

4. BASIC RESPONSES

Jump raises - minors	5-9HCP, 5+
Jump raises - Majors	0-6HCP, 4+
Jump shifts after minor opening	preemptive
Jump shifts after Major opening	Bergen Raises (1s 3H 6+ heart 9-11 HCP)
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	3♣=Muppet

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A: attitude; K: Count	Overlead, Q may ask unblock
Four or more with an honour	4th highest	same
From 4 small	2nd highest	same
From 3 cards (no honour)	Middle	same
In partner's suit	Middle; top of xxx if supported	same
Discards	Low Encourage	Same
Count	Low-High = Even	same
Signal on partner's lead:	Odd encourage even Mc	same
Signal on declarer's lead:	everse smith echo (NT), reverse count	
Notes	third higher from internal sequence, Jack deny higher honor	
	trump singal suit perference	

6. SLAM CONVENTIONS

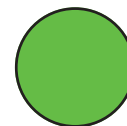
4NT: Blackwood <input type="checkbox"/>	RKCB 14/03	4♣ Gerber <input checked="" type="checkbox"/>	when? over partner's NT bids
Slam Notes	minorwood voidwood 03/14		
Cue Bids <input checked="" type="checkbox"/>	Mixed style, showing 1st or 2nd round controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Smolen	Gazzilli
Michacels/unusual 2NT	X-Y-Z and two way checkback
Drury from pass hands	kokish after 2C open
Support X and XX for partner's Maj	Blackout after reverse bid
inverted minor	lebensohl
www.abf.com.au	Muppet over 2NT
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	741310	Catherine Zhang
& Names:	1019422	Wei Zhang
Basic System:	2/1 GAME FORCING over Major open	
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+ 2+C	1♥ 11+5+♥; 3rd seat could be 4
1♦ 11+, 4+♦	1♠ 11+ 5+♠ 3rd seat could be 4
1NT 15-17HCP	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ TRF♥	2♠ ♣6+
2♥ TRF♠	2NT ♦6+ or both minor weak
other	

2♣	22+ BAL or any game force hands	
2♦	54major, 11-, 4th=6X, 12-15	
2♥	Weak, 6-10 HCP, 5+/4th=6X, 12-15	
2♠	Weak, 6-10 HCP, 5+/4th=6X, 12-15	
2NT	20-21 bal.	3NT gambling, solid minor no side AorK
other		

