

4. BASIC RESPONSES

Jump raises - minors	Pre, 7-
Jump raises - Majors	Pre, 4-6
Jump shifts after minor opening	1m\2D=Wk in 5S/4+H (Passed hand = Nat); 2M=Wk
Jump shifts after Major opening	Bergan Raises; 1M-3C incl.15+ any SPL
Responses to strong 2 suit open.	2D=waiting bid; 2N = 7+, both minors
Responses to 2NT opening	3C = Muppet; 3D\H = tsf H\S; 3S = tsf 3N; 3N = 4S5H no SI

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A\Q-Attitude K-Count
Four or more with an honour	3rd/5th	4th
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	As Above	As Above
Discards	Odds = Enc; Even = Mckny	Odds = Enc; Even = Mckny
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Usually Counts	
Notes	Overlead all from pre suit	

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	1st response to NT opening
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 3014	invitational after NT opening
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	
Kickback RKCB	

7. OTHER CONVENTIONS

Jacoby 2N	Muppet
Splinters	1m-2C Nat Inv or GF with no 4M
2-way Drury	Modified Gazzilli
2-way checkback (2D Nat with passed hand)	Kokish
Negative Free Bid	Supportive X/Cue raise

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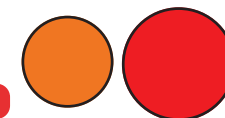
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	341231	Kelsey Chen
& Names:	1097229	Sherlock Shao
Basic System:	Two Over One	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

1♣	2+, MB 5D if 16-17 Bal	1♥	5+
1♦	11-21, 4+, may have 5 longer C	1♠	5+
1NT	1st/2nd NV 10-12, other 14-16 (May have 5M if 14-16)		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦	Transfer H	2♠	Transfer C or balanced invite
2♥	Transfer S	2NT	Transfer D or weak 55 minors
(Dbl)	Pass after wk 1NT fcing	other	3C = GF 54+m; 3D = GF 55M

2♣	Strong, usually GF		
2♦	Pre in either M, 6M or 5+ with a 5+m; or 21+ 4(441); (4th seat = 9-13 55+M)		
2♥	Pre (45) Majors (4th seat = 9-13, 6+)		
2♠	Pre 55 minors or a solid 7m with no side K/A or 21+ 1444 SGL S; (4th seat = 9-13 6+)		
2NT	20-21, MB 5M	3NT	Pre in either minor
other	4C/D = Namyats good 8 H/S; 4M = weak 8M		

