

4. BASIC RESPONSES

Jump raises - minors	Inverted Minors
Jump raises - Majors	Weak 0-6ish
Jump shifts after minor opening	Refer to back
Jump shifts after Major opening	Refer to back
Responses to strong 2 suit open.	2♦=Waiting, with normal Kokish
Responses to 2NT opening	Refer to back

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overleads	Card above asks unblock
Four or more with an honour	3rd/5th(low)	4th
From 4 small	3rd	2nd/Top
From 3 cards (no honour)	3rd	2nd/Top
In partner's suit	3rd/Top	Third/Top
Discards	Reverse Attitude	Reverse Attitude
Count	Reverse	Reverse
Signal on partner's lead:	Reverse Attitude	Reverse Attitude
Signal on declarer's lead:	Reverse Count or Suit Preference	
Notes	Suit Preference in Trump Suit if applicable	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	DOPI (Ignore Double), EKCB 01122		
Cue Bids <input checked="" type="checkbox"/>	First/Second round Controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Blackout	2-way Checkback
Support X/XX's up to 2♥	Drury: Pass-1M-2♣=8-11, 3+fit
Def to STR 1♣=X=Majors, NT=Minors	Drury: Pass-1♥-(1♠)-2♣
Def to 1♣-TRF... X=T/O, all bids are natural	including 2♣ and resp's suit 1-4 level
	1NT-(X)-... System on, XX=1 minor

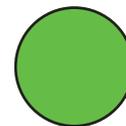
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	561789	Sartaj Hans
& Names:	615285	Andy Hung
Basic System:	2 over 1 GF	
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♣ 2+♣**	1♥ 5+♥**	
1♦ 4+♦**	1♠ 5+♠**	
1NT 14+-17	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥'s	2♠ Range ask OR Transfer to ♣'s
2♥ Transfer to ♠'s	2NT Transfer to ♦'s
other Superaccepts, 1NT-2♥; 2♠-3♥=5/5+ majors GF	

2♣ Any GF or 22+NT	
2♦ (5)6+♦ Weak 2 5+♦ 0-6 at 1st seat Favourable	
2♥ (5)6+♥ Weak 2 5+♥ 0-6 at 1st seat Favourable	
2♠ (5)6+♠ Weak 2 5+♠ 0-6 at 1st seat Favourable	
2NT 19+-21	3NT Gambling
other	

2. PRE-ALERTS

3rd Seat Openings may be (very) light	May respond (very) light
HCP are only a guideline	*1♣ opening may (rarely) have a 5 card M
1M-(X)-... Transfers from 1NT to 2M-1	**Aggressive (lite) openings at 1st seat Fav

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Int 11-13, but weak when Favourable
Responsive doubles through	4♠	Unusual NT	Lowest 2 Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	11-14(16)	Immediate cue of Major	Other Major + minor
Over weak twos	X=T/O with Leb, 4m=LM	Over opening threes	X=T/O
Over opponent's 1NT	X=Penalty, 2♣=Both Majors, 2♦=One Major, 2M=Maj+minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦	3♦ Void, GF
1♥ 4+♥	2♥ 5♠4-5♥, 8-11	3♥ Void, GF
1♠ 4+♠	2♠	3♠ Void, GF
1NT 7-10 ish	2NT Nat 10-12	3NT To play
2♣ 10+, 4+♣	3♣ 6-9, 5+♣	4♣ Preemptive
other		
1♦ 1♥ 4+♥	2♥ 5♠4-5♥, 8-11	3♥ Void, GF
1♠ 4+♠	2♠	3♠ Void, GF
1NT 6-9 ish	2NT Nat 10-12	3NT To play
2♣ Nat, GF	3♣ 8-11, 6+♣	4♣
2♦ 10+, 4+♦	3♦ 6-9, 4+♦	4♦ Preemptive
other		
1♥ 1♠ 4+♠	2♥ Simple Raise	3♦ 10-12, 4+♥
1NT (0)5-12, SF	2♠ Weak, 6+♠	3♥ 0-6, 4+♥
2♣ GF Relay	2NT GF, 4+♥	3♠ Splinter, 10-12
2♦ (4)5+♦, GF	3♣ 7-9 4+♥, or 10-12 3♥	3NT
other 4m=Splinter, 10-12		
1♠ 1NT (0)5-12, SF	2♠ Simple Raise	3♥ 8-10, 6+♥
2♣ GF Relay	2NT GF, 4+♠	3♠ 0-6, 4+♠
2♦ (4)5+♦, GF	3♣ 7-9 4+♠, or 10-12 3♠	3NT
2♥ 5+♥, GF	3♦ 10-12, 4+♠	4♣ Splinter, 10-12
other 4♦=Splinter 10-12		
1NT 3♣ Asks for 5c-Major	3♠ Splinter	4♦ Texas to 4♠
3♦ Minors, GF	3NT To play	4♥ To Play
3♥ Splinter	4♣ Texas to 4♥	4♠ To Play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ 5+♥, brewing	3♣ (5)6+♣, brewing	3♠
2♠ 5+♠, brewing	3♦ (5)6+♦, brewing	3NT
other 2♣-2♦-2♥=Kokish		
2♦ 2♥ 5+♥, constructive	3♣ (5)6+♣, constructive	3♠ 5+♠, Forcing 1
2♠ 5+♠, constructive	3♦ To Play	3NT To play
2NT Asks for shortage	3♥ 5+♥, Forcing 1	4♣
other		

Notes 1Maj-2♦-2Maj = 6+Maj

1Maj-1NT-2NT=Art, GF (then 3♣ ask)

2♥ 2♠ 5+♠, Forcing 1	3♦ 5+♦, Forcing 1	3NT To play
2NT Asks for shortage	3♥ To Play	4♣
3♣ 5+♣, Forcing 1	3♠	4♥ To Play
other		
2♠ 2NT Asks for shortage	3♥ 5+♥, Forcing	4♣
3♣ 5+♣, Forcing 1	3♠ To play	4♥ To Play
3♦ 5+♦, Forcing	3NT To play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ Both minors, GF	4♦ 6+♠, Slam Interest
3♦ Transfer to ♥'s	3NT To play	4♥ 6+♣, Slam Interest
3♥ Transfer to ♠'s	4♣ 6+♥, Slam Interest	4♠ 6+♦, Slam Interest
other After 3-level transfer, 1st step=No fit, 2nd step=3-fit or bad 4, 3rd step=4-fit good		

9. CONVENTIONS

Unusual NT: Lowest 2 Unbid Suits, any strength

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-Way checkback

Defence to 3NT opening 4♣=Both majors

Defence to Opening Twos T/O X with Lebensohl, and 4m=Leaping Michaels

Multi 2♦ First X=Values, 2nd X=T/O, 3rd X=Penalties

RCO style 2-s

Other 2-s (2M weak) - ... 3M = stopper ask/good minor suit, 4m = Leaping M, NF

Defence (1♣) : {X=Majors, NT=Minors}

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference 2♣=Both Majors

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES

Non-Serious 3♠/3NT

Serious 4m bids (cuebids are courtesy)

After value showing X, next X=T/O

After a business/values XX, next X=Penalties

(1x)-X-(1y)-X=Takeout/Values