## 4. BASIC RESPONSES Jump raises - minors weak Jump raises - Majors weak Jump shifts after minor opening weak in oM=limit raise, minors=weak Jump shifts after Major opening Responses to strong 2 suit open. 2D waiting Responses to 2NT opening 3C stayman, 3D/H tfr to H/S resp. 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus NoTrump (if different) Overlead, A-Attitude K-Count **Leads** Sequences: Four or more with an honour 4th highest 2nd highest From 4 small Middle From 3 cards (no honour) In partner's suit As above Discards Low Encourage Low-High = Even Count **Signal** on partner's lead: Low Encourage then S.P. Signal on declarer's lead: Count then S.P. Notes S.P. in obvious situations 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber X when? NT openings 4NT: Blackwood Slam Notes DOPI ROPI Cue Bids X 1st/2nd rd control Asking Bids X quantative 7. OTHER CONVENTIONS Supp X/XX up to 2H www.abf.com.au PDF Form Rev. 17D23 by RoL MyRev. Copyright © ABF 2017



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	Ramanan Rajkumar								
& Names:	Edmond Hong Pui Lee								
Basic System:									
Brown Sticker		lassification:	Green	X	Blue		Red	Yellow	
		1. C	PEI	VING	BIDS	3			
Describe stren	gth, minim	um length, or sp	oecific r	neaning				Canape	
1♣ 3+		1♥ 5+							
1♦ 3+		1 🛧 5	<b>5</b> +						
INT 15-17				may contain 5 card Major					
1NT Responses	2♣ sta	yman (may no	t have	4cM)					
2♦ tfr to		, , ,			tfr to C				
2♥ tfr to	S			2NT	tfr to D				
other									
2 <b>♣</b> 20+unba	l or 22+ b	al							
2♦ weak									
2♥ weak									
2♠ weak									
2NT 20-21 ba	al			3NT					
other									
		2.	PRE	-ALE	RTS				
	3	. COMPET	ITIVE	BIDS	OVEF	RCAL	LS )		
Negative doubles the	hrough	4H Jump o	vercalls	weak					
Responsive double	s through	4H Unusi	ual NT	LUBS					
1NT overcall - immediate 15-18			Im	Immediate cue of minor Michaels					
1NT overcall - re-opening 11-14			Im	Immediate cue of Major Michaels					
Over weak twos X takeout				Over openi	opening threes X takeout				
Over opponent's 1NT X pen									

## 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

		.9,	minimum length, or specific	,	g
1♣ 1♦	4+, 6+HCP	2	weak	3◆	splinter
1♥	4+,6+HCP	2	weak	<b>3</b>	splinter
1♠	4+,6+HCP	2	weak	3 <b>♠</b>	splinter
1NT	6-10 bal no 4 card mair	2NT	10-11 bal	3NT	12+ bal
2	4+,10+HCP F1	3 <b>-</b>	weak, 5+	4	
other					
1♦ 1♥	4+,6+HCP	2	weak	3 💙	splinter
1♠	4+,6+HCP	2	weak	<b>3</b>	splinter
1NT	6-10 bal, no 4 card mai	2NT	10-11 bal	3NT	12+ bal
2	4+,10+HCP	3 <b>-</b>	weak	4 <b>♣</b>	splinter
2	10+, 4+ F1	3	weak, 5+	4	
other					
1♥ 1♠	4+,6+HCP	2	3+, 6-10 HCP	3	weak
1NT	6-10, no H fit	2	3+ 10-12 HCP	<b>3</b>	4+, 0-6 HCP
2	4+,10+HCP	2NT	4+, 12+HCP GF	3	splinter
2	10+HCP	3 <b>-</b>	weak	3NT	13-15 bal choice of gar
other					_
1 <b>♠</b> 1NT	6-10, no S fit	2	3+, 6-10 HCP	3 💙	weak
	4+, 10+HCP		4+, 12+HCP bal GF	3	4+, 0-6 HCP
2	4+, 10+HCP		weak	3NT	13-15 bal choice of gar
2	5+, 10+HCP	3	weak	4 <b>♣</b>	splinter
other					
1NT 3♣		3		4	
3		_	to play, 9+HCP	4	
3♥			gerber asking aces 01€		
other			_		
2♣ 2♦	waiting	2NT	8+ HCP bal	3 💙	
	5+H, 10+HCP top 2 of			-	
	5+S, 10+HCP top 2 of				
other					
2♠ 2♥	5+H F1	3.4	5+C F1	3♠	
	5+S F1		3+D		to play
_	15+ F1	3		4 <b>♣</b>	/~/
other		<b>∪ ▼</b>		7-7-	
Motos					

Notes

2♥ 2♠	5+S F1	3◆	5+D	3NT	to play	
2NT	15+ F1	3 <b>Y</b>	3+H	4		
3♣	5+C	<b>3♠</b>		4	4+H	
other						
2 <b>♠</b> 2NT	15+ F1	3♥	5+H F1	4		
3♣	5+C F1	3 <b>♠</b>	3+S	4		
3◆	5+D F1	3NT	to play	4	4+S	
other						
2NT 3♣	stayman	3 <b>^</b>		4		
3◆	tfr to H	3NT	to play	4		
3♥	tfr to S	4	gerber	4		
other						
	9	. C	ONVENTIONS			
Jnusual	NT: Lower 2 unbid suit	is				
4th Suit	Forcing One round	7			Game force X	
	kback X Priorities:	⊒ Part	ners suit then maior		73.	
	to 3NT opening					
	to Opening Twos X-ta	keoi	ıt			
Multi 2		ROOC				
RCO styl						
Other 2-s			defense to atrona 4.8. a		ana)	
	(1♣): {Replace with	your	defence to strong 1 • 0		gs <sub>}</sub>	
to						
strong	(2♣):					
1 % / 2 %						
Over 1N1	Interference over X, X	XX sl	nows values (pen orient	ed), 2	2x is 5c suit to play, P de	Ì
Lebenso	hl - other uses					
Take out	of 4 level pre-empts		4♣/4♦ X takeout			
4	X takeout 4NT both min	ors	4♠ X takeout 4i	nt bot	h minors	
	10	). C	THER NOTES			