2. PRE-ALERTS

Transfer responses to 1C	
1D open may have longer 5C	

3. COMPETITIVE BIDS / OVERCALLS

Doubles 4H	Negative DBL thru	4H
Support Doubles and Redoubles	Responsive DBL thru	4H
Jump overcalls Weak	Unusual NT	lower 2 unbid suits
1NT overcall: (immediate) 15 -18 BAL	(re-opening)	10-14 BAL
Immediate cue: (minor) Ms, weak or strong	(Major)	oM and 5m, weak or strong
Over: Weak Twos X:13-15\19+, 2N: 15-18	Opening Threes X = TO; 3N = to play	
Opponent's transfers X: lead direction		
Opponent's 1NT 2C = Both Ms; 2D = either M; 2M = 4+M/5+m; 2N = minors;		
X against weak 1N = Penalty; X against strong 1N = 4M\5m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+H	2♦ 8-, 5S4+H	3♦ Pre, 8-
1♥ 4+S	2♥ Pre, 8-	3♥ Pre, 8-
1♠ 5-7 Bal no 4M; or 5+D	2♠ Pre, 8-	3♠ Pre, 8-
1NT 8-10 Bal no 4M	2NT Inv 3N, no 4M	3NT to play
2♣ 4+C, inv+, no 4M	3♣ Pre, 8-	4♣ Pre
other 2D = NAT, Pre with passed hand		
1♦ 1♥ 4+H	2♥ Pre, 8-	3♥ Pre, 8-
1♠ 4+S	2♠ Pre, 8-	3♠ Pre, 8-
1NT 6-10 Bal no 4M	2NT Inv 3N, no 4M	3NT to play
2♣ 4+C, inv+, or GF no 4M	3♣ Pre, 8-	4♣ Pre
2♦ 8-, 5S4+H	3♦ Pre, 8-	4♦ Pre
other 2C/2D = NAT with passed hand		
1♥ 1♠ 4+S	2♥ 8-10, 3H	3♦ 10-11, 4H
1NT 0-11, 7- MB 3+ H	2♠ Pre, 8-	3♥ 4-6, 4+H
2♣ 2+, GF or 3H inv+	2NT GF, 4H+, no shortage	3♠ 11-13, any shortage
2♦ 5+, GF	3♣ 7-9, 4H	3NT 14+, S shortage
other 4m = 14+, Splinter; 2m = Drury with passed hand		
1♠ 1NT 0-11, 7- MB 3+S	2♠ 8-10, 3S	3♥ Pre, 8-
2♣ 2+, GF or 3S inv+	2NT GF, 4S+, no shortage	3♠ 4-6, 4+S
2♦ 5+H, inv+	3♣ 7-9, 4S	3NT 11-13, any shortage
2♥ 5+D, GF	3♦ 10-11, 4S	4♣ 14+, splinter
other 4D/4H: 14+, splinter; 2H = NAT with passed hand, 2m = Drury with passed hand		
1NT 3♣ GF, 45+ minors	3♠ GF, 13(54)	4♦ H, no SI
3♦ GF, 55 Majors	3NT to play	4♥ S, no SI
3♥ GF, 31(54)	4♣ Geber	4♠ minors, no SI
other 4N = Invite		
2♣ 2♦ Waiting	2NT 7+, 55+m	3♥ 3-, 7+
2♥ 7+, good 5+H	3♣ 7+, good 6C	3♠ 3-, 7+
2♠ 7+, good 5+S	3♦ 7+, good 6D	3NT N/A
other Rebid after 2D: 2H = Kokish; 3D = 45+m; 3M = 5+D and 4M; 3N = D		
2♦ 2♥ Pass or correct	3♣ Natural, forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ Natural, forcing	3NT N/A
2NT inquiry	3♥ Pass or correct	4♣ N/A
other Responses to 2N: 3C = H; 3D = D+M; 3H = C+S; 3S = 6S min; 3N = 6S max		

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2♥ 2♠ to play	3♦ Natural, forcing	3NT to play
2NT Inquiry	3♥ to play	4♣ N/A
3♣ Natural, forcing	3♠ to play	4♥ to play
other Responses to 2N: 3C = min (54)M; 3D = min 55M; 3H/S = max 45/54; 4m = sg 55MI		
2♠ 2NT Inquiry	3♥ Natural, forcing	4♣ pass or correct
3♣ Pass or correct	3♠ Natural, forcing	4♥ to play
3♦ Pass or correct	3NT to play	4♠ to play
other Responses to 2N: 3C = min; 3D = max; 3H/S = Sold C/D		
2NT 3♣ Muppet	3♠ Tsf NT	4♦ Tsf H, no SI
3♦ Tsf H	3NT 5H and 4S no SI	4♥ Tsf S, no SI
3♥ Tsf S	4♣ Geber	4♠ Minors, no SI
other Responses to 3C: 3D = 4M; 3H = no 4M; 3S/N = 5S/5H		

9. CONVENTIONS

Unusual NT: 3C = 3M support, inv+; 3D = GF 5+oM; 3oM = inv

4th Suit Forcing One round Game force

NT Checkback Priorities: 4oH; 3M support

Defence to 3NT opening X = T/O; 4C = both M

Defence to Opening Twos X = 13-15 Bal\19+; 2N = 15-19

Multi 2♦ X = 13-15 Bal\19+; 2N = 15-19

RCO style 2-s X = 13-15 Bal\19+; 2N = 15-19

Other 2-s X = 13-15 Bal\19+; 2N = 15-19

Defence	(1♣) : X=H; 1D = S; 1M = 3-4M+5m; 1N = Either m; 2C = Both M; 2M = 5M+5m
to	2N = Both minors
strong	(2C) : X = both majors; 2N = Both minors
1♣ / 2♣	Others: Natural

Over 1NT Interference X = takeout; 2N = Lebensohl

Lebensohl - other uses Over X to WK2 opening; Competitive

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

4♥ X = Optional; 4N = minors

4♠ X Optional; 4N = Minors

10. OTHER NOTES

With passed hand or after opponent X: All supporting bids = System on

XX = GF any or 3cds support M; inv; Other bids = natural NF; Jump = pre