

4. BASIC RESPONSES

Jump raises - minors	Weak with inverted minors
Jump raises - Majors	Weak with Bergen raises (3C 6-9, 3D 10-11)
Jump shifts after minor opening	2M = 3-7 HCP, 6+ card suit
Jump shifts after Major opening	Bergen 4+ card support, 3C 6-9, 3D 10-11
Responses to strong 2 suit open.	Natural, 2D weak or waiting, 2C 2D 2H Kokish (24+ if bal)
Responses to 2NT opening	Puppet Stayman, 3S = minors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	At	
In partner's suit	Attitude (unless supported)	
Discards	1st: low = like, other = SP	
Count	High low = even	
Signal on partner's lead:	High = encouraging (nat count)	
Signal on declarer's lead:	If used: natural count	
Notes Suit preference		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	
4NT: Blackwood <input type="checkbox"/> RKCB 03/14	3NT = serious slam try
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 3	

7. OTHER CONVENTIONS

Support X and XX	2-way checkback (after opener's 1NT rebid)
Drury (passed hand)	X Y Z
Blackout (after reverse)	
Fourth suit game forcing	1m - (1NT) - 2C = Majors

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. Arlene Dalley
& Names: Michael Courtney

Basic System: 2 OVER 1 GF, Transfers after 1C opening bids; Natural Signals

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2+ clubs + transfers	1♥ 5+ hearts
1♦ 5+ diamonds (unless 4-4-4-1 clubs)	1♠ 5+ spades
1NT 14/15-17 HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman (or invite)
2♦ Hearts	2♠ Clubs
2♥ Spades	2NT Diamonds
(Dbl) XX = 1 suited, Bid = lower of 2 suits	other <input type="checkbox"/>

2♣ 22+ balanced or GF any (Kokish)	
2♦ Weak, 6 card suit	
2♥ Weak, 6 card suit	
2♠ Weak, 6 card suit	
2NT 20-21 HCP bal/semi bal	3NT Gambling (no A/K outside)
other	

2. PRE-ALERTS

Transfer responses to 1C opening bids	
Inverted minors : GF	
Light pre-empts at favourable vul	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X and XX	Negative DBL thru 4S
	Responsive DBL thru 4S
Jump overcalls Weak	Unusual NT Lower 2 unbid suits
1NT overcall: (immediate) 15+ - 18-	(re-opening) 14-16
Immediate cue: (minor) Both Majors	(Major) Other Major + clubs ** (below)
Over: Weak Twos X, Leaping MCB, Leb	Opening Threes X, non Leaping MCB
Opponent's transfers Double = takeout of suit shown	
Opponent's 1NT X = good hand, 2C = both Majors	

** (1M) - 3C = other Major + diamonds

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ hearts	2♦ 3-7, 5 spades/4+hearts	3♦
1♥ 4+ spades	2♥ 3-7 6 hearts	3♥
1♠ no M or GF 5+ diamonds	2♠ 3-7 6 spades	3♠
1NT 11-12 bal NF	2NT Nat, GF	3NT To play
2♣ clubs, GF	3♣ 6-9 raise	4♣ Preemptive
other		
1♦ 1♥ 4+ hearts	2♥ 3-7 6 hearts	3♥
1♠ 4+ spades	2♠ 3-7 6 spades	3♠
1NT to 11 HCP, NF	2NT Nat, GF	3NT To play
2♣ GF	3♣	4♣
2♦ diamonds, GF	3♦ 6-9 diamonds	4♦ Preemptive
other		
1♥ 1♠ 4+ spades	2♥ 6/7 - 10-	3♦ 10-11 4+ hearts
1NT to 11 HCP, SF	2♠ 3 card LR	3♥ 0-6 4+ hearts
2♣ GF	2NT J2NT, GF, 4+ hearts	3♠ splinter
2♦ GF	3♣ 6-9 4+ hearts	3NT
other 4C/D splinter		
1♠ 1NT to 11 HCP, SF	2♠ 6/7 - 10-	3♥ 3 c
2♣ GF	2NT J2NT, GF, 4+ spades	3♠ 0-6 4+ spades
2♦ GF	3♣ 6-9 4+ spades	3NT
2♥ GF	3♦ 10-11 4+ spades	4♣ splinter
other 4D/4H splinter	3H 3 card LR	
1NT 3♣ Puppet Stayman	3♠ GF 1-3 (5-4)	4♦ Spades (? RKCB)
3♦ GF both minors	3NT To play	4♥ To play
3♥ GF 3-1 (5-4)	4♣ Hearts (? RKCB)	4♠ To play
other		
2♣ 2♦ Weak or waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other 2C 2D 2H Kokish		
2♦ 2♥ NF	3♣ NF	3♠ Nat, forcing
2♠ NF	3♦ Preemptive	3NT To play
2NT Feature ask **	3♥ Nat, forcing	4♣
other ** 3-level = A/K		

Notes

2♥ 2♠ NF	3♦ NF	3NT To play
2NT Feature ask **	3♥ Preemptive	4♣
3♣ NF	3♠ GF	4♥
other ** 3-level = A/K, 4-level = shortage		
2♠ 2NT Feature ask **	3♥ GF	4♣
3♣ NF	3♠ Preemptive	4♥
3♦ NF	3NT To play	4♠
other ** 3-level = A/K, 4-level = shortage		
2NT 3♣ Puppet Stayman	3♠ both minors	4♦ Spades
3♦ Hearts	3NT To play	4♥ Clubs (slam int+)
3♥ Spades	4♣ Hearts	4♠ Diamonds (slam int+)
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback, XYZ

Defence to 3NT opening

Defence to Opening Twos X X X 1st X = 13-15 bal or strong

Multi 2♦ X X X

RCO style 2-s X X X

Other 2-s

Defence (1♣) : X = Majors, 1NT = minors

to

strong (2♣) :

1♣ / 2♣ Both Majors (even if 1C = 2+ cards)

Over 1NT Interference Lebensohl, X = t/out

Lebensohl - other uses After Weak 2 X

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

4♥ X 4♠ X = values

10. OTHER NOTES

1M - J2NT: 3-level = shortage, then next suit asks: 1 Good, 2 Void min. 3 Void interm.

4 Void max. and 3NT = serious. Then cues.

1NT (X): 2C = clubs + higher, 2D = diamonds + major, 2H = majors, 2S = constructive, 3-level = preemptive. Pass = happy. XX = forces 2C, single-suiter