

4. BASIC RESPONSES

Jump raises - minors	Inverted 6-9HCP 5+ cards
Jump raises - Majors	Bergen raise
Jump shifts after minor opening	16+HCP 6+cards
Jump shifts after Major opening	Bergen raise
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	3♣ Puppet; 3♦/3♥ 3♥/3♠(Transfer); 3♠ Minor ask

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	High Encourage	McKenney
Count	High-Low=Even	
Signal on partner's lead:	High Encourage	Low Encourage
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 14/03	4♣ Gerber <input checked="" type="checkbox"/>	when? After NT opened
Slam Notes			
Cue Bids <input type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

4th suit=Game forcing	Orgust
Lebensohl	Walsh
Super accept	Drury
Splinter	2way Checkback
Jacoby	

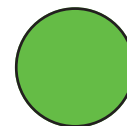
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	764663	Martin Qin
& Names:	874183	Charlie Lu
Basic System:	2/1	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 3+ 11-19P	1♥ 5+ 11-19P	
1♦ 3+ 11-19P	1♠ 5+ 1-19P	
1NT 15-17P	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman Simple; If G.F, could be no 4 cards Major		
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Invitation	
other 2♠ transfer to 3♣, Responses: 6+single Minor or 5/5 minors GF or 5/4 slame try		
2♣	Game Forcing	
2♦	6+ 5-10HCP	
2♥	6+ 5-10HCP	
2♠	6+ 5-10HCP	
2NT	20-22HCP	3NT Gambling
other		

2. PRE-ALERTS

Forcing 1NT over Majors	
Inverted Minors	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Week
Responsive doubles through	4♥	Unusual NT	Unbid 2 lower suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors 6-10P
1NT overcall - re-opening	12-14 BAL	Immediate cue of Major	5 other Major & 5 Minor 6-10P
Over weak twos	2NT 16-18, T/O X with leb	Over opening threes	T/O X
Over opponent's 1NT	2♣=Single suit; 2♦=Both Major; 2♥=♥+Minor; 2♠=♠+Minor		
	X=similar hand		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+cards	2♦ 16+HCP 6+Cards	3♦ Week 7+Cards
1♥ 6+HCP 4+cards	2♥ 16+HCP 6+Cards	3♥ Week 7+Cards
1♠ 6+HCP 4+cards	2♠ 16+HCP 6+Cards	3♠ Week 7+Cards
1NT 6-10HCP	2NT 11-13HCP	3NT 14-16HCP
2♣ 11+HCP 5+Cards	3♣ Week 5+Cards	4♣ To play
other		
1♦ 1♥ 6+HCP 4+cards	2♥ 16+HCP 6+Cards	3♥ Week 7+Cards
1♠ 6+HCP 4+cards	2♠ 16+HCP 6+Cards	3♠ Week 7+Cards
1NT 6-10HCP	2NT 11-13HCP	3NT 14-16HCP
2♣ 13+HCP 4+cards	3♣ Week 6+Cards	4♣ Splingter
2♦ 11+HCP 5+Cards	3♦ Week 5+Cards	4♦ To play
other		
1♥ 1♠ 6 +HCP 4+cards	2♥ 6-10HCP 3+Cards	3♦ 10-12HCP 4+Cards
1NT 5-12HCP Forcing	2♠ 16+HCP 6+Cards	3♥ 0-6HCP 4+Cards
2♣ G.F 2+Cards	2NT Jacoby	3♠ Splingter
2♦ G.F 2~5+Cards	3♣ 7-9HCP 4+Cards	3NT To play
other 4♣ Splingter, 4♦ Splingter, 4♠ to Play		
1♠ 1NT 5-12HCP Forcing	2♠ 6-10HCP 3+Cards	3♥ Week 7+Cards
2♣ G.F 2+Cards	2NT Jacoby	3♠ 0-6HCP 4+Cards
2♦ G.F 2~5+Cards	3♣ 7-9HCP 4+Cards	3NT To play
2♥ G.F 2~5+Cards	3♦ 10-12HCP 4+Cards	4♣ Splingter
other 4♦ Splingter, 4♥ Splingter		
1NT 3♣ Invitation 6+Cards	3♠ Singleton	4♦ 4♥
3♦ Invitation 6+Cards	3NT To Play	4♥ 4♠
3♥ Singleton	4♣ Gerber	4♠ Minor ask, 5/5 ♣ & ♦
other		
2♣ 2♦ Waiting	2NT 8+HCP BAL	3♥
2♥ 8+HCP 5+Cards	3♣ 8+HCP 5+Cards	3♠
2♠ 8+HCP 5+Cards	3♦ 8+HCP 5+Cards	3NT
other		
2♦ 2♥ ♦ 2-, 10-12P,5+Cds	3♣ 6+Cards, Invite	3♠
2♠ ♦ 2-, 10-12P,5+Cds	3♦ Week, 3+cards	3NT To Play
2NT Orgust	3♥	4♣
other		

Notes

2♥ 2♠ ♥:2-, 10-12P,5+Cds	3♦ 6+Cards, Invite	3NT To Play
2NT Orgust	3♥ Week, 3+cards	4♣
3♣ 6+Cards, Invite	3♠	4♥ To Play
other		
2♠ 2NT Orgust	3♥ 6+Cards, Invite	4♣
3♣ 6+Cards, Invite	3♠ Week, 3+cards	4♥ To Play
3♦ 6+Cards, Invite	3NT To Play	4♠ To Play
other		
2NT 3♣ Purppet Stayman	3♠ Minor ask	4♦ Transfer to 4♥
3♦ Transfer to ♥	3NT To Play	4♥ Transfer to 4♠
3♥ Transfer to ♠	4♣ Gerber	4♠ Minor ask, 5/5 ♣ & ♦
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X=Penalty

Defence to Opening Twos X=T/O with Lebensohl

Multi 2♦ X=T/O with Lebensohl

RCO style 2-s

Other 2-s

Defence (1♣) X=both Majors, 1NT=both Minors 2♣=♣ suite

to

strong (2♣) : X=♣ suit; 2♦/2♥/2♠: 5+ cards

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses Over week 2

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

4♥ X=T/O 4♠ X=T/O

10. OTHER NOTES
