

## 4. BASIC RESPONSES

Jump raises - minors	6-9, 5+
Jump raises - Majors	0-6, 4+
Jump shifts after minor opening	0-5, 6+
Jump shifts after Major opening	3♣ 6-9, 4M+, 3♦ 10-11(12), 4M+, 3M 0-5, 4M+
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	3♣ Puppet

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A = att, K = count	Overlead
Four or more with an honour	3rd/5th	4th
From 4 small	3rd/5th	4th
From 3 cards (no honour)	3rd/5th	2nd
In partner's suit	3rd/5th	
<b>Discards</b>	Low encourage	
<b>Count</b>	Low = even	
<b>Signal</b> on partner's lead:	Reverse att, reverse count	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> First/second round

## 7. OTHER CONVENTIONS

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AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	1171143	Yiwei Qi
& Names:	1185012	Ida Andersen
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

1♣ (10)11+, 3+♣	1♥ (10)11+, 5+♥
1♦ (10)11+, 3+♦	1♠ (10)11+, 5+♠
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ ♥	2♠ Range finder / ♣
2♥ ♠	2NT ♦
(DBl) 2y = nat, XX = to play, Pass = waiting	other 3♣ = Puppet (5-Card Stayman)

2♣	20+ / 22+ bal	
2♦	<10, (5)6+♦	
2♥	<10, (5)6+♥	
2♠	<10, (5)6+♠	
2NT	20-21 bal	3NT Gambling (Semi-solid 7 card minor)
other		

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	T/O, Support X/XX	Negative DBL thru	3♠
		Responsive DBL thru	3♠
Jump overcalls	Weak	Unusual NT	5-5 lower unbid suits
1NT overcall: (immediate)	15-18	(re-opening)	10-14
Immediate cue: (minor)	5-5 majors	(Major)	5-5 other major + minor
<b>Over:</b> Weak Twos	2NT = 15-18, X = T/O, L♣ Opening Threes	X = T/O	
Opponent's transfers	Cue = T/O, X = lead direct		
Opponent's 1NT	X = to play, 2♣ = majors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦ 0-5. 6+♦	3♦ 10-12, 5+♣, short ♦
1♥ 6+, 4+♥	2♥ 0-5, 6+♥	3♥ 10-12, 5+♣, short ♥
1♠ 6+, 4+♠	2♠ 0-5, 6+♠	3♠ 10-12, 5+♣, short ♠
1NT 6-11(12)	2NT 10-11(12), (4)5+♣	3NT To play
2♣ 12+, (4)5+♣	3♣ 6-9, 5+♣	4♣ -
other		
1♦ 1♥ 6+, 4+♥	2♥ 0-5, 6+♥	3♥ 10-12, 5+♦, short ♥
1♠ 6+, 4+♠	2♠ 0-5, 6+♠	3♠ 10-12, 5+♦, short ♠
1NT 6-11(12)	2NT 10-11(12), (4)5+♦	3NT To play
2♣ 12+, 4+♣	3♣ 5-7, 6+♣	4♣ 10-12, 5+♦, short ♣
2♦ 12+, (4)5+♦	3♦ 6-9, 5+♦	4♦ -
other		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 10-11(12), 4+♥
1NT 6-11(12)	2♠ 10-11(12), 3♥	3♥ 0-5, 4+♥
2♣ 12+, 4+♣	2NT Jacoby, 12+, 4+♥	3♠ 10-12, 4+♥, short ♠
2♦ 12+, 4+♦	3♣ 6-9, 4+♥	3NT To play
other		
1♠ 1NT 6-11(12)	2♠ 6-9, 3♠	3♥ 10-11(12), 3♠
2♣ 12+, 4+♣	2NT Jacoby, 12+, 4+♠	3♠ 0-5, 4+♠
2♦ 12+, 4+♦	3♣ 6-9, 4+♠	3NT To play
2♥ 12+, 5+♥	3♦ 10-11(12), 4+♠	4♣ 10-12, 4+♠, short ♣
other		
1NT 3♣ Puppet	3♠ 13(45/54), gf	4♦ ♥
3♦ 5-5 minors, gf	3NT To play	4♥ ♠
3♥ 31(45/54), gf	4♣ -	4♠ -
other		
2♣ 2♦ Waiting	2NT 10+, bal	3♥ -
2♥ 8+, 6+♥	3♣ 8+, 6+♣	3♠ -
2♠ 8+, 6+♠	3♦ 8+, 6+♦	3NT -
other		
2♦ 2♥ 14+, 5+♥	3♣ 14+, 5+♣	3♠ -
2♠ 14+, 5+♠	3♦ To play	3NT To play
2NT 15+, Feature Ogust	3♥ -	4♣ -
other		

Notes

2♥ 2♠ 14+, 5+♠	3♦ 14+, 5+♦	3NT To play
2NT 15+, Feature Ogust	3♥ To play	4♣ -
3♣ 14+, 5+♣	3♠ -	4♥ To play
other		
2♠ 2NT 15+, Feature Ogust	3♥ 14+, 5+♥	4♣ -
3♣ 14+, 5+♣	3♠ To play	4♥ -
3♦ 14+, 5+♦	3NT To play	4♠ To play
other		
2NT 3♣ Puppet	3♠ Minor Stayman	4♦ ♦
3♦ ♥	3NT To play	4♥ ♠
3♥ ♠	4♣ -	4♠ -
other		

## 9. CONVENTIONS

Unusual NT: 5-5 lower unbid

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: XYZ, up the line

Defence to 3NT opening

Defence to Opening Twos 2NT = 15-18, X = T/O, Lebensohl

Multi 2♦ X = values, 2M = nat

RCO style 2-s -

Other 2-s -

Defence (1♣) : nat

to

strong (2♣) : nat

1♣ / 2♣

Over 1NT Interference X = T/O, Lebensohl

Lebensohl - other uses -

Take out of 4 level pre-empts 4♣/4♦ Values

4♥ Values

4♠ Values

## 10. OTHER NOTES