

4. BASIC RESPONSES

Jump raises - minors	Preemptive, 0-6 HCP, 5+ cards
Jump raises - Majors	Preemptive, 0-6 HCP, 4+ cards
Jump shifts after minor opening	2M = preemptive, 6+ cards. 1C-2D, 1D-3C = LR or better
Jump shifts after Major opening	3C = 6/7-9 Bergen, 3D = 10-11/12 Bergen. 1H-2S = preempt
Responses to strong 2 suit open.	2D = weak/waiting. Others = nat, GF, good suit
Responses to 2NT opening	3C = Muppet, 3D/H = transfers, 3S = minor+, 4D/H = transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top (A=attitude, K=count)	A/Q = attitude, K = unblock/count
Four or more with an honour	Fourth highest	
From 4 small	2nd	
From 3 cards (no honour)	varies (esp if raised suit)	
In partner's suit	length (unless raised)	
Discards	Low = like	
Count	Reverse (if used)	
Signal on partner's lead:	Reverse attitude/count	
Signal on declarer's lead:	Reverse count (if any)	Reverse Smith Peter
Notes v NT: Reverse Smith Peters		A/Q = attitude, K = unblock

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 1430 M 0314 if minor
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
EKCB (step 1 = 0, step 2 = 1, step 3 = 1+Q, step 4 = 2, step 5 = 2+Q)

7. OTHER CONVENTIONS

Blackout after reverses	Splinters
2-way checkback (1NT rebid and x y z)	Drury as passed hand
Fourth suit GF (1S nat)	Gazilli after 1M 1NT
Game tries	Transfers after opener's jump 2NT rebid
	Transfer defence after 2D Multi 2 opening

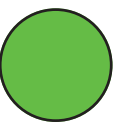
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After our 1M is X, 2M is weaker raise / 2M-1 = good raise



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. LORI SMITH
 & Names: BARBARA TRAVIS
 Basic System: 2/1 GAME FORCING
 Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 3+ 1♥ 5+
 1♦ 3+ (only 3 if 4-4-3-2) 1♠ 5+
 1NT (14+) 15-17 may contain 5 card Major

1NT Responses 2♣ Stayman (Smolen, weak Stayman also possible)
 2♦ 5+ hearts 2♠ clubs
 2♥ 5+ spades 2NT diamonds (may be weak both minors)
 (Dbl) XX = 1 x minor, else = system on other

2♣ GF (9+ playing tricks) or 22+ bal/semi-bal
 2♦ 3-7 HCP, weak 2M (fav: 0-7 HCP) 3rd/4th seat = 10-13, 6 diamonds
 2♥ 8-11 HCP, 6 hearts 4th seat = 10-13, 6 hearts
 2♠ 8-11 HCP, 6 spades 4th seat = 10-13, 6 spades
 2NT 20-21 HCP bal/semi-bal 3NT 1st/2nd: Gambling (no A/K outside)
 other

2. PRE-ALERTS

2D opening bid: mini Multi Passed hand: Drury
 Transfers after opener's jump 2NT rebid v Overcalls: Fit Showing Jumps
 v. Multi 2D = transfer defence (see inside) 2C Gazilli after 1M 1NT

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout Doubles, Support X / XX Negative DBL thru 4H
 Lots of reopening "Do something intelligent" X Responsive DBL thru 3S
 Jump overcalls Weak Unusual NT Lower 2 Unbid Suits
 1NT overcall: (immediate) 15+ to 18- (re-opening) 13-16
 Immediate cue: (minor) 5/5+ Majors (Major) Other major + minor
Over: Weak Twos X (Leb), Leaping Michaels Opening Threes X, Non Leaping Michaels
 Opponent's transfers after 1C: X = t/o of shown suit, 1-their suit = 4oM + longer minor
 Opponent's 1NT 2C = Majors, 2D = 1 x major, 2M = major + minor, 2NT = clubs constructive
 or C + M GF, 3C = diamonds constructive or D + M GF, 3D/H/S = preemptive
 vv strong strong 1NT (min 14+): X = 4M + 5+ minor. v weak 1NT = double = values

