

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 5+ cards
Jump raises - Majors	Bergen raises
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2♦ 0-7 HCP, all others 8+ HCP
Responses to 2NT opening	3♣ Puppet Stayman, 3♦ & 3♥ transfer

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 (MUD)	
In partner's suit	As above	
Discards	Odd enc. Even McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 0314	4♣ Gerber <input checked="" type="checkbox"/> when?	1NT - 4♣
Slam Notes	ROPI/DOPI		
Cue Bids <input checked="" type="checkbox"/>	First or second control		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Inverted minors	Support doubles
Jacoby	2NT feature ask
Bergen Raises	Superaccept all suits
New Minor forcing	4th suit forcing
Splinters	Lebensohl

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Drury

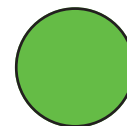
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	944440	Seb Langdon Macmillan
& Names:	1106732	William Han
Basic System:	Standard American 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♣ 12+ HCP, 3+♣	1♥ 12+ HCP, 5+♥	
1♦ 12+ HCP, 3+♦	1♠ 12+ HCP, 5+♠	
1NT 15-17 HCP	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses		
2♣ Simple Stayman		
2♦ Transfer ♥	2♠ Transfer ♣	
2♥ Transfer ♠	2NT Transfer ♦	
other 3♣ Puppet Stayman		
2♣ 23+ HCP balanced or any game force		
2♦ 6-10 HCP, 6+♦		
2♥ 6-10 HCP, 6+♥		
2♠ 6-10 HCP, 6+♠		
2NT 20-22 HCP balanced	3NT Gambling, solid minor, no side A or K	
other		

2. PRE-ALERTS

Support X/XX	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 balanced	Immediate cue of minor	5/5 majors
1NT overcall - re-opening	11-14 balanced	Immediate cue of Major	5 other major & 5 minor
Over weak twos	X for takeout	Over opening threes	X for takeout
Over opponent's 1NT	Multi-Landy		
X penalty, 2♣ 4/4 both majors, 2♦ single suited, 2♥ 5/4 hearts and a minor			
2♠ 5/4 spades and a minor, 2NT 5/5 both minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ 0-5 HCP, 6+♦	3♦
1♥ 6+ HCP, 4+♥	2♥ 0-5 HCP, 6+♥	3♥
1♠ 6+ HCP, 4+♠	2♠ 0-5 HCP, 6+♠	3♠
1NT 6-9 HCP	2NT 10-11 HCP, balanced	3NT To play
2♣ 10+ HCP, 5+♣	3♣ 6-9 HCP, 5+♣	4♣
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 0-5 HCP, 6+♥	3♥
1♠ 6+ HCP, 4+♠	2♠ 0-5 HCP, 6+♠	3♠
1NT 6-11 HCP	2NT 10-11 HCP, balanced	3NT To play
2♣ 12+ HCP, 4+♣	3♣	4♣
2♦ 10+ HCP, 5+♦	3♦ 6-9 HCP, 5+♦	4♦
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9 HCP, 3+♥	3♦ 10-11 HCP, 4+♥
1NT 6-11 HCP	2♠ 0-5 HCP, 6+♠	3♥
2♣ 12+ HCP, 4+♣	2NT Jacoby GF, 4+♥	3♠ Splinter
2♦ 12+ HCP, 4+♦	3♣ 6-9 HCP, 4+♥	3NT
other		
1♠ 1NT 6-11 HCP	2♠ 6-9 HCP, 3+♠	3♥
2♣ 12+ HCP, 4+♣	2NT Jacoby GF, 4+♠	3♠
2♦ 12+ HCP, 4+♦	3♣ 6-9 HCP, 4+♠	3NT
2♥ 12+ HCP, 5+♥	3♦ 10-11 HCP, 4+♠	4♣ Splinter
other		
1NT 3♣ Puppet Stayman	3♠	4♦
3♦	3NT To play	4♥
3♥	4♣ Gerber	4♠
other		
2♣ 2♦ 0-7 HCP	2NT 8+ HCP, balanced	3♥
2♥ 8+ HCP, 5+♥	3♣ 8+ HCP, 5+♣	3♠
2♠ 8+ HCP, 5+♠	3♦ 8+ HCP, 5+♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT To play
2NT Feature ask 16+HCP	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT To play
2NT Feature ask 16+HCP	3♥ Preemptive	4♣
3♣	3♠	4♥ To play
other		
2♠ 2NT Feature ask 16+HCP	3♥	4♣
3♣	3♠ Preemptive	4♥
3♦	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠	4♦
3♦ Transfer ♥	3NT To play	4♥
3♥ Transfer ♠	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X for takeout

Multi 2♦ natural

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES