

4. BASIC RESPONSES

Jump raises - minors	Limit 6-9 with 5+
Jump raises - Majors	1♥-3♥ and 1♠-3♠ both weak.
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦=0-1 control
Responses to 2NT opening	Simple Stayman and transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	Overlead all
Four or more with an honour	4th	4th
From 4 small	2nd Top	4th
From 3 cards (no honour)	Middle	Bottom
In partner's suit	Natural	Natural
Discards	High Encourage	Low Encourage
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	High Encourage	High Encourage
Signal on declarer's lead:	Natural Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 03,14	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Lebinshohl	Cue bids
Long Suit Try	2 Way checkback
Bergen Raises	Dopi

www.abf.com.au

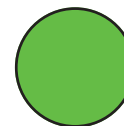
PDF Form Rev. 17D23 by RoL

MyRev.

Copyright © ABF 2017



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	959529^	Chen Ding
& Names:	546623	Daoping Nie
Basic System:		
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 <input type="checkbox"/>
1♣ 3+,11-22	1♥ 5+,11-22	
1♦ 3+,11-22	1♠ 5+,11-22	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ Transfer to ♥	2♠ Minors ask	
2♥ Transfer to ♠	2NT Clubs / Diamonds	
other		
2♣ Game Force		
2♦ 11-15, 5-4 majors		
2♥ 6+ ♥ Weak		
2♠ 6+ ♠ Weak		
2NT 21-22	3NT Solid Suit	
other		

2. PRE-ALERTS

Occasional light openings	1♥/1♠ - 1nt = One round force
Overcalls	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	Lowest
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors
1NT overcall - re-opening	13-15	Immediate cue of Major	Other Major + Minor
Over weak twos	x=take out	Over opening threes	x=take out
Over opponent's 1NT	x=Penalty (for both weak and strong NT)		
Cappelletti, 2♣=Single suited, 2♦ = Majors, 2♥=♥+minor, 2♠=♠+minor			