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+ cards (up to 9 HCP) 1♥ 4+ hearts 1♠ 4+ spades 1NT 10-11 HCP (no 4M), NF 2♣ 6-9, NF other	2♦ clubs, 10+ pts 2♥ 6+ hearts, 0-6 HCP 2♠ 6+ spades, 0-6 HCP 2NT Clubs, slam interest 3♣ 0-6, preempt 2♥ 6+ hearts, 0-6 HCP 2♠ 6+ spades, 0-6 HCP 2NT Diamonds, slam interest 3♣ diamonds, 10+ pts 3♦ 0-6, preempt 2♥ 3 hearts, (6)7-9 pts 2♠ 6+ spades, 0-6 HCP 2NT 4+ hearts, GF (non sp) 3♣ 4+ hearts, 6/7-9 Bergen 3♦ 4+ spades, 10-11 Bergen 3♠ 3 spades, (6)7-9 pts 2NT 4+ spades, GF (non sp) 3♣ 4+ spades, 6/7-9 Bergen 3♦ 4+ spades, 10-11 Bergen 4H: NATURAL	3♦ Splinter 10-13 HCP 3♥ Splinter 10-13 HCP 3♠ Splinter 10-13 HCP 3NT 13-15 (no 4M usually) 4♣ longer preempt 3♥ Splinter 10-13 HCP 3♠ Splinter 10-13 HCP 3NT 13-15 (no 4M usually) 4♣ Splinter 10-13 HCP 4♦ longer preempt 3♦ 4+ hearts, 10-11 Bergen 3♥ 4+ hearts, 0-6 Bergen 3♠ Splinter 10-13 HCP 3NT 13-15, 3 hearts, bal 3♥ Splinter 10-13 HCP 4♣ Splinter 10-13 HCP 4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play / RKCB 4♠ Blackwood: Ace ask 4NT = Quant 4NT = 0, 5C = 1, 5D = 2 3♥ 6+ hearts, AQ/KQ (zil) 3♠ 6+ spades, AQ/KQ (zil) 3NT 3♠ Natural, F 3♦ Natural, F (can pass 2) 3♥ Natural, F 3♠ Natural, F 3NT To play 4♣ Ask for transfer to M
1♦ 1♥ 4+ hearts 1♠ 4+ spades 1NT 6-11 NF (not 4 spades) 2♣ Natural, GF 2♦ 6-9, NF other	2♥ 6+ hearts, 0-6 HCP 2♠ 6+ spades, 0-6 HCP 2NT Diamonds, slam interest 3♣ diamonds, 10+ pts 3♦ 0-6, preempt 3♥ 4+ hearts, 0-6 Bergen 3♠ Splinter 10-13 HCP 3NT 13-15, 3 hearts, bal 3♥ Splinter 10-13 HCP 4♣ Splinter 10-13 HCP 4♦ longer preempt	3♦ Splinter 10-13 HCP 3♥ Splinter 10-13 HCP 3♠ Splinter 10-13 HCP 3NT 13-15 (no 4M usually) 4♣ Splinter 10-13 HCP 4♦ longer preempt 3♥ Splinter 10-13 HCP 3♠ Splinter 10-13 HCP 3NT 13-15, 3 hearts, bal 4♣ Splinter 10-13 HCP 4♦ longer preempt
1♥ 1♠ 4+ spades 1NT 6-11 NF (may be wk re) 2♣ 3 card LR or Nat GF 2♦ GF, prob 5+ cards other	2♥ 3 hearts, (6)7-9 pts 2♠ 6+ spades, 0-6 HCP 2NT 4+ hearts, GF (non sp) 3♣ 4+ hearts, 6/7-9 Bergen 3♦ 4+ spades, 10-11 Bergen 3♠ 3 spades, (6)7-9 pts 2NT 4+ spades, GF (non sp) 3♣ 4+ spades, 6/7-9 Bergen 3♦ 4+ spades, 10-11 Bergen 4H: NATURAL	3♦ 4+ hearts, 10-11 Bergen 3♥ 4+ hearts, 0-6 Bergen 3♠ Splinter 10-13 HCP 3NT 13-15, 3 hearts, bal 3♥ Splinter 10-13 HCP 4♣ Splinter 10-13 HCP 4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play / RKCB 4♠ Blackwood: Ace ask 4NT = Quant 4NT = 0, 5C = 1, 5D = 2
1♠ 1NT 6-11 NF (may be wk re) 2♣ 3 card LR or Nat, GF 2♦ GF, 4+ cards 2♥ GF, 5+ cards other	2♠ 3 spades, (6)7-9 pts 2NT 4+ spades, GF (non sp) 3♣ 4+ spades, 6/7-9 Bergen 3♦ 4+ spades, 10-11 Bergen 4H: NATURAL	3♥ Splinter 10-13 HCP 3♠ 4+ spades, 0-6 Bergen 3NT 13-15, 3 spades, bal 4♣ Splinter 10-13 HCP 4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play / RKCB 4♠ Blackwood: Ace ask 4NT = Quant 4NT = 0, 5C = 1, 5D = 2
1NT 3♣ Puppet Stayman 3♦ both minors, GF 3♥ 0-1 heart, (5-4) minors other	3♠ 0-1 spade (5-4) minors 3NT to play 4♣ 5/5 Majors, to play 4M 4H: NATURAL	4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play / RKCB 4♠ Blackwood: Ace ask 4NT = Quant 4NT = 0, 5C = 1, 5D = 2
2♣ 2♦ Weak or waiting 2♥ 7+ HCP, good 5+ hearts 2♠ 7+ HCP, good 5+ spades other	2NT 3♣ 7+ HCP, good 6+ clubs 3♦ 7+ HCP, good 6+ diamonds 3NT	3♥ 6+ hearts, AQ/KQ (zil) 3♠ 6+ spades, AQ/KQ (zil) 3NT
2♦ 2♥ Pass/Correct 2♠ Pass/Correct 2NT Enquiry ** other	3♣ Natural, NF 3♦ Natural, F (can pass 2) 3♥ Natural, F	3♠ Natural, F 3NT To play 4♣ Ask for transfer to M
other Ask for opener to bid 4M		

