

4. BASIC RESPONSES

Jump raises - minors	5+, 6-9HCP
Jump raises - Majors	4+, 0-4HCP
Jump shifts after minor opening	weak, long
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	2♦ = waiting, else = nat
Responses to 2NT opening	simple stayman, major transfers

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		
Discards	low enc	
Count	reverse original	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	after 1NT or 2NT opening
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st or 2nd

7. OTHER CONVENTIONS

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**



STANDARD SYSTEM CARD

ABF Nos. 1150987 Alex Goss 1049781-Seb Wright 1082337-Matthew Sieredzinski
& Names: 999954 Taydon Gold 1180592-Sam Goss 929468- Heath Watkins

Basic System: 2/1

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 3+, 11+ HCP	1♥ 5+, 11+ HCP
1♦ 3+, 11+ hCP	1♠ 5+, 11+ HCP
1NT 15-17 bal	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ simple stayman
2♦ trans ♥	2♠ trans ♣
2♥ trans ♠	2NT trans ♦
(Dbl)	other

2♣ any gf	
2♦ 6+, 6-9 HCP	
2♥ 6+, 6-9 HCP	
2♠ 6+, 6-9 HCP	
2NT 20-22 bal	3NT gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 3S
	Responsive DBL thru 3S
Jump overcalls weak	Unusual NT LUBS
1NT overcall: (immediate) 15-18	(re-opening) 12-14
Immediate cue: (minor) both majors	(Major) OM + minor
Over: Weak Twos X = TO	Opening Threes X = TO
Opponent's transfers	
Opponent's 1NT 2♣ = both majors, 2♦ = single suited major, 2♥ = hearts + minor	
2♠ = spades + minor, 2NT = both minors, X = pen	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 6+HCP	2♦ 6+, 6-9HCP	3♦ spl
1♥ 4+, 6+HCP	2♥ 6+, 6-9HCP	3♥ spl
1♠ 4+, 6+HCP	2♠ 6+, 6-9HCP	3♠ spl
1NT 6-11HCP	2NT	3NT to play
2♣ 5+, 10+ HCP	3♣ 5+, 6-9HCP	4♣
other		
1♦ 1♥ 4+, 6+HCP	2♥ 6+, 6-9HCP	3♥ spl
1♠ 4+, 6+HCP	2♠ 6+, 6-9HCP	3♠ spl
1NT 6-11HCP	2NT	3NT to play
2♣	3♣ 6+, 6-9HCP	4♣ spl
2♦ 5+, 10+ HCP	3♦ 5+, 6-9HCP	4♦
other		
1♥ 1♠ 4+, 6+HCP	2♥ 3+, 6-9HCP	3♦ 12-14 or 16+ spl
1NT 6-11HCP	2♠ 12-14 or 16+ spl	3♥ 0-4HCP, 4+
2♣ bal gf or ♣ gf	2NT 12-14 or 16+, 3+	3♠ 13-15, spl
2♦ ♦ gf	3♣ 12-14 or 16+ spl	3NT 13-15, 3+
other		
1♠ 1NT 6-11HCP	2♠ 3+, 6-9HCP	3♥ 12-14 or 16+ spl
2♣ bal gf, or ♣ gf	2NT 12-14 or 16+, 3+	3♠ 0-4HCP, 4+
2♦ ♦ gf	3♣ 12-14 or 16+ spl	3NT 13-15, 3+
2♥ ♥ gf	3♦ 12-14 or 16+ spl	4♣ 13-15, spl
other		
1NT 3♣	3♠	4♦ trans ♥
3♦	3NT to play	4♥ trans ♠
3♥	4♣ gerber	4♠
other		
2♣ 2♦ waiting	2NT 10-12 semi slam interest	3♥
2♥ nat	3♣ nat	3♠
2♠ nat	3♦ nat	3NT
other		
2♦ 2♥ nat and forcing	3♣ nat and forcing	3♠
2♠ nat and forcing	3♦ to play	3NT to play
2NT OGUST	3♥	4♣
other		

Notes

2♥ 2♠ nat and forcing	3♦ nat and forcing	3NT to play
2NT OGUST	3♥ to play	4♣
3♣ nat and forcing	3♠	4♥ to play
other		
2♠ 2NT OGUST	3♥ nat and forcing	4♣
3♣ nat and forcing	3♠ to play	4♥
3♦ nat and forcing	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠	4♦ trans ♥
3♦ trans ♥	3NT to play	4♥ trans ♠
3♥ trans ♠	4♣ gerber	4♠
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way, hearts

Defence to 3NT opening

Defence to Opening Twos 1-2-3 doubles

Multi 2♦ 1-2-3 doubles

RCO style 2-s 1-2-3 doubles

Other 2-s 1-2-3 doubles

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠

10. OTHER NOTES