

4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	3M = splinter
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	Simple Stayman

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	TON
In partner's suit	As above	
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count	
Notes	Suit preference where obvious	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	0314	4♣ Gerber	<input type="checkbox"/>
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

Jacoby 2NT	
2-way checkback	
3♣ checkback	
3-way ♣	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1120484	Anne Davey
& Names:	1082221	Fletcher Davey

Basic System: 2/1

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

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

1NT Responses 2♣ Simple Stayman

2♦ trans ♥	2♠ trans ♣ or range probe
2♥ trans ♠	2NT trans ♦
(Dbl) system off	other Smolen, junk stayman

2♣ 23+ bal or GF

2♦ weak ♦

2♥ weak ♥, can be 5 non vul

2♠ weak ♠, can be 5 non vul

2NT 20-22 bal

3NT gambling

other

2. PRE-ALERTS

1x-1y-1z = unbal

HCP are a guide

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Xs and XXs	Negative DBL thru	4♥
	Responsive DBL thru	4♥

Jump overcalls weak Unusual NT LUBS

1NT overcall: (immediate) 11-15 (re-opening) 11-14

Immediate cue: (minor) majors (Major) Michaels

Over: Weak Twos X= TO Opening Threes X= TO

Opponent's transfers X= lead directing/suit, bidding transfer suit=TO

Opponent's 1NT X= 16+ PEN, 2♣ = majors, 2♦/♥/♠ = nat

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 0-7 HCP 6+♦	3♦ 12+ splinter
1♥ 6+ HCP 4+♥	2♥ 0-7 HCP 6+♥	3♥ 12+ splinter
1♠ 6+ HCP 4+♠	2♠ 0-7 HCP 6+♠	3♠ 12+ splinter
1NT 6-11 HCP no 4cM	2NT 10-11 no 4cM	3NT 12+ no 4cM
2♣ 10+ HCP 5+♣	3♣ 6-9 HCP 5+♣	4♣
other	inverted minor response, step= min, 2X=stopper	
1♦ 1♥ 6+ HCP 4+♥	2♥ 0-7 HCP 6+ ♥	3♥ 12+ splinter
1♠ 6+ HCP 4+♠	2♠ 0-7 HCP 6+♠	3♠ 12+ splinter
1NT 6-11 HCP no 4cM	2NT 10-11 no 4cM	3NT 12+ no 4cM
2♣ 12+ HCP 5+♣ or bal	3♣ 0-7 HCP 6+♣	4♣ 12+ splinter
2♦ 10+ HCP 4+♦	3♦ 6-9 HCP 4+♦	4♦
other	inverted minor response, step= min, 2X=stopper	
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ 10-12 HCP 4♥
1NT 6-11 HCP no 4cM	2♠ 0-7 HCP 6+♠	3♥ 0-5 HCP 4♥
2♣ inv 3♥ or GF ♣ or bal	2NT 13+ HCP 4♥	3♠ splinter
2♦ 12+ HCP 5+♦	3♣ 6-9 HCP 4♥	3NT 12+ no 4cM
other		
1♠ 1NT 6-11 HCP no 4cM	2♠ 6-9 HCP 3♠	3♥ splinter
2♣ inv 3♠ or GF ♣ or bal	2NT 13+ HCP 4♠	3♠ 0-5 HCP 4♠
2♦ 12+ HCP 5+♦	3♣ 6-9 HCP 4♠	3NT 12+ no 4cM
2♥ 12+ HCP 5+♥	3♦ 10-12 HCP 4♠	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT to play	4♥
3♥	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ 16+ HCP 5+♥	3♣ 16+ HCP 5+♣	3♠
2♠ 16+ HCP 5+♠	3♦ to play	3NT to play
2NT 16+ enquiry	3♥	4♣
other	2NT responses: 3X= shortage, 3♦= min, 3NT= max	

Notes 3-way ♣ responses: 2M= no, 3X= nat, yes

Jacoby responses: 3X= shortage, 3M= 16+ no shortage, 4M=weak

2♥ 2♠ 16+ HCP 5+♠	3♦ 16+ HCP 5+♦	3NT to play
2NT 16+ enquiry	3♥ to play	4♣
3♣ 16+ HCP 5+♣	3♠	4♥ to play
other	2NT responses: 3X= shortage, 3♥= min, 3NT= max	
2♠ 2NT 16+ enquiry	3♥ 16+ HCP 5+♥	4♣
3♣ 16+ HCP 5+♣	3♠ to play	4♥
3♦ 16+ HCP 5+♦	3NT to play	4♠ to play
other	2NT responses: 3X= shortage, 3♠= min, 3NT= max	
2NT 3♣ simple stayman	3♠	4♦
3♦ trans ♥	3NT to play	4♥
3♥ trans ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities:

Defence to 3NT opening X= TO

Defence to Opening Twos X= TO, 2NT= 15-18 bal, 2X= 13+ 5+ card suit

Multi 2♦ 123 doubles, 2NT= 15-18 bal

RCO style 2-s

Other 2-s

Defence (1♣) : X= majors, 1NT= minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference system off, Lebensohl, X=TO

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=TO

4♥ X=TO

4♠ X=TO

10. OTHER NOTES

System on over X but off over overcall