

4. BASIC RESPONSES

Jump raises - minors	1m-2m = invitational+, 1m-3m = 0-6 HCP, 1♣-2♦ or 1♦-3♣ = 7-9 HCP
Jump raises - Majors	1M-3M = preemptive 4+ card raise (~0-6 HCP)
Jump shifts after minor opening	1m-2M = natural invitation, 6+ card suit
Jump shifts after Major opening	1M-3♣/3♦ = 6-9/10-12 HCP, 4+ M. 1M-jump other M = 3M invite
Responses to strong 2 suit open.	2♦ waiting, other bids natural and positive
Responses to 2NT opening	3♣ Simple Stayman, 3♠ minors, 4X two-under slam try

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead*	underlead asks for unblock
Four or more with an honour	3rd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	2nd
In partner's suit	same as above	same as above
Discards	low encourage	low encourage
Count	reverse original count	reverse original count
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	count vs suit; suit preference vs NT	
Notes	*vs suits, A for attitude K for count at the 5+ level, or when declarer preempted attitude switches in midgame	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st/2nd round controls

7. OTHER CONVENTIONS

two-way checkback after 1NT rebid	3NT non-serious slam try when M agreed
transfer rebids after 1X-1NT-2NT	
Blackout after opener's reverse	
Drury, fit-showing jumps by passed hand	
2NT frequently scrambling in competition	

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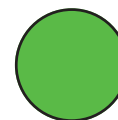
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	874736	Andrew Spooner
& Names:	804517	Jamie Thompson

Basic System: 2/1 GF

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

1♣ 2+ ♣	1♥ 5+ ♥
1♦ 4+ ♦	1♠ 5+ ♠

1NT 15-17 HCP may contain 5 card Major ☒

1NT Responses	2♣ Simple Stayman
2♦ transfer to ♥	2♠ range ask or transfer to ♣
2♥ transfer to ♠	2NT transfer to ♦
(DBl) system off, XX = strong, pass = NF	other 3♣ asks for 5 card major

2♣	ART GF (23+ HCP if balanced)	
2♦	Weak two, very aggressive non-vulnerable	
2♥	Weak two, very aggressive non-vulnerable	
2♠	Weak two, very aggressive non-vulnerable	
2NT	20-22 HCP	3NT 5+ ♠, 6+ ♥, ~9-13 HCP
other		

2. PRE-ALERTS

actions may be very light when	Transfers after 1M (X)
non-vulnerable, especially favourable	new suit NF after non-vulnerable weak two

