

4. BASIC RESPONSES

Jump raises - minors	Weak 6+ ♣/D
Jump raises - Majors	Weak 4 card raise <6 hcp
Jump shifts after minor opening	1♣-2♦ - inv raise in Clubs 1♦-3♣ = inv in ♦ 1m-2M = weak
Jump shifts after Major opening	3♣ = inv 4 card raise 3♦ = 4 card raise 6-9
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Stayman + Transfers. Accept transfer = 3+ in the suit

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4ths	4th
From 4 small	4ths	4th
From 3 cards (no honour)	3rd	3rd
In partner's suit	3rd	3rd
Discards	Reverse Count	
Count	Reverse Count	
Signal on partner's lead:	Reverse Count	
Signal on declarer's lead:	Reverse Count	
Notes		
Q for unblock		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKC	1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>	

7. OTHER CONVENTIONS

3NT they (4♣) by us = 2 suited t/o - any	
1♥ (3♠) 4♣ strong H support	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	155470	Malcolm CARTER
& Names:	138649	Simon HINGE

Basic System: 2 over 1

Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 1+ usually 11-14 wk NT	1♥ 10+HCP	5+♥
1♦ 1+ maybe 18-19 Bal	1♠ 10+ HCP	5+♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Stayman	
2♦ TFR to ♥	2♠ TFR to ♣
2♥ TFR to ♠	2NT TFR to ♦
(Dbl)	other 1NT-2♣-2♦-3M = Smolen

2♣ Near GF	
2♦ Weak 2 in ♦	
2♥ Weak 2 in ♥	
2♠ Weak 2 in ♠	
2NT 20-22	3NT 5/6 in the Majors 9-13 (nominally)
other	only accept transfer after 2NT opening with 3

2. PRE-ALERTS

TRF responses over 1♣	1♥ us 3♠ they, 4♣ us = ♥ Game values
1♦ may be 18-19 Balanced	1♥ us 3♠ they, 4♦ us = ♥ Slam interest
1♦ - 1M by us may be 3M only	

3. COMPETITIVE BIDS / OVERCALLS

Doubles other X's usually T/O	Negative DBL thru	4♣
support X & XX = in competition = 3 card suit but not compulsory	Responsive DBL thru	4♣
Jump overcalls Weak	Unusual NT	Lowest unbid suits
1NT overcall: (immediate) 15-18 Balanced	(re-opening)	10-14 Balanced
Immediate cue: (minor) Majors	(Major)	Major and a minor
Over: Weak Twos x = T/O 2NT = natural	Opening Threes	X = T/O
Opponent's transfers X = T/O		
Opponent's 1NT Aspro (forcing to 2M or 3m) - Step forcing)		
X = Penalty		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ inv Club raise	3♦ Splinter
1♥ 4+♠	2♥ Weak	3♥ Splinter
1♠ 6-9 no major or GF with ♦	2♠ Weak	3♠ Splinter
1NT 9-11 Flat no major	2NT 12-13 flat no major	3NT 14-15 no major
2♣ GF ♣	3♣ Weak with ♣	4♣ Pre-emptive
other after 1♣-2♣-2NT = 12-14, 3+ ♣; 3NT = 12-14 <3 ♣ 4NT=simple Blackwood		
1♦ 1♥ 4+♥ (can be 3 - rare)	2♥ Weak 6+♥	3♥ Splinter
1♠ 4+S (can be 3 - rare)	2♠ Weak 6+♠	3♠ Splinter
1NT 6-9 no major	2NT 9-12 No Major	3NT 13-15 no major
2♣ Nat GF	3♣ Inv ♦	4♣ Splinter
2♦ Nat GF	3♦ Weak ♦	4♦ Weak
other after 1♦-2♦-2NT = 18-19, 3+ ♦; 3NT = 18-19 <3 ♦ 4NT = simple Blackwood		
1♥ 1♠ 4+♠	2♥ 6-9 3 card ♥	3♦ 6-9 4 card raise
1NT 6-9 < 3♥	2♠ inv 3♥	3♥ Weak
2♣ GF♣; GF 3♥, GF Flat	2NT GF 4 card raise	3♠ Splinter
2♦ Nat GF	3♣ bal 4♥ raise inv 10-11	3NT 3♥ choice of contract
other ♣/♦ = splinter		
1♠ 1NT 6-9	2♠ 6-9 3♠	3♥ 3 card Inv raise
2♣ GF ♣; GF 3♠, GF Flat	2NT GF 4+♠	3♠ Weak
2♦ Nat GF	3♣ Inv 4 card raise	3NT Choice of Contract
2♥ Nat GF	3♦ 6-9 3 card raise	4♣ Splinter
other 4♦ = splinter		
1NT 3♣ Singleton ♦ 8-13	3♠ 31(54) 8-13	4♦ Both majors weak
3♦ Singleton ♣ 8-13	3NT Nat	4♥ Both majors better
3♥ 13(54) 8-13	4♣	4♠ Both Major slam interest
other over 4♥/♠-4NT = Key card on both		
2♣ 2♦ Waiting	2NT Nat positive	3♥ one loser suit
2♥ Nat Positive	3♣ Nat positive	3♠ one loser suit
2♠ Nat positive	3♦ Nat positive	3NT No loser suit
other 2♣-2♦-2♥ forces 2♠, then 2NT = 25+ bal 2♣-2♦-2NT=23/24		
2♦ 2♥ Nat F	3♣ Nat NF	3♠ Splinter
2♠ Nat F	3♦ Nat NF	3NT To Play
2NT Enquiry	3♥ Splinter	4♣ Splinter
other 2♦-2NT-3♦ = Weak, (Other suit = shortage and 3NT all non minimum)		

