4. BASIC RESPONSES Jump raises - minors Limit 10-12 Other: Jump raises - Majors Limit 10-12 Other: 5+cds 16+ HCP Jump shifts after minor opening Jump shifts after Major opening 5+ cds 16+ HCP Responses to strong 2 suit open. 2D negative / relay Responses to 2NT opening 3C or 3D to play **Show priorities** 5. PLAY CONVENTIONS Versus Suit (or both) Versus **NoTrump** (if different) Sequences: Leads Overlead All Four or more with an honour 4th highest 2nd highest From 4 small Middle From 3 cards (no honour) In partner's suit Top of sequence Top of sequence **Discards** Odd=Enc., Even=McKenney High-Low = Even Count High encourage HIgh encourage Signal on partner's lead: Signal on declarer's lead: McKenny **Notes** 6. SLAM CONVENTIONS 4♣ Gerber X when? NT opening or NT rebid RKCB 3041 Blackwood **Slam Notes** Cue Bids Show first then second round controls Asking Bids X 5 NT 7. OTHER CONVENTIONS Texas Transfer Unusual over Unusual Kickback Michaels Splinter Jacoby 2NT Cue Raises 2 Way Checkback Leaping Michaels Depo; www.abf.com.au PDF Form Rev. 13F21 by RoL MyRev. Copyright © ABF 2013



AUSTRALIAN BRIDGE FEDERATION INC.



		STAI	NDARD	SYS	ГЕМ	CAR	D	
ABF Nos.	7185	72 Ke	eong CHEN					
& Names:	7492	81 M	arg ENRIGH	IT				
Basic System:	STAN	IDARD						
Brown Sticker		Classification	on: Gree	n 🗶	Blue		Red	Yellow
			1. OPE	NING	BIDS	3		
Describe stren	gth, mini	imum leng	th, or specific	meaning				Canape
1♣ 2+ 11+HC	P			1♥	5+ 11+HC	CP		
1♦ 4+ 11+HC	P			1♠	5+ 11+H(CP		
1NT 15-17 HO	CP						may contain 5 ca	ard Major 🗶
1NT Responses	2 4 S	Simple Sta	ıyman	(Other:			
2♦ TRF to	Н			2♠	TRF to r	minors		
2♥ TRF to	S			2NT	INVITE			
other								
2♣ 22+ Game	Force of	or near GF	or 8 PT					
2♦ Multi Wea	k 6 card	major or 2	0-21+HCP or	17+HCP	(4441)			
2 ∀ 5H + 4-5 r	ninor							
2♠ 5S +4-5 r	ninor							
2NT Both Min	ors			3NT	Gambling	g		
other								
			2. PRE	-ALE	ERTS			
4NT Specific A	Ace Ask							
		3. COM	IPETITIVE	BIDS	/ OVEF	RCAL	LS	
Negative doubles to	nrough	3S	Jump overcalls	Weak				
Responsive double	s through	4H	Unusual NT	2 Lowe	st Unbid S	Suits		
1NT overcall - imm	ediate	16-18	In	nmediate cu	ie of minor	Majors	;	
1NT overcall - re-o	pening	12-14	In	nmediate cu	ie of Major	Other	Major + mind	or
Over weak twos	X=T/O			Over oper	ning threes	X=T/O		
Over opponent's 11	NT We	ak NT- Bro	zel; Strong N	T - Broze	el			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	C IIIC	ariirig
1♣ 1♦	4+D 5+HCP	2	5+D 16+HCP	3	weak long D
1♥	4+H 5+HCP	2	5+H 16+HCP	3 Y	weak long H
1♠	4+S 5+HCP	2	5+S 16+HCP	3♠	weak long S
1NT	6-10 HCP	2NT	10-12 HCP	3NT	to play
2	5+C 6-9 HCP	3 -	5+C 10-12 HCP	4 -	preempt
other					
1♦ 1♥	4+H 5+ HCP	2	5+H 16+ HCP	3 💙	weak long H
1♠	4+S 5+ HCP	2	5+S 16+ HCP	3	weak long S
1NT	6-10 HCP	2NT	10-12 HCP	3NT	To play
2	5+C 11+HCP	3	6+C 16+ HCP	-	weak long
2	4+D 5-10 HCP	3	5+D 10-12 HCP	_	preempt
other					
1 V 1 A	4+S 5+HCP	2	3+H 5+ HCP	3	5+D 16+ HCP
_	6-10 HCP	2	5+S 16+ HCP	3	3+H 10-12 HCP
2♣	5+C 11+ HCP	2NT	4+H 12+HCP	3	long weak
2	5+D 11+ HCP	3 -	6+C 16+ HCP	3NT	to play
other	4c/ 4d/4s Splinter				
1 ♠ 1NT	6-10 HCP	2	3+S 5+HCP	3 💙	6+H 16+HCP
2	5+C 11+ HCP	2NT	4+S 12+HCP	3 ^	3+S 10 -12 HCP
2	5+D 11+ HCP	3 -	6+C 16+HCP	3NT	to play
2	5+H 11+ HCP	3	6+D 16+HCP	4	splinter
other	4d/4h splinter				
1NT 3♣	6+C 6-7HCP	3	1-3-(5-4)	4	TRF to hearts
3◆	6+D 6-7HCP	3NT	to play	4	TRF to spades
3♥	3-1-(5-4)	4	Gerber	4	4-4 minors
other	4NT invite				
2♣ 2♦	0-7 HCP	2NT	8-11 HCP flat	3 💙	
2	5+H 8+HCP	3 -	5+C 8+HCP	3 ^	
2	5+S 8+HCP	3	5+D 8+HCP		11- 13 flat
other					
2♦ 2♥	Pass or correct	3♣	To Play	3	Pass or correct
- · - ·	Pass or correct		To Play	3NT	To Play
_	Enquiry	-	Pass or correct		NA
other		•			
lotes					

N	otac	

2		6+S NF	3◆	6+D NF	3NT	18+ HCF)
		Enquiry	3♥	invite	4 ♣		
	3♣	Pass or Correct	3♠		4		
(other						
2	2NT	Enquiry	3♥	6+H NF	4		
	3 ♣	Pass or correct	3♠	Invite	4		
	3◆	pass orcorrect	3NT	18+HCP	4		
(other						
2NT	3 ♣	to play	3	to play	4	invite	
	3◆	to play	3NT	to play	4 \	to play	
	3 Y	to play	4	invite	4	to play	
(other						
			9. C	ONVENTION	S		
Unusual NT: Lower 2 unbid suits							
4th Suit Forcing One round X Game force							
NT Checkback							

4th Suit Fo	orci	ng One round X	Game force				
NT Checkback Priorities: Support for Majors							
Defence to 3NT opening Double =T/O; Leaping Michaels							
Defence to Opening Twos Double =T/O; Leapng Michaels							
Multi 2◆		X=T/O opening hand, 2NT=15-18					
RCO style 2-s		X=T/O opening hand 2NT=15-18					
Other 2-s	Other 2-s X=T/O						
Defence	1♣	: Brozel					
to	X=T/O						
strong	2♣:						
•							

Over 1NT Interference Systems on

Lebensohl - other uses

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

4♥ X=T/O Any 3 suits; 4NT=minors 4♠

4♠ X=Penalty; 4NT=T/O on any 3 suits

10. OTHER NOTES