Notes ++ 2D - 2NT: 3C = min hearts, 3D = min spades, 3H = max spades, 3S = max hearts

2♥ 2♠ Natural, F 2NT Feature ask ** 3♣ Natural, F other ** 3H = min, 3-new A/K, above 3H = splinter (4H = sp spl), 3NT = v good suit	3♦ Natural, F 3♥ Preemptive 3♠ 3♥ Natural, F 3♠ Preemptive 3NT To play 3♠ forces 3NT: minor hand 3NT To play 4♣ 5/5 Majors: play / RKCB 4NT = Quant	3NT To play 4♣ Splinter 4♥ To play 4♣ Splinter 4♥ To play 4♠ To play 4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play/RKCB 4♠ Blackwood: Ace ask 4NT = 0/4, 5C = 1, 5D = 2
2♠ 2NT Feature ask ** 3♣ Natural, F 3♦ Natural, F other ** 3S = min, 3-new = A/K, 4-new = splinter, 3NT = v good suit	3♥ Natural, F 3♠ Preemptive 3NT To play 3♠ forces 3NT: minor hand 3NT To play 4♣ 5/5 Majors: play / RKCB 4NT = Quant	4♣ Splinter 4♥ To play 4♠ To play 4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play/RKCB 4♠ Blackwood: Ace ask 4NT = 0/4, 5C = 1, 5D = 2
2NT 3♣ Muppet Stayman 3♦ 5+ hearts 3♥ 5+ spades other	3♠ forces 3NT: minor hand 3NT To play 4♣ 5/5 Majors: play / RKCB 4NT = Quant	4♦ 6+ hearts: play / RKCB 4♥ 6+ spades: play/RKCB 4♠ Blackwood: Ace ask 4NT = 0/4, 5C = 1, 5D = 2

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits	
4th Suit Forcing One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/> Priorities: 2-way Checkback. Hearts then spades	
Defence to 3NT opening 4m = both majors	
Defence to Opening Twos	
Multi 2♦ X = hearts or 18+ any, 2H = spades, 2S = clubs, 3C = diamonds///+++	
RCO style 2-s X X X	
Other 2-s Specific 2s: X = good hand, all doubles = penalty	
Defence (1♣): X = majors, 1D-2C = natural, 2D = 1 x long major, 2H/S = M + minor	
to 2NT = clubs constructive, 3C = diamonds constructive, 3D/H/S = preemptive	
strong (2♣):	
1♣ / 2♣	
Over 1NT Interference X = takeout, Lebensohl. if 2C = majors, then X = values (then pen)	
Lebensohl - other uses after (2M) X. after 1M P 2M X	
Take out of 4 level pre-empts 4♣/4♦ X	
4♥ X	4♠ Value (4NT = 2 or 3 suited takeout)

10. OTHER NOTES

1NT (X) Pass = happy, 2C = weak Staymanic, 2D/H = transfers, 2S = 6+ spades + constructive, XX = 1 x minor - 2C now pass/correct

+++ Defence to Multi 2D cont: 3D = 5/5 minors, GF, 3H/3S = stopper ask for 3NT