

4. BASIC RESPONSES

Jump raises - minors	to 1♣ weak to 1♦ 6-9
Jump raises - Majors	weak
Jump shifts after minor opening	to 2M 3-7
Jump shifts after Major opening	ART GF raise/ART inv raise/Nat invite
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	simple stay/tfrs/3♠=minor suit stayman 4x = 2 under tfrs

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead, may u'lead for unblock
Four or more with an honour	3/low	Attitude
From 4 small	3rd	Top/2nd
From 3 cards (no honour)	3rd	Top/2nd
In partner's suit	same	
Discards	low encourage	low encourage
Count	reverse	reverse
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	rev count. some s/p(NT) s/p in trumps	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Drury by Passed hand	

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



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Basic System: 2/1 with transfer responses to 1♣, mini NT 1/2 Fav

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2(1)+ 11-14[13-15] Bal or Natural 1♥ 5+

1♦ 2(1)+ 18-19[16-19] Bal or Natural Unbal 1♠ 5+

1NT (14)-17 Bal [(8)-12 1/2 FAV] may contain 5 card Major

1NT Responses 2♣ Simple Stayman	
2♦ H [F 2H, 5+H Inv+ or 5+S GF]	2♠ C or Range Probe [to play]
2♥ S [to play]	2NT D [F3C, C or D GF]
(Dbl) System on, XX forces 2♣ (str nt)	other [2C C or 2+suits w/o C, others nat]

2♣ Game Force or 23-24 Bal

2♦ weak, 5/6 ♦

2♥ weak, 5/6 ♥

2♠ weak 5/6 ♠

2NT (19)20-22 Bal 3NT Gambling

other

2. PRE-ALERTS

Transfer responses to 1♣ We open 1♣ with all 11-14[13-15] bal. may have a 5M, maybe 3352

Low level transfers in comp. auctions Mini-NT 1/2 Seat FAV

Very light preempts at fav. vulnerability

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles Negative DBL thru 4S

X/XX may be transfer at low-levels Responsive DBL thru 4S

Jump overcalls NV:weak V:INT (1♣) 2♦ Michaels Unusual NT Lower unbid suits

1NT overcall: (immediate) 15-18 (re-opening) 14-16

Immediate cue: (minor) (1♣) 2♣ Nat. (1♦) 2♦ Michaels (Major) Michaels

Over: Weak Twos X + lebensohl Opening Threes X = T/O

Opponent's transfers X = t/o at 1-level. lead directing at higher levels

Opponent's 1NT 2♣= majors, 2♦ = 1 Major, 2M = M + m

