

4. BASIC RESPONSES

Jump raises - minors	1♦ open, jump 3♦ is 8-10p 5+♦ support (Nov Vul can be weaker)
Jump raises - Majors	1♥/♠ open, jump raise 3♥/♠ is weak 4+ support
Jump shifts after minor opening	1♦-2♥ is weak reverse flannery, 1♦-2♠ is weak 6+♣ or 5♣+4♦
Jump shifts after Major opening	1♥/♠ open, bid 3♣/♦ is bergen raise 4+ support (3♣ weaker)
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣=Puppet Stayman 3♦/♥=transfer 3♠=minor Stayman 3NT=play

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th suit	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	4th suit or top suit	
Discards	Odd=Enc, Even=McKenny	
Count	High-Low = Even	
Signal on partner's lead:	High encourage	Lower encourage
Signal on declarer's lead:	Natural count	
Notes	We defence trump contract High encourage, while defense NT is opposite.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/> RKCB 1430	4♣ Gerber <input type="checkbox"/>
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> GF a minor fit, 4♣/♦ is range minor wood KC	

7. OTHER CONVENTIONS

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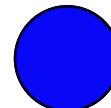
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	847283	MING ZHANG
& Names:	959529	CHEN DING
Basic System:	STRONG CLUB PRECISION	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ Any 16+p artificial bid	1♥ 11-15p 5+♥
1♦ 11-15p 2+♦	1♠ 11-15p 5+♠
1NT 13-16p Balanced	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer 5+♥	2♠ Transfer 6+♣
2♥ Transfer 5+♠	2NT Transfer 6+♦
(Dbl)	other

2♣ 11-15p 6+♣ or 5♣ + 4♥/♠	
2♦ Multi Weak 6+♥/♠ OR 19-24p 4441/5440 type any short & 5-card minor	
2♥ 11-15p 4441/5440 type, short ♦ OR 5-card ♣ only	
2♠ 6-10p 55/54 suits 5♠ plus a minor	
2NT 22-23p Balanced allow 5-card	3NT Gambleing 7+ solid minor suit
other 3X pre-emptive 7-card natural, 4♣/♦ = 7+♥/♠ around 8+ winners, 4♥/♠ = To play	

2. PRE-ALERTS

1♣ = Strong hand	1♦ = promises 2 or more ♦
1NT = 13-16p	2♦ = Multi: Weak 6♥/♠ OR 4441 strong
2♠ = Weak 2 suits 5♠	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Direct double opposite open is takeout OR 15+ strong	Negative DBL thru To 2♥
After opposite overcall, negative double & penalty to 1NT o/call	Responsive DBL thru To 4♥
Jump overcalls Preemptive	Unusual NT Two lowest suits
1NT overcall: (immediate) 15-17p	(re-opening)
Immediate cue: (minor) Both majors	(Major) Another major plus a minor
Over: Weak Twos Double is t/o & o/c naturals Opening Threes 12-15p	
Opponent's transfers Normally the bid suit has 5+ card	
Opponent's 1NT 2♣ = majors, 2♦ = a long major, 2♥/♠ = 5+ plus a minor, 2NT = both minors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ any 0-7p	2♦ 8+p GF 5+♥	3♦ 4-7p 7+♦
1♥ 8+p GF, 5+♠	2♥ 4-7p 6+♥	3♥ 4-7p 7+♥
1♠ 8-13p GF Balanced	2♠ 4-7p 6+♠	3♠ 4-7p 7+♠
1NT 8+p GF 5+♣	2NT 14+p Balanced	3NT
2♣ 8+p GF 5+♦	3♣ 4-7p 5+♣	4♣
other		
1♦ 1♥ 8+p F1 4+♥	2♥ 5-7p 54/55 4♥+5♠	3♥ GF short 5+♦
1♠ 8+p F1 4+♠	2♠ 5-8p 6+♣ OR 5♣4♦	3♠ GF short 5+♦
1NT 8-10p F1 No 4M	2NT 11-12p invitational	3NT 14-15p BAL to play
2♣ 13+p GF 5+♣	3♣ 9-12p 5+♣ invitational	4♣ GF short 5+♦
2♦ 11+p 4+♦, F to 2NT	3♦ 8-10p 5+♦	4♦ Preemptive 5+♦
other		
1♥ 1♠ 8+p F1 4+♠	2♥ 7-10p 3♥ support	3♦ 11-12p 4+♥
1NT 7-12p S/F no 4+♠	2♠ 11-12p 3♥ support	3♥ Under 7, 4+♥
2♣ GF 2+ ♣	2NT GF 13+p 4♥/17+p 3♥	3♠ GF Splinter
2♦ GF 4+ ♦	3♣ 8-10p 4+♥	3NT 13-15p BAL 3+♥
other		
1♠ 1NT 7-12p S/F	2♠ 7-10p 3♠	3♥ 11-12p 3♠
2♣ GF 2+♣	2NT GF 13+p 4+♠ /17+p 3♠	3♠ Under 6p 4+♠
2♦ GF 4+♦	3♣ 8-10p 4+♠	3NT 13-15p BAL 3+♠
2♥ GF 5+♥	3♦ 11-12p 4+♠	4♣ GF Splinter
other		
1NT 3♣ 54+ minors slam try	3♠ GF short ♠ 54+ minors	4♦ GF 64♦ minors
3♦ GF hand 5422 type	3NT To play	4♥ To play
3♥ GF short ♥ 54+ minors	4♣ GF 6♣4 minors	4♠ To play
other		
2♣ 2♦ 8+p inquiries 4-card M	2NT Transfer to 3♣	3♥ GF 5+♥
2♥ 8-10p 5+♥ NF	3♣ Transfer to 3♦	3♠ GF 5+♠
2♠ 8-10p 5+♠ NF	3♦ Transfer to 3♥	3NT To play
other		
2♦ 2♥ Pass / Correction	3♣ Forcing 5+♣	3♠ Forcing 6+♠
2♠ Pass / Correction	3♦ Forcing 5+♦	3NT
2NT Relay	3♥ Forcing 5+♥	4♣
other		

Notes

2♥ 2♠ To play	3♦ Suit forcing	3NT To play
2NT Relay	3♥ Invitational	4♣ Range KC
3♣ To play	3♠ Invitational	4♥ To play
other		
2♠ 2NT Relay ask minor	3♥ 5+♥ forcing	4♣
3♣ Pass / correction	3♠ Invitational	4♥
3♦ 5+♦ forcing	3NT To play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ Minor Stayman	4♦ Range KC 6+♦
3♦ Transfer 5+♥	3NT 5♠+4♥, NF	4♥
3♥ Transfer 5+♠	4♣ Range KC 6+♠	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Normally GF Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : Double majors, 1NT minors, rest natural

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Double takeout, bid 2X is to play 2NT is Leb

Lebensohl - other uses 2♥/♠ - X - 2NT is LEB

Take out of 4 level pre-empts 4♣/4♦ Bid game to play, 4♦ NF, 4NT other 2 suits cue 2M

4♥ 4♠ to play, bid game play 4NT 2 suits 4♠ Pass or bid to play 4NT 2 suits

10. OTHER NOTES