Notes

2♥ 2♠ Nat F	3♦ Nat NF	3NT To Play
2NT Enquiry	3♥ To Play	4♣ Splinter
3♣ Nat NF	3♠ Splinter	4♥ Splinter
other 2♥-2NT-3♥ = Weak, (All other suits = shortage; 3NT nat, all non minimum)		
2♠ 2NT Enquiry	3♥ Nat F	4♣ Splinter (♣ and ♦)
3♣ Nat NF	3♠ To Play	4♥ Splinter
3♦ Nat NF	3NT To Play	4♠ To Play
other 2♠-2NT-3♠ = Weak, (All other suits = shortage; 3NT nat, all non minimum)		
2NT 3♣ Stayman	3♠ Both Minors	4♦ Slam Interest Nat
3♦ TRF	3NT To Play	4♥
3♥ TRF	4♣ Slam interest Nat	4♠
other only accept transfers with 3		

9. CONVENTIONS

Unusual NT: Yes

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way

Defence to 3NT opening 4♣ = 2 suited t/o 4♦,♥,♠ = natural

Defence to Opening Twos x = T/O

Multi 2♦ X=15+ unbal; 2♥ = short ♠ 10-14; 2NT = 15-18 (*see below)

RCO style 2-s

Other 2-s X = cards (XYZ)

Defence (1♣) : Aspro 1st step = X ♥ & another (ref Over 1NT Interference)

to step is always forcing!

strong (2♣) : Aspro 1st step = X ♥ & another (ref Over 1NT Interference)

1♣/2♣ step is always forcing!

Over 1NT Interference Aspro (10-14): 2♣ = ♥ + another; 2♦ = ♠ + minor; 2♥,♠ = nat

Lebensohl - other uses over Weak 2 and NT interference (Reverse)

Take out of 4 level pre-empts 4♣/4♦

4♥ X = T/O, 4NT = minors

4♠ X = T/O, 4NT = minors

10. OTHER NOTES

They overcall our 1C or 1D openings with 1NT Aspro still applies (with care)

Reverse lebensohl

Weakness takeout over our 1NT

(*see above) Over their 2♦ - 2♠ by us = short ♥ (assumption 3,1,{4,5} 10 -14)