3. COMPETITIVE BIDS / OVERCALLS

Doubles low-level doubles are usually takeout	Negative DBL thru	4♠
support doubles up to 2 of responder's suit	Responsive DBL thru	4♠
Jump overcalls preemptive	Unusual NT	5+/5+ lowest unbid suits
1NT overcall: (immediate) 15-18 HCP	(re-opening)	13-16 HCP
Immediate cue: (minor) 5+/5+ majors	(Major)	5+/5+ other major, either minor
Over: Weak Twos X = takeout, lebensohl	Opening Threes X = takeout	
Opponent's transfers (1♣) P (1♦): X = takeout of ♥; 1♥ = natural; 2♥ = Michaels		
Opponent's 1NT X = values; 2♣ = both majors (4+/4+); 2♦ = one major (typically 6+)		
2♥ = 5+ ♥, 4+ minor; 2♠ = 5+ ♠, 4+ minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♦	2♦ ~6-9 HCP ♣ raise	3♦ void showing splinter
1♥ 4+ ♥	2♥ invitational, 6+ ♥	3♥ void showing splinter
1♠ 4+ ♠	2♠ invitational, 6+ ♠	3♠ void showing splinter
1NT ~6-10 HCP	2NT ~11-12 HCP	3NT ~13-15 HCP
2♣ invitational+ ♣ raise	3♣ ~0-5 HCP ♣ raise	4♣
other after 1♣-2♣, 2♦ = artificial and minimum		
1♦ 1♥ 4+ ♥	2♥ invitational, 6+ ♥	3♥ void showing splinter
1♠ 4+ ♠	2♠ invitational, 6+ ♠	3♠ void showing splinter
1NT ~6-10 HCP	2NT ~11-12 HCP	3NT ~13-15 HCP
2♣ GF, 2+ ♣	3♣ ~6-9 HCP ♦ raise	4♣ void showing splinter
2♦ invitational+ ♦ raise	3♦ ~0-5 HCP ♦ raise	4♦
other after 1♦-2♦, 2♥ = artificial and minimum		
1♥ 1♠ 4+ ♠	2♥ ~6-9 HCP, usually 3 ♥	3♦ 10-12 HCP, 4+ ♥
1NT semi-F (~4-12 HCP)	2♠ invitational, 3 ♥	3♥ 0-5 HCP, 4+ ♥
2♣ GF, 2+ ♣	2NT GF, 4+ ♥	3♠ 10-13 HCP, splinter
2♦ GF, 5+ ♦	3♣ 6-9 HCP, 4+ ♥	3NT
other 1♥-1NT forcing except if opener is balanced and minimum		
1♠ 1NT semi-F (~4-12 HCP)	2♠ ~6-9 HCP, usually 3 ♠	3♥ invitational, 3 ♠
2♣ GF, 2+ ♣	2NT GF, 4+ ♠	3♠ 0-5 HCP, 4+ ♠
2♦ GF, 5+ ♦	3♣ 6-9 HCP, 4+ ♠	3NT
2♥ GF, 5+ ♥	3♦ 10-12 HCP, 4+ ♠	4♣ 10-13 HCP, splinter
other 1♠-4♥: to play		
1NT 3♣ 5-card major ask	3♠ ♠ short, 5+/4+ minors	4♦ transfer to ♠
3♦ GF 5+/5+ minors	3NT to play	4♥ to play
3♥ ♥ short, 5+/4+ minors	4♣ transfer to ♥	4♠ to play
other 1NT-3♣-3♦ = any hand without a 5 card major		
2♣ 2♦ waiting	2NT natural, positive	3♥
2♥ natural, positive	3♣ natural, positive	3♠
2♠ natural, positive	3♦ natural, positive	3NT
other		
2♦ 2♥ natural	3♣ natural	3♠
2♠ natural	3♦	3NT to play
2NT shortage enquiry	3♥	4♣
other new suits are forcing when vulnerable, non-forcing non-vulnerable		

Notes After a game-forcing 2/1 auction, opener rebidding their suit is catch-all not promising a 6-card suit. Other bids have natural meaning, e.g. a reverse promises extra strength

2♥ 2♠ natural	3♦ natural	3NT to play
2NT shortage enquiry	3♥ to play	4♣
3♣ natural	3♠	4♥ to play
other new suits are forcing when vulnerable, non-forcing non-vulnerable		
2♠ 2NT shortage enquiry	3♥ natural	4♣
3♣ natural	3♠ to play	4♥
3♦ natural	3NT to play	4♠ to play
other new suits are forcing when vulnerable, non-forcing non-vulnerable		
2NT 3♣ Simple Stayman	3♠ minor Stayman	4♦ slam try in ♠
3♦ transfer to ♥	3NT to play	4♥ slam try in ♣
3♥ transfer to ♠	4♣ slam try in ♥	4♠ slam try in ♦
other		

9. CONVENTIONS

Unusual NT: 5+/5+ lowest unbid suits, wide-ranging

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: bid up the line

Defence to 3NT opening

Defence to Opening Twos if a suit is specified, X = takeout of that suit

Multi 2♦ otherwise (e.g. Multi) X = values, next X by either hand = takeout

RCO style 2-s

Other 2-s

Defence X = both majors, 1NT = both minors; also applies after (1♣) P (1♦)

to

strong also applies against strong 2♣ and (2♣) P (2♦)

1♣/2♣

Over 1NT Interference simple lebensohl

Lebensohl - other uses after we double a weak two-level opening

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

after a 1-level overcall, bidding a new suit is non-forcing but quite constructive

after a 2-level or 3-level overcall, bidding a new suit is forcing

if a new suit would be forcing, jumping in that suit is natural and game forcing