

4. BASIC RESPONSES

Jump raises - minors	5-9 raise
Jump raises - Majors	0-5, 4+M
Jump shifts after minor opening	weak
Jump shifts after Major opening	1M-3m = Bergen; others = weak
Responses to strong 2 suit open.	2♦ waiting; 2M = 8+ NAT
Responses to 2NT opening	3♣ = Puppet, 3♦/3♥ = TRF to ♥/♠, 3♠ = Minor Stayman

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 Lowest	
From 4 small	2nd Highest	
From 3 cards (no honour)	MUD	
In partner's suit	normal	
Discards	Odd=ENCRG, Even=McKenney	
Count	Low-High Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 1430 4♣ Gerber ☒ when? 1NT / 2NT opening

Slam Notes

Cue Bids ☐ Suit support or control bid

Asking Bids ☐

7. OTHER CONVENTIONS

Bergen	Two way checkback
Splinter	May contain 5 major only when open 1/2NT
2NT Jacoby	
Unusual NT	

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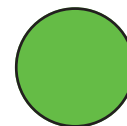
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1093231	Alex Wu
& Names:	1182110	Ada Sun
Basic System:	2/1 GF, Multi 2s	
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♣ 12+, 2+♣	1♥ 12+, 5+♥
1♦ 12+, 4+♦	1♠ 12+, 5+♠ (3rd seat may 4+)

1NT 15-17 BAL may contain 5 card Major ☐

1NT Responses 2♣ Simple Stayman

2♦ TRF to ♥	2♠ TRF to weak minor-3C
2♥ TRF to ♠	2NT INV
other 3m = INV (6+m with 2 honors)	

2♣ 22+ or 18+ with 9+ playing tricks

2♦ Multi 2 : Weak M or 20-21 Balanced

2♥ 6-10, H+m; or strong H with 8 win tricks

2♠ 6-10, S+m; or Strong S with 8 with tricks

2NT Both Minors 55+ 3NT Solid Minor Suit (7-8 cards)

other

2. PRE-ALERTS

Walsh Style 1D-1H-1S promise 5D4S

Two Way Checkback

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT LUBS

1NT overcall - immediate 16-18 Immediate cue of minor 5-5 Majors

1NT overcall - re-opening 11-15 Immediate cue of Major 5 other Major + one minor

Over weak twos X=T/O Over opening threes X=T/O

Over opponent's 1NT

Brozel X 6+ long suit / 2C=C+H; 2D=D+H; 2H=H+S; 2S=S+minor; 2NT= both minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦	2♦ 0-4, 6+♦	3♦ SPL raise
1♥ 5+, 4+♥	2♥ 0-4, 6+♥	3♥ SPL raise
1♠ 5+, 4+♠	2♠ 0-4, 6+♠	3♠ SPL raise
1NT 5-10, no 4cM	2NT INV, No 4cM	3NT to play
2♣ 10+, 4+♣	3♣ 5-9, 4+♣	4♣
other		
1♦ 1♥ 5+, 4+♥	2♥ 0-4, 6+♥	3♥ SPL raise
1♠ 5+, 4+♠	2♠ 0-4, 6+♠	3♠ SPL raise
1NT 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♦
other		
1♥ 1♠ 5+, 4+♠	2♥ 8-10, 3+♥	3♦ 10-11, 4+♥
1NT 5-12, Forcing	2♠ 0-4, 6+♠	3♥ 0-5, 4+♥
2♣ GF,	2NT GF, 4+♥	3♠ SPL raise
2♦ GF,	3♣ 6-9, 4+♥	3NT to play
other 4♣/4♦ = SPL raise		
1♠ 1NT 5-12, Forcing	2♠ 8-10, 3+♠	3♥ 6+ HCP 6+ H
2♣ GF,	2NT GF, 4+♠	3♠ 0-5, 4+♠
2♦ GF,	3♣ 6-9, 4+♠	3NT to play
2♥ GF,	3♦ 10-11, 4+♠	4♣ SPL raise
other 4♦/4♥ = SPL raise		
1NT 3♣ INV, 6+♣	3♠ GF, 13(54)	4♦ trs to H
3♦ INV, 6+♦	3NT to play	4♥ trs to S
3♥ GF, 13(54)	4♣ Gerber	4♠ N/A
other		
2♣ 2♦ Waiting	2NT 8+ BAL	3♥ N/A
2♥ 8+ HCP 5+♥	3♣ 8+ 6C or good 5C	3♠ N/A
2♠ 8+ HCP 5+♠	3♦ 8+ 6D or good 5D	3NT N/A
other		
2♦ 2♥ pass or correct	3♣ N/A	3♠
2♠ H Game interest	3♦ n/a	3NT
2NT Enquiry	3♥ S Game interest	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT ask minor	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT ask minor	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ pass or correct	3♠ 6+ solid S	4♦ INV to 5D
3♦	3NT to play	4♥ to play
3♥ 6+ solid H	4♣ INV to 5C	4♠ to play
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing

One round ☐

Game Forcing

Game force ☐

NT Checkback

☐

Priorities: 2C-INV 2D-GF

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

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

to

strong (2♣):

1♣/2♣

Over 1NT Interference Natural/ 2C X is stolen bid

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = PEN

10. OTHER NOTES