4. BASIC RESPONSES Jump raises - minors 5-9 raise Jump raises - Majors 0-5, 4+M Jump shifts after minor opening weak 1M-3m = Bergen; others = weak Jump shifts after Major opening 2♦ waiting; 2M = 8+ NAT Responses to strong 2 suit open. Responses to 2NT opening 3♣ = Puppet, 3♦/3♥ = TRF to ♥/♠, 3♠ = Minor Stayman 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Overlead A:Atti K:Count Sequences: Leads Four or more with an honour 4th Lowest 2nd Highest From 4 small MUD From 3 cards (no honour) In partner's suit normal Odd=ENCRG, Even=McKenney Discards Low-High Even Count Signal on partner's lead: Low encourage Signal on declarer's lead: Count **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber X when? 1NT / 2NT opening 4NT: Blackwood **Slam Notes** Cue Bids Asking Bids 7. OTHER CONVENTIONS Drury 2-way Checkback 3♣ CB over 1x-1y-1NT www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



	SI	ANDARD	SYSTEM	CARD			
ABF Nos.	1058789	Paddy Taylor					
& Names:	1093231	Alex Wu					
Basic System:	2/1						
Brown Sticker	Clas	sification: Green	X Blue	Red	Yellow		
		1. OPEN	NING BIDS	3			
Describe streng	gth, minimum	length, or specific n	neaning		Canape		
1♣ 12+, 2+♣			1♥ 12+, 5+	1♥ 12+, 5+♥			
1♦ 12+, 4+♦			14 12+, 5+4	1♠ 12+, 5+♠			
1NT 15-17 B	AL			may contain 5 c	ard Major X		
1NT Responses	2♣ Simple	e Stayman		·			
2♦ TRF t		uper = 3 ♥)	2♠ TRF to	weak minor			
2♥ TRF t	,	uper = 3♠)	2NT INV				
other 3m =	`	M = (31)(45);					
		9+ playing tricks					
2 6-10, 6+4		1 7 3					
2 6-10, 6+							
2 ♠ 6-10, 6+ 4							
2NT 20-22 (n	nay contain 5	5cM)	3NT Solid M	inor Suit (7-8 card	s)		
other	•	•		,	•		
		2. PRE	-ALERTS				
	3. C	OMPETITIVE	BIDS / OVE	RCALLS			
Negative doubles th	rrough 4	Jump overcalls	Weak				
Responsive double	s through 4	♥ Unusual NT	LUBS				
1NT overcall - imm	ediate 16-18	Im	mediate cue of minor	5-5 Majors			
1NT overcall - re-opening 11-15 Imme		ediate cue of Major 5 other Major + one minor					
Over weak twos $X = T/O$			Over opening threes	ing threes X = T/O			
Over opponent's 1NT Brozel: $2 = + + ; 2 = + $							

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	, IIIe	ariirig
1♣ 1♦	5+, 4+ ♦	2	0-4, 6+♦	3	SPL raise
1♥	5+, 4+ ♥	2	0-4, 6+♥	3 Y	SPL raise
1	5+, 4+♠	2	0-4, 6+♠	3 ♠	SPL raise
1N7	5-10, no 4cM	2NT	INV, No 4cM	3NT	to play
2	10+, 5+♣	3 -	5-9, 5+♣	4 ♣	
othe	r				
1♦ 1♥	5+, 4+♥	2 💙	0-4, 6+♥	3 💙	SPL raise
1♠	5+, 4+♠	2	0-4, 6+4	3	SPL raise
1N7	5-10	2NT	INV, No 4cM	3NT	to play
2	GF,	3 -	0-4, 6+♣	4 -	SPL raise
2	10+, 4+♦	3	5-9, 4+♦	4	
othe	r				
1♥ 1♠	5+, 4+♠	2	8-10, 3+♥	3	10-12, 4+♥
1N7	5-12, Forcing	2	0-4, 6+♠	3	0-5, 4+♥
2	GF, 3+ ♣	2NT	GF, 4+♥	3 ^	SPL raise
2	GF, 4+ ♦	3 -	6-9, 4+♥	3NT	to play
othe	r 4♣/4♦ = SPL raise				
1 ♠ 1N7	5-12, Forcing	2	8-10, 3+♠	3 💙	INV, 6+♥, 0-2 ♠
2	GF, 3+ ♣	2NT	GF, 4+ ♠	3 ♠	0-5, 4+♠
2	GF, 4+ ♦	3 -	6-9, 4+♠	3NT	to play
2	GF, 5+♥	3	10-12, 4+♠	4 ♣	SPL raise
othe	r 4♦/4♥ = SPL raise				
1NT 3♣	INV, 6+ ♣	3	GF, 13(54)	4	6+♥
3	INV, 6+ ♦	3NT	to play	4	6+♠
3	GF, 13(54)	4	Gerber	4	N/A
othe	r				
2♣ 2♦	Waiting	2NT	8+ BAL	3 💙	N/A
2	8+ HCP 5+♥	3 -	N/A	3 ♠	N/A
2	8+ HCP 5+ ♠	3	N/A	3NT	N/A
othe	r				
2♦ 2♥	NAT, F1	3♣	NAT, F1	3	SPL raise
2	NAT, F1	3	raise	_	to play
2N7	Ogust		SPL raise	4 ♣	
othe	_				
Notes					

NI	0	toc	
ıv	u	re2	

2♥ 2♠	NAT, F1		NAT, F1	3NT	to play	
2NT	Ogust		raise	4 ♣		
3♣	NAT, F1		SPL raise	4 \		
other	other					
2 ♠ 2NT	Ogust		NAT, F1	4 ♣		
3♣	NAT, F1		raise	4 \		
3◆	NAT, F1		to play	4 ♠		
other						
2NT 3♣	Puppet Stayman	3♠	Minor Stayman	4	6+♥	
3◆	TRF ♥	3NT	to play	4 \	6+♠	
3♥	TRF ♠	4	Gerber	4		
other						
9. CONVENTIONS						
Unusual NT: LUBS						
4th Suit Forcing One round Game force						
NT Checkback Y Priorities: up the line						
Defence to 3NT opening						
Defence to Opening Twos 2NT = (15)16-18						

4♣/4♦ X = T/O

10. OTHER NOTES

4♠ X = PEN

Defence $(1\clubsuit)$: $: \clubsuit = \clubsuit + \heartsuit$; $\spadesuit = \diamondsuit + \heartsuit$; $2\heartsuit = \heartsuit + \spadesuit$; $2\spadesuit = \spadesuit + m$; NT = m + m

Multi 2♦

to

1 % / 2 %

RCO style 2-s Other 2-s

strong (2♣): NAT

Lebensohl - other uses

4♥ X = T/O

Take out of 4 level pre-empts

1-2-3 Xs

Over 1NT Interference 2NT = Lebensohl