

4. BASIC RESPONSES

Jump raises - minors	Limit 7-9	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening		
Jump shifts after Major opening	Bergen raise	
Responses to strong 2 suit open.	CTRL	
Responses to 2NT opening	Stayman, Transfer	

5. PLAY CONVENTIONS

Show priorities

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

6. SLAM CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? NT opening
Slam Notes				
Cue Bids <input checked="" type="checkbox"/>				
Asking Bids <input type="checkbox"/>				

7. OTHER CONVENTIONS

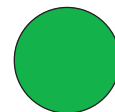
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	864900	Kandice Ng
& Names:	805068	Edward Young
Basic System:	Standard	
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 ☐

1♣ 11+HCP, 3+♣	1♥ 11+HCP, 5+♥
1♦ 11+HCP, 3+♦	1♠ 11+HCP, 5+♠
1NT 15-17HCP, BAL	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣	Other: Garbage Stayman
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other	

2♣ 22+HCP	
2♦ Weak 2	
2♥ Weak 2	
2♠ Weak 2	
2NT 20-21 HCP	3NT Gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through		Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major with a minor
Over weak twos	T/O DBL	Over opening threes	T/O DBL
Over opponent's 1NT	T/O DBL		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+♦	2♦ WJS	3♦ SPL
1♥ 6+HCP, 4+♥	2♥ WJS	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ WJS	3♠ SPL
1NT 6-9HCP	2NT INV	3NT To play
2♣ Inverted minor	3♣ 6-9HCP, 5+♣	4♣
other		
1♦ 1♥ 6+HCP, 4+♥	2♥ WJS	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ WJS	3♠ SPL
1NT 6-9HCP	2NT INV	3NT To play
2♣ 10+HCP, 5+♣	3♣ 8-11HCP, 6+♣	4♣ SPL
2♦ Inverted minor	3♦ 6-9HCP, 5+♦	4♦
other		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9HCP, 3cards ♥	3♦ Bergen raise
1NT 6-11HCP	2♠ WJS	3♥ 0-5HCP, 5+♥
2♣ 10+HCP, 5+♣	2NT Jacoby	3♠ SPL
2♦ 10+HCP, 5+♦	3♣ Bergen raise	3NT To play
other		
1♠ 1NT 6-11HCP	2♠ 6-9HCP, 3cards ♠	3♥ SPL
2♣ 10+HCP, 5+♣	2NT Jacoby	3♠ 0-5HCP, 5+♠
2♦ 10+HCP, 5+♦	3♣ Bergen raise	3NT To play
2♥ 10+HCP, 5+♥	3♦ Bergen raise	4♣ SPL
other		
1NT 3♣ STR, 6+♣	3♠ STR, 6+♠	4♦ Texas TRF
3♦ STR, 6+♦	3NT To play	4♥ Texas TRF
3♥ STR, 6+♥	4♣ Gerber	4♠ QUANT; w/o 5 cards m
other		
2♣ 2♦ 0/1 CTRL	2NT 4+ CTRL	3♥ 6+H, w/ any two top hon
2♥ 2 CTRL	3♣ 6+C, w/ any two top hon	3♠ 6+S, w/ any two top hon
2♠ 3 CTRL	3♦ 6+D, w/ any two top hon	3NT
other		
2♦ 2♥ 12+HCP, 5+♥	3♣ 12+HCP, 6+♣	3♠ SPL
2♠ 12+HCP, 5+♠	3♦ PRE	3NT To play
2NT	3♥ SPL	4♣ SPL
other		

Notes

2♥ 2♠ 12+HCP, 5+♠	3♦ 12+HCP, 6+♦	3NT To play
2NT	3♥ PRE	4♣ SPL
3♣ 12+HCP, 6+♣	3♠ SPL	4♥ To play
other		
2♠ 2NT	3♥ 12+HCP, 5+♥	4♣ SPL
3♣ 12+HCP, 6+♣	3♠ PRE	4♥ SPL
3♦ 12+HCP, 6+♦	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠ Minor suit stayman	4♦ Texas TRF
3♦ TRF ♥	3NT To play	4♥ Texas TRF
3♥ TRF ♠	4♣ Gerber	4♠ QUANT; w/o 5 cards m
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☐ Priorities:

Defence to 3NT opening

DBL

Defence to Opening Twos

DBL

Multi 2♦

DBL

RCO style 2-s

DBL

Other 2-s

T/O DBL

Defence

to

strong

♣

1♣ : {Replace with your defence to strong 1♣ openings}

T/O DBL, 1NT: both minors

2♣ : {Replace with your defence to strong 2♣ openings}

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ DBL

4♥ DBL

4♠ DBL

10. OTHER NOTES