

## 4. BASIC RESPONSES

Jump raises - minors	Invite
Jump raises - Majors	Weak
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Bergen: 3♣ mixed, 3♦ 11-12 invite, 2N = Jacoby
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	Simple stayman, transfers

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b>		
Sequences:	Overlead	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
<b>Discards</b>	Low encourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd controls	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Two-way Checkback	
Cue Raises	

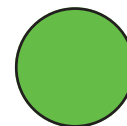
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	1175793	Anton Forster-Rohal, Gregor Forster-Rohal
& Names:	1177230	Sebastian Redin,
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 ☐

1♣ 2+ 11+	1♥ 5+ 11+
1♦ 4+ 11+	1♠ 5+ 11+

1NT (14)15-17 bal/semi bal, can have stiff honour, 6 minor may contain 5 card Major ☒

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ Minor hand
2♥ Transfer ♠	2NT Invite
other	

2♣ GF or 23+ Bal	
2♦ Weak 6♦ (can be 5 not vul)	
2♥ Weak 6♥ (can be 5 not vul)	
2♠ Weak 6♠ (can be 5 not vul)	
2NT 20-22	3NT
other	

## 2. PRE-ALERTS

Light action NV	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	15-18	Immediate cue of Major	Other Major + Minor
Over weak twos	X = TO	Over opening threes	X = TO
Over opponent's 1NT	X = values, 2♣ = Majors, 2N = Minors, otherwise natural		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 1♥ 4+♥ 1♠ 4+♠ 1NT no 4M 6-12 2♣ 5+♣ 6-9 other	2♦ Weak nat 2♥ Weak nat 2♠ Weak nat 2NT no 4M 11-12 3♣ 5+♣ Invite	3♦ Splinter 12+ 5+♣ 3♥ Splinter 12+ 5+♣ 3♠ Splinter 12+ 5+♣ 3NT To play 13-15 4♣ weak
1♦ 1♥ 4+♥ 1♠ 4+♠ 1NT no 4M 6-12 2♣ 5+♣ 12+ 2♦ 4+♦ 6-9 other	2♥ weak nat 2♠ weak nat 2NT no 4M 11-12 3♣ Splinter 12+ 4+♦ 3♦ 4+♦ Invite	3♥ Splinter 12+ 4+♦ 3♠ Splinter 12+ 4+♦ 3NT To play 13-15 4♣ 4♦
1♥ 1♠ 4+♠ 1NT 6-12 any 2♣ 2+♣ 12+ 2♦ 4+♦ 12+ other 4♣, 4♦ = Splinter	2♥ 6-9 3+♥ 2♠ 6+♠ weak 2NT GF 4+♥ 3♣ 7-10 4+♥	3♦ 10-12 4+♥ 3♥ 0-7 4+♥ 3♠ Splinter 3NT 13-15 to play
1♠ 1NT 6-12 any 2♣ 2+♣ 12+ 2♦ 4+♦ 12+ 2♥ 5+♥ 12+ other 4♦ = Splinter, 4♥ = natural	2♠ 6-9 3+♠ 2NT GF 4+♠ 3♣ 7-10 4+♠ 3♦ 10-12 4+♠	3♥ 6+♥ invite 3♠ 0-7 4+♠ 3NT 13-15 to play 4♣ Splinter
1NT 3♣ Nat GF 3♦ Nat GF 3♥ Nat GF other ^	3♠ Nat GF 3NT To play 4♣	4♦ 4♥ To play 4♠ To play
2♣ 2♦ Waiting 2♥ 6+♥ Good suit 2♠ 6+♠ Good suit other	2NT 3♣ 6+♣ Good suit 3♦ 6+♦ Good suit	3♥ 3♠ 3NT
2♦ 2♥ Nat forcing 2♠ Nat forcing 2NT Inquiry other	3♣ Natural forcing 3♦ Natural forcing 3♥ Nat forcing	3♠ Nat forcing 3NT To play 4♣

Notes

2♥ 2♠ Natural forcing 2NT Inquiry 3♣ Natural forcing other	3♦ Natural forcing 3♥ To play 3♠ Nat forcing	3NT To play 4♣ 4♥ To play
2♠ 2NT Inquiry 3♣ Natural forcing 3♦ Natural forcing other	3♥ Natural forcing 3♠ To play 3NT To play	4♣ To play 4♥ To play 4♠ To play
2NT 3♣ Stayman 3♦ Transfer H 3♥ Transfer S other	3♠ 3NT To play 4♣ Hearts	4♦ Spades 4♥ Natural 4♠ Natural

## 9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☐ Priorities:

Defence to 3NT opening

X = values

Defence to Opening Twos

X = takeout

Multi 2♦ 1-2-3 doubles

RCO style 2-s

Other 2-s

Defence X = majors, NT = minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

## 10. OTHER NOTES