

4. BASIC RESPONSES

Jump raises - minors	Weak 3-7
Jump raises - Majors	Weak 3-7
Jump shifts after minor opening	Preemptive
Jump shifts after Major opening	3!C = 8-10 4M. 1M-3!D = 11-12 4M. 1!H-2!S = weak, 1!S-3!H=Inv
Responses to strong 2 suit open.	2♦ = waiting, Kokish
Responses to 2NT opening	3♣ Puppet stayman, 3♦ 3♥ transfers, 3♠ minor stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	K = unblock or count
Four or more with an honour	3rd and low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	low	2nd
In partner's suit	As above	Low from xxx (if count unknown)
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes Lots of suit preference		
K against 5 level or preempts is asking for Count		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes Serious 3NT			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Two-way checkback	
Transfers over 1M-(X) (includes 1M overcall)	
Support Xs and XXs	

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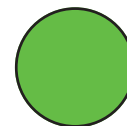
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	22381	Peter Gill
& Names:	1082051	Josh Tomlin
Basic System:	2 Over 1	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 2+ (Can have longer ♦ if bal)	1♥ 5+	
1♦ 4+ Unbal or 5+ Bal	1♠ 5+	
1NT (14)15-17 bal/semi-bal, can have stiff honour, 6 minor	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman		
2♦ ♥	2♠ ♣ or range ask	
2♥ ♠	2NT ♦	
other 3♣ = 5 card stayman, 3♦ = 5-5 minors GF, 3♥ = 31(54), 3♠ = 13(54) GF		
2♣ GF or 22+ bal		
2♦ Weak 6 ♦ (can be 5♦ not vul)		
2♥ Weak 6 ♥ (can be 5♥ not vul)		
2♠ Weak 6 ♠ (can be 5♠ not vul)		
2NT 20-21	3NT Gambling	
other		

2. PRE-ALERTS

Transfers over 1♣	
Can open very light 1st fav (9+ HCP)	
Some Xs in competition are transfers	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Majors (except over short ♣)
1NT overcall - re-opening	11-16	Immediate cue of Major	OM + minor
Over weak twos X = t/o, Lebensohl		Over opening threes	X = t/o
Over opponent's 1NT X = Values (15+)			
Multi-Landy - 2♣ = both majors, 2♦ = single suited major, 2M = 5M+4m, 2NT = minors			
Over short club: 1♣-2♦ = majors and 1♣-2♣ = natural			