2. PRE-ALERTS

1M with 4 or very light opening in 3rd seat	
1M-1NT semi forcing	
Transfer response to 1C open	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak at 2nd seat; intermediate at Bal seat
Responsive doubles through	4♦	Unusual NT	minors or 2 lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels 5/5 Majors 8+
1NT overcall - re-opening	11-14	Immediate cue of Major	5 other Major & 5 minor 8+
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	
Over opponent's 1NT	weak NT x opening + hand, strong NT x 4major + 5minor.		
	2NT=D+C; 3x=natural preemptiv		
	2C both majors, 2D a long major, 2H H+m, 2S S+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♥	2♦ 10-11HCP, 5+♣	3♦ weak, 6+♦
1♥ 6+ HCP, 4+♠	2♥ weak, 6+♥	3♥ Splinter
1♠ 6+HCP, 5+♦	2♠ weak, 6+♠	3♠ Splinter
1NT 6-10HCP, no major	2NT 11-12HCP, no majors	3NT 13-15HCP, 4333
2♣ GF, 4+♣	3♣ 5-9HCP, 5+♣	4♣ Preemptive
other 4♥/ 4♠natural to play.		
1♦ 1♥ 6+ HCP, 4+♥	2♥ weak, 6+♥	3♥ Splinter
1♠ 6+ HCP, 4+♠	2♠ weak, 6+♠	3♠ Splinter
1NT 6-10HCP, no major	2NT 11-12HCP, no major	3NT 13-15HCP, 4333
2♣ 9+HCP, 4+♣	3♣ 9-11HCP, 5+♦	4♣ Splinter
2♦ GF, 4+♦	3♦ 5-8, 5+♦	4♦ Preemptive
other 4♥4♠natural to play.		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 7-10HCP, 3♥+	3♦ 10-11HCP 4+♥
1NT 12HCP-, semi forcing	2♠ weak, 6+♠	3♥ 0-6HCP, 4+♥
2♣ multi-purpose*	2NT 12+HCP, 4+♥Jacoby	3♠
2♦ 4+♦, GFF	3♣ 6-9HCP, 4+♥	3NT
other *2♣over1♥:1. ♣suit GF, 2. 3 fit, inv+.3. BAL GF		
1♠ 1NT 12HCP-, semi forcing	2♠ 7-10HCP, 3♠+	3♥ 6+♥, inv.
2♣ multi-purpose	2NT 10+HCP, 4+♠Jacoby*	3♠ 0-6HCP, 4+♠
2♦ 4+♦, GF	3♣ 6-9HCP, 4+♠	3NT
2♥ 5+♥.GF	3♦ 10-11HCP 4+♠	4♣
other 2C same as H opening		
1NT 3♣ 54+minor, GF	3♠ 1345/1354 GF	4♦ TRF♥
3♦ 55 in majors, GF	3NT to play	4♥ TRF♠
3♥ 3145/3154, GF	4♣ Gerber 04, 1,2,3	4♠ 65+ minors GF
other		
2♣ 2♦ waiting,	2NT 8+HCP, 5+♥	3♥ 7+♥.no2K+
2♥ waiting, 2K+	3♣ 8+HCP, 5+♣	3♠ 7+♠, no2K+
2♠ 8+HCP, 5+♠	3♦ 8+HCP, 5+♦	3NT
other		
2♦ 2♥ toplay	3♣ topaly	3♠ pre-emptive
2♠ toplay	3♦ F1	3NT to play
2NT inquiry*	3♥ pre-emptive	4♣
other After 2NT: 3♣=54 min 3♦=55min; 3♥/♠=♥/♠ 5max, 4♣/♦=short, 55 max		

Notes after 1♥/♠-2♣: 2♦=min, 2NT=6x. 13+, 3♥/♠=7x, newsuit=4x, 14+

2♥ 2♠ toplay	3♦ 5+♦, F1	3NT to Play
2NT enquiry*	3♥ preemptive.	4♣ RKCB
3♣ 5+♣, F1	3♠ 5+♠.F1	4♥ to play
other		
2♠ 2NT enquiry*	3♥ 5+♥, F1	4♣ RKCB
3♣ 5+♣, F1	3♠ Preemptive	4♥
3♦ 5+♦, F1	3NT to play	4♠ to play
other		
2NT 3♣ muppet Stayman*	3♠ 54 or 6xminor, GF	4♦ TRF♥
3♦ TRF♥	3NT toplay	4♥ TRF♠
3♥ TRF♠	4♣ Gerber 04, 1.2.3	4♠ 65minor, GF
other after 3♣: 3♦=4 maj, 3♥=no 4 Maj#1; 3S=5 ♠. 3NT=5 ♥,		

9. CONVENTIONS

Unusual NT: Minors or lowest 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: 2♣->♦; 2♦GF partner bid hearts before spades.

Defence to 3NT opening

Defence to Opening Twos 2NT: 16-18HCP; X: 13-15 or 19+HCP; suit: natural

Multi 2♦ 2NT: 16-18HCP; X: 13-15 or 19+HCP; suit: natural

RCO style 2-s

Other 2-s

Defence (1♣) : X=majors; 1NT=minors; other: natural

to

strong (2♣) : X=majors; 2NT=minors; other: natural

1♣/2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after partner X of weak-2

Take out of 4 level pre-empts 4♣/4♦ X

4♥ 4NT: 55 minors; X: T/O 4♠ 4NT: 2 suits -5-5; X: usually balanced.

10. OTHER NOTES

#1 after 2NT -3♣-3♥: 1) 3♠ =transfer to NT, 2) 3NT show 5 card ♠, 3) 4♣/♦ ≥5xjor, S/Ti

4) 4♥=55major S/Ti