

4. BASIC RESPONSES

Jump raises - minors	6-9; 10-11 if opponents overcall
Jump raises - Majors	0-5, 4+ card support
Jump shifts after minor opening	0-5, 6-card suit
Jump shifts after Major opening	Bergen raises
Responses to strong 2 suit open.	2♦ = waiting, others = 8+ NAT
Responses to 2NT opening	3♣ = Puppet Stayman; 3♦/3♥ = TRF to ♥/♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead A:Atti K:Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Att from 3 if support shown, else	
Discards	Odd=ENCRG, Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count if appropriate (Reverse original count)	
Notes	Suit preference if shortage in dummy	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? after NT
Slam Notes	Number of kings (6♣=0/3, 6♦=1, 6♥=2)		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round controls		
Asking Bids <input checked="" type="checkbox"/>	Queen asks		

7. OTHER CONVENTIONS

2 way checkback	Two way Drury
3♣ checkback over 2NT rebid	

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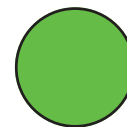
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	930901	Jack Luke-Paredi
& Names:	1093231	Alex Wu
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♣ 12+ HCP, 2+♣	1♥ 12+ HCP, 5+♥	
1♦ 12+ HCP, 4+♦	1♠ 12+ HCP, 5+♠	
1NT 15-17 BAL	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ TRF to ♥	2♠ weak 6+ minor suit	
2♥ TRF to ♠	2NT INV	
other Superaccepts		
2♣ 23+BAL or 18+ HCP and 8.5+ playing tricks		
2♦ 6-10, 6+♦		
2♥ 6-10, 6+♥		
2♠ 6-10, 6+♠		
2NT 20-22 BAL	3NT AKQxxxx in a minor, no outside A/K	
other		

2. PRE-ALERTS

1C-1H-1S unbalanced	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	5-5 LUBS
1NT overcall - immediate	16-18 HCP	Immediate cue of minor	5-5 ♠+♥
1NT overcall - re-opening	12-15 HCP	Immediate cue of Major	5-5 oM + m
Over weak twos	X = T/O with Lebensohl	Over opening threes	X = T/O
Over opponent's 1NT			
Strong: X = 6+ suit; 2C = ♣+♥; 2♦ = ♦+♥; 2♥ = ♥+♠; 2♠ = ♠+m; 2NT = ♦+♣			
Weak: X = 14+; suit = NAT			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦	2♦ 0-5, 6+♦	3♦ 10+ 5+♣, SPL
1♥ 5+, 4+♥	2♥ 0-5, 6+♥	3♥ 10+ 5+♣, SPL
1♠ 5+, 4+♠	2♠ 0-5, 6+♠	3♠ 10+ 5+♣, SPL
1NT 5-10, no major	2NT 11-12, no major	3NT 12-15, 33(34)
2♣ 10+, 5+♣	3♣ 6-9, 5+♣	4♣
other		
1♦ 1♥ 5+, 4+♥	2♥ 0-5, 6+♥	3♥ 10+, 4+♦, SPL
1♠ 5+, 4+♠	2♠ 0-5, 6+♠	3♠ 10+, 4+♦, SPL
1NT 5-10, no major	2NT 11-12, no major	3NT 12-15, no major
2♣ GF, 4+♣	3♣ INV, 6+♣	4♣ 10+, 4+♦, SPL
2♦ 10+, 4+♦	3♦ 6-9, 4+♦	4♦
other		
1♥ 1♠ 5+, 4+♠	2♥ 8-10, 3+♥	3♦ 10-12, 4+♥
1NT 5-12, forcing	2♠ 0-5, 6+♠	3♥ 0-5, 4+♥
2♣ GF, 4+♣	2NT GF, 4+♥	3♠ GF, 4+♥, SPL
2♦ GF, 4+♦	3♣ 6-9, 4+♥	3NT 12-15, 4333
other 4♥ = preemptive, 5+♥ or 4+♥ with void		
1♠ 1NT 5-12, forcing	2♠ 8-10, 3+♠	3♥ INV, 6+♥
2♣ GF, 4+♣	2NT GF, 4+♠	3♠ 0-5, 4+♠
2♦ GF, 4+♦	3♣ 6-9, 4+♠	3NT 12-15, 3433
2♥ GF, 5+♥	3♦ 10-12, 4+♠	4♣ GF, 4+♠, SPL
other 4♦/4♥ = SPL; 4♠ = preemptive, 5+♠ or 4+♠ with void		
1NT 3♣ GF+, 6+♣	3♠ 13(45)	4♦ TRF to ♥
3♦ GF+, 6+♦	3NT to play	4♥ TRF to ♠
3♥ 31(45)	4♣ Gerber	4♠ Pick a minor
other 4NT = Quant		
2♣ 2♦ Waiting	2NT 8+ BAL	3♥
2♥ 8+, 5+♥	3♣ 8+, 6+♣ (KJxxxx+)	3♠
2♠ 8+, 5+♠	3♦ 8+, 6+♦ (KJxxxx+)	3NT
other 2♣-2♦-2NT / 3NT / 4NT = 23-24 / 25-27 / 28+ BAL		
2♦ 2♥ NAT, F1	3♣ NAT, F1	3♠
2♠ NAT, F1	3♦ preemptive	3NT to play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT to play
2NT Ogust	3♥ preemptive	4♣
3♣ NAT, F1	3♠	4♥ preemptive
other		
2♠ 2NT Ogust	3♥ NAT, F1	4♣
3♣ NAT, F1	3♠ preemptive	4♥ to play
3♦ NAT, F1	3NT to play	4♠ preemptive
other		
2NT 3♣ Puppet Stayman	3♠ Minor Stayman	4♦
3♦ TRF to ♥	3NT to play	4♥
3♥ TRF to ♠	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line; 2-way checkback

Defence to 3NT opening

Defence to Opening Twos X = T/O with Lebensohl

Multi 2♦ XXXs

RCO style 2-s XXXs

Other 2-s XXXs

Defence (1♣): 1♦ = ♦+♥; 1♥ = ♥+♠; 1♠ = ♠+m; 1NT = ♦+♣; 2C = ♣+♥

to

strong (2♣): NAT

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after double of a weak 2 opening

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

4♥ X=T/O 4♠ X=PEN

10. OTHER NOTES

After Jacoby 2NT: 3x = shortage, 4x = 5+ suit

Ogust responses: 3♣/♦/♥/♠/NT = min bad / min good / max bad / max good / AKQxxx

Drury: 2♣ = INV, 3 card support; 2♦ = INV, 4+ card support