

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 4+ cards
Jump raises - Majors	Preempt 0-6 HCP, 5+ cards
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	
Responses to 2NT opening	Transfers & Stayman & Texas

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (A=Att,K=Count)	
Four or more with an honour	4th highest	
From 4 small	2nd Highest	
From 3 cards (no honour)	MUD	
In partner's suit	Standard	
Discards	Low Encourage	
Count	Reverse (When given)	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 14/30 4NT can be T/O / 2 Places to Play
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> First and Second round controls no preference
Mini Keycard over Preempts	

7. OTHER CONVENTIONS

2NT = Good 4 card in Competetion	2 way checkback
Lebensohl	Splinters
Minorwood	Shortage Ask's
Mini Keycard	Exclusion Keycard (0,1,1,2,2)

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. Seb Wright, Sam Goss, Alex Goss
& Names:

Basic System: 2/1

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

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

1♣ +2♣ 1♥ +5♥
1♦ 4+ ♦ 1♠ +5♠

1NT 15-17 balanced may contain 5 card Major ☒

1NT Responses 2♣ Simple Stayman
2♦ TRF ♥ 2♠ Trf ♣ / Range Probe
2♥ TRF ♠ 2NT TRF ♦
(Dbl) XX = Rescue, P=Force XX, System on other 4 Way Texas Smolen ETC

2♣ 23+ BAL or any game force
2♦ Weak, HCP, 6♦ (Could be 5+ when favourable)
2♥ Weak, HCP, 6♥ (Could be 5+ when favourable)
2♠ Weak, HCP, 6♠ Could be 5+ when favourable
2NT (19)20-21 Semi-balanced 3NT Gambling, solid minor, no side A or K
other

2. PRE-ALERTS

Light Green Preempts/Opening Infrequent Psyches
Light 1st and 3rd opening HCP are only a Guide

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles Negative DBL thru 4♥
Lead-Directing, Balancing Responsive DBL thru 4♥
Jump overcalls Weak Unusual NT LUBS Could be 5-4
1NT overcall: (immediate) 15-18 (Semi Bal) (re-opening) 11-14
Immediate cue: (minor) Both Major (Major) Other Major and Minor
Over: Weak Twos Lebensohl Opening Threes X = T/O
Opponent's transfers X = stolen bid,
Opponent's 1NT 2C = Majors, 2NT = Both Minors all other natural, 2D = Single suited Major,
2H/S = Major and a Minor

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 6+ HCP	2♦ Weak Diamonds	3♦	
1♥ 4+ 6+ HCP	2♥ Weak Hearts	3♥	
1♠ 4+ 6+ HCP	2♠ Weak Spades	3♠	
1NT 6-12, no 4 M, not 5D	2NT 12/13 bal	3NT	13-15 Bal
2♣ Inverted 10+	3♣ Inverted 4(0)-9 TP	4♣	
other			
1♦ 1♥ 4+♥ 6+ HCP	2♥ Weak Hearts	3♥	
1♠ 4+♠ 6+ HCP	2♠ Weak Spades	3♠	
1NT 6-12, no 4 M	2NT 12/13 bal	3NT	13-15 Bal
2♣ GF 5+♣	3♣ Weak with Clubs	4♣	
2♦ Inverted	3♦ Inverted 4(0)-9 TP	4♦	
other			
1♥ 1♠ 4+♠	2♥ 5-9 3♥	3♦	4+♥ 10-12
1NT 6-12 Not 4♠	2♠ Weak Jum Shift	3♥	Weak ♥
2♣ 3 Way Club	2NT 4+♠ GF	3♠	Splinter 12-17 TP
2♦ GF Diamonds 6(5)+	3♣ 4+♥ 6-9	3NT	13-15 Bal (3♥)
other			
1♠ 1NT 6-12 HCP	2♠ 6-9 3+♠	3♥	Weak ♥
2♣ 3 Way Club	2NT 4+♠ GF	3♠	Weak ♠
2♦ GF Diamonds	3♣ 6-9 4+♠	3NT	13-15 Bal (3♠)
2♥ GF Hearts	3♦ 10-12 4+♠	4♣	Splinter 12-17 TP
other			
1NT 3♣ Extended Stayman	3♠ slam interest nat	4♦	Texas TRF
3♦ slam interest Nat	3NT To Play	4♥	Texas TRF
3♥ slam interest nat	4♣ Texas TRF	4♠	Texas TRF
other			
2♣ 2♦ Waiting (Mostly Forced)	2NT Not Used	3♥	
2♥ 8+ Good Suit	3♣ AKxxxx or better	3♠	
2♠ 8+ Good Suit	3♦ AKxxxx or better	3NT	
other			
2♦ 2♥ Forcing Nat	3♣ Forcing Nat	3♠	
2♠ Forcing Nat	3♦ competitive	3NT	To Play (Psyched)
2NT Shortage Enquiry	3♥	4♣	Mini Keycard
other			

Notes

2♥ 2♠ Forcing Nat	3♦ Forcing Nat	3NT To Play (Psyched)
2NT Shortage Enquiry	3♥ competitive	4♣ Mini Keycard
3♣ Forcing Nat	3♠	4♥ To Play
other		
2♠ 2NT Shortage Enquiry	3♥ Forcing Nat	4♣ Mini Keycard
3♣ Forcing Nat	3♠ competitive	4♥
3♦ Forcing Nat	3NT To Play (Psyched)	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ Both Minors	4♦ Texas TRF
3♦ TRF ♥	3NT to play	4♥ Texas TRF
3♥ TRF ♠	4♣ Texas TRF	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS (5/4 often)

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Up the Line

Defence to 3NT opening x=Pen

Defence to Opening Twos

Multi 2♦ X = T/O of at least one major 2NT=16-18HCP

RCO style 2-s

Other 2-s

Defence (1♣) : 1 Level = Nat better hand, 3 Level = Nat Weak (Loose)
to 2 Level =The suit Bid or the 2 Suits above 1NT = Minors (Less distributional)
strong (2♣) : x=Majors otherwise natural
 1♣/2♣

Over 1NT Interference Lebensohl x=T/o

Lebensohl - other uses Over opponents Single suit auction then X

Take out of 4 level pre-empts 4♣/4♦ x=T/o 4♥/♠ to play

4♥ X=T/O 4♠ = to play 4NT =2 Suits 4♠ x=Pen 4NT = T/O

10. OTHER NOTES

Aggression during bidding and play can Vary

No Preempt suit quality requirements when Favourable but not all 6-9 HCP, 5 Card suit

Hands will be Preempted. Green Preempts suit quality is only a small factor.

3rd Seat Preempts can be wide ranging, 2 level up to aprox 14/15HCP

4th Seat Preempts are generally 11-15 HCP 6 Card Suit.