thru 4♦
Jump overcalls Weak	Unusual NT 5/5 2 lowest unbid suits
1NT overcall: (immediate) 15-18 hcp (system on)	(re-opening) 11-16
Immediate cue: (minor) Modified Blue Club - ULE	(Major) Modified Blue Club - ELU
Over: Weak Twos X - T/O	Opening Threes X - T/O
Opponent's transfers X=T/O of implied suit; bid of implied suit is natural	
Opponent's 1NT Modified Capelletti: X=penalties, 2♣=majors (5/4 either way, 2♦ inquiry)	
2♦=single suit, 2♥=♥+m; 2♠=♠+m	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 6+p	2♦ 5+♣, 10-11p	3♦ Splinter raise, GF
1♥ 4+, 6+p	2♥ 6+, 0-5p	3♥ Splinter raise, GF
1♠ 4+, 6+p	2♠ 6+, 0-5p	3♠ Splinter raise, GF
1NT No 4M, 6-10p, 4+♣	2NT 11-12 bal, no 4M	3NT 13-15hcp, no 4M
2♣ 5+, 9+p no 4M	3♣ 5+, 4-8p	4♣ MSKC
other 4M - natural to play		
1♦ 1♥ 4+, 6+p	2♥ 6+, 0-5p	3♥ Splinter raise, GF
1♠ 4+, 6+p	2♠ 6+, 0-5p	3♠ Splinter raise, GF
1NT 6-10, no 4M	2NT 11-12 bal, no 4M	3NT 13-15hcp, no 4M
2♣ 4+, 10+p	3♣ 4+♦, 10-11p	4♣ Splinter raise, GF
2♦ 5+, no 4M, 10+p	3♦ 5+, 6-9p	4♦ MSKC
other 4M/5C - natural to play		
1♥ 1♠ 4+, 6+p	2♥ 3+♥, 6-9p	3♦ 4+♥, 9-11p
1NT No 4♠, 5-11p	2♠ 3♥, 10-11p	3♥ 4+♥, 0-6p
2♣ 4+, 12+ GF	2NT 4+♥ GF	3♠ Splinter raise, GF
2♦ 4+, 12+ GF	3♣ 3, 12-15p (4333)	3NT flat 12-15p
other		
1♠ 1NT Any, 5-11p	2♠ 3+, 6-9p	3♥ 3, 10-11p
2♣ 4+, 12+ GF	2NT 4+♠ GF	3♠ 4+♠, 0-6p
2♦ 4+, 12+ GF	3♣ 3, 12-15p (3433)	3NT flat 12-15p
2♥ 5+, 12+ GF	3♦ 4+, 9-11p	4♣ Splinter raise, GF
other		
1NT 3♣ 5/5 minors, weak	3♠ 5/5 majors GF	4♦ TRF ♥
3♦ 5/5 minors slam int	3NT to play	4♥ TRF ♠
3♥ 5/5 majors inv	4♣ Gerber	4♠
other		
2♣ 2♦ Relay	2NT Balanced 7+	3♥
2♥ 5+ quality in suit	3♣ 5+ quality in suit	3♠
2♠ 5+ quality in suit	3♦ 5+ quality in suit	3NT
other		
2♦ 2♥ F1 NAT	3♣ F1 NAT	3♠ FG NAT
2♠ F1 NAT	3♦ PRE	3NT to play
2NT Strong inquiry	3♥ FG NAT	4♣ MSKC
other		

Notes 1NT-(2x) in general:

2 level bids non forcing, X=8+, 2NT+ Transfers to their suit then Stayman with stopper.

2♥ 2♠ F1 NAT	3♦ F1 NAT	3NT to play
2NT Strong inquiry	3♥ PRE	4♣ SPL
3♣ F1 NAT	3♠ FG NAT	4♥ To play
other		
2♠ 2NT Strong inquiry	3♥ F1 NAT	4♣ SPL
3♣ F1 NAT	3♠ PRE	4♥ SPL
3♦ F1 NAT	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ 5♠/4♥	4♦ MSKC
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ MSKC	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 way checkback

Defence to 3NT opening X = T/O

Defence to Opening Twos X = T/O

Multi 2♦ 2NT 15 - 18 hcp, X - 13+

RCO style 2-s 2NT 15 - 18 hcp, X - 13+

Other 2-s 2NT 15 - 18 hcp, X - 13+

Defence X = strong (15+), 1NT - clubs, 1x NAT, 2C - majors

to All else natural

strong (1♦)-2♦: natural 5+

1♣ / 2♣ Majors

Over 1NT Interference See notes bottom left

Lebensohl - other uses N/A

Take out of 4 level pre-empts 4♣/4♦ X=T/O, 4NT=2 suited

4♥ X=T/O, 4NT=2 suited

4♠ X=T/O, 4NT=2 suited

10. OTHER NOTES

Bergen raises after double, but not after overcall.

After Jacoby raise, show shortage first.

Modified Blue Club - O/Call of minor - ULE & O/Call of major - ELU

(including 1C-2C = 5/4 majors, 1C - 2D - 5/5 majors)

Over a two suited O/call bid of lower suit = limit raise or better

Over a two suited O/call bid of upper suit = unbid suit, strong.

X - penalty of either suit.