

4. BASIC RESPONSES

Jump raises - minors	pre-emptive
Jump raises - Majors	pre-emptive
Jump shifts after minor opening	weak
Jump shifts after Major opening	3C = 6-9 4+ 3D = 10-11(12) 4+ jump in other major = 10-11 3
Responses to strong 2 suit open.	2D = waiting
Responses to 2NT opening	3C = puppet stayman 3D/3H = transfers

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all but AK tight	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit		
Discards	mckenny	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes Suit preference in trump suit or if suit is dead		
A for attitude K for count for contracts at the 5 level or higher, or after a pre-empt		
Count given if Qxx(x) in dummy		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? after 1NT or 2NT opening

Slam Notes

Cue Bids 1st and 2nd round control

Asking Bids

7. OTHER CONVENTIONS

support Xs / XXs up to 2NT 2-way checkback

Jacoby 2NT

splinters

drury

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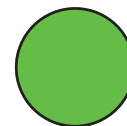
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 720569 Jessica Brake
& Names: 930301 Jack Luke-Paredi
Basic System: 2/1
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11+ HCP 1♥ 5+ 11+ HCP

1♦ 3+ 11+ HCP 1♠ 5+ 11+ HCP

1NT 15-17 may contain 5 card Major

1NT Responses 2♣ simple stayman

2♦ hearts 2♠ clubs

2♥ spades 2NT diamonds

other

2♣ 22+ balanced or within one trick of game unbalanced

2♦ 6-10 variable in 3rd seat

2♥ 6-10 variable in 3rd seat

2♠ 6-10 variable in 3rd seat

2NT 20-21 balanced 3NT Gambling in a minor, no outside A/K

other

2. PRE-ALERTS

inverted minors

bergen raises

semi-forcing 1NT response to major

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak

Responsive doubles through 4H Unusual NT lowest unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor majors

1NT overcall - re-opening 12-15 Immediate cue of Major other major + a minor

Over weak twos x = t/o Over opening threes

Over opponent's 1NT 2c = both majors 2d = single major

2h = 5H + 4m 2S = 5S + 4m x = penalty

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 3+♦	2♦ 6-9 5+♣	3♦ splinter
1♥ 6+ 4+♥	2♥ 3-6HCP 6+♥	3♥ splinter
1♠ 6+ 4+♠	2♠ 3-6HCP 6+♠	3♠ splinter
1NT 8-10	2NT 10-12	3NT 12-15
2♣ 10+ 5+♣	3♣ pre-emptive	4♣ pre-emptive
other		
1♦ 1♥ 6+ 4+♥	2♥ 3-6HCP 6+♥	3♥ splinter
1♠ 6+ 4+♠	2♠ 3-6HCP 6+♠	3♠ splinter
1NT 6-10	2NT 10-12	3NT 12-15
2♣ 12+ 4+♣ GF	3♣ 6-9 4+♦	4♣ splinter
2♦ 10+ 5+♦	3♦ pre-emptive	4♦ pre-emptive
other		
1♥ 1♠ 6+ 4+♠	2♥ 6-9 3♥	3♦ 10-11(12) 4+♥
1NT (5)6-11(12)	2♠ 10-12 3♥	3♥ pre-emptive
2♣ 12+ 3+♣ GF	2NT 12+ 4+♥	3♠ splinter
2♦ 12+ 4+♦ GF	3♣ 6-9 4+♥	3NT NPA
other		
1♠ 1NT (5)6-11(12)	2♠ 6-9 3♠	3♥ 10-12 3♠
2♣ 12+ 3+♣ GF	2NT 12+ 4+♠	3♠ pre-emptive
2♦ 12+ 4+♦ GF	3♣ 6-9 4+♠	3NT NPA
2♥ 12+ 5+♥ GF	3♦ 10-11(12) 4+♠	4♣ splinter
other		
1NT 3♣ puppet stayman	3♠ 0-1♠ 3♥	4♦ transfer to ♥
3♦ NPA	3NT to play	4♥ transfer to ♠
3♥ 0-1♥ 3♠	4♣ Gerber	4♠ NPA
other 4NT = quantitative		
2♣ 2♦ waiting	2NT NPA	3♥ NPA
2♥ good 5c suit 8+HCP	3♣ good 6c suit 8+HCP	3♠ NPA
2♠ good 5c suit 8+HCP	3♦ good 6c suit 8+HCP	3NT NPA
other		
2♦ 2♥ 5+♥ forcing	3♣ 5+♣ forcing	3♠ NPA
2♠ 5+♠ forcing	3♦ pre-emptive	3NT to play
2NT Ogust inquiry	3♥ NPA	4♣ NPA
other		

Notes NPA = no partnership agreement

2♥ 2♠ 5+♠ forcing	3♦ 5+♦ forcing	3NT to play
2NT Ogust inquiry	3♥ pre-emptive	4♣ NPA
3♣ 5+♣ forcing	3♠ NPA	4♥ to play (may be weak)
other		
2♠ 2NT Ogust inquiry	3♥ 5+♥ forcing	4♣ NPA
3♣ 5+♣ forcing	3♠ pre-emptive	4♥ to play
3♦ 5+♦ forcing	3NT to play	4♠ to play (may be weak)
other		
2NT 3♣ puppet stayman	3♠ NPA	4♦ transfer to ♥
3♦ hearts	3NT to play	4♥ transfer to ♠
3♥ spades	4♣ Gerber	4♠ NPA
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ for all artificial twos: three doubles

RCO style 2-s 1st X = values, 2nd X (after anchor suit shown) = takeout

Other 2-s 3rd (and subsequent Xs) = penalty

Defence 1♣ : x = majors 1NT = minors

to

strong 2♣ : x = majors 1NT = minors

♣

Over 1NT Interference lebensohl

Lebensohl - other uses Over weak 2's

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o 4♠ x = values

10. OTHER NOTES

Drury 2C = 9+ points, 3+ support

Responses to Drury = 2M = sub min (10-11), 2D = min (12-14), other = 15+