

## 4. BASIC RESPONSES

Jump raises - minors	3m: 5+m 6-10 HCP
Jump raises - Majors	3M: 4+M 4-6 HCP, 4M: 5+M preempt.
Jump shifts after minor opening	weak preemptive.
Jump shifts after Major opening	2NT: 4+M FG, 3C: 4+M 10-11 HCP, 3D: 4+M 7-9HCP.
Responses to strong 2 suit open.	2D waiting, 2M/3m 5+/6+ long suit 8+HCP
Responses to 2NT opening	3C: 5-card M ask, 3D: H transfer 5+H, 3H: S transfer 5+S.

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Top of Sequence	
Four or more with an honour	4th card.	
From 4 small	Attitude	
From 3 cards (no honour)	Attitude	
In partner's suit	Attitude: Low encourage	
<b>Discards</b>	Attitude: Low encourage	
<b>Count</b>	Reverse Count: Low->high even	
<b>Signal</b> on partner's lead:	Attitude, Suit Preference.	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	41/03/25.
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> Cue bids show first round control*
Next non-trump suit bid is: RKCB trump Q ask, Gerber min/max ask.			
After trump suit agreed, jump shift to new-suit game is RKCB without that suit			

## 7. OTHER CONVENTIONS

*Modified for some 1NT sequences	Splinters
1NT gadgets	Two-way Drury
Lightner doubles	Sandwich 1NT
King ask: Answer with 14/03/2.	Scrambling 2NT
Two-Way Checkback	Bergen raises (see Section 8)

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Splinter to 1M openings weaker than 2NT response

Ogust 2NT after 2M preempts.

Inverted Minors

Kickback for minors



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	847844	Noah Klugman
& Names:	1183176	David Zheng

Basic System: 2/1

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

## 1. OPENING BIDS

1♣	3+ C, 11+ HCP	1♥	5+ H, 11+ HCP
1♦	3+ D, 11+ HCP	1♠	5+ S, 11+ HCP
1NT	15-17 bal or singleton Ace.	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ asking for 5-card major (Stayman)

2♦	Transfer showing 5+ Hearts	2♠	6+ D or slam try with xx54.
2♥	Transfer showing 5+ Spades	2NT	TRF to C, 6+C or slam try with xx45.
(Dbl)	At least opener's HCP.	other	3X: 6-card suit with 15+ HCP.

2♣	Strong 22+ HCP bal or 17+ HCP single-suited.		
2♦	6-card major, 6-10 HCP.		
2♥	5-card H, 4-card m, 6-10 HCP		
2♠	5-card S, 4-card m, 6-10 HCP		
2NT	bal, 20-21 HCP	3NT	Solid 7-card minor, no outside A/K.
other	3m: 6+m, 6-10 HCP. 3M: 7+M, 6-10 HCP. 4X/5X are similar preempts.		

## 2. PRE-ALERTS

Rubensohl	Weaker preempts when favourable.
May open light if favourable or 3rd seat	
More aggressive bidding when favourable.	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Lead directing, takeout, negative, support, Lightner	Negative DBL thru	3D
Rdbls:	Values, SOS over 1C & 1NT. Support dbl thru 3S.	Responsive DBL thru	4D
Jump overcalls	Weak preempts	Unusual NT	5-5 Lowest two unbid suits
1NT overcall: (immediate)	15-18 HCP bal with stopper.	(re-opening)	9-13 HCP bal.
Immediate cue: (minor)	55xx	(Major)	5-card oM, 5-card m.
<b>Over:</b> Weak Twos	dbl: Takeout, 12+HCP	Opening Threes	dbl: Takeout, 16+HCP
Opponent's transfers			
Opponent's 1NT	2C: 5-4 majors. 2D: 6-card major. 2H/2S: 5-card H/S with 4-card minor.		
2NT: xx55. 3X: Natural			
Modified for some 1NT openings.			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 5+HCP	2♦ 6+D, preempt	3♦ 7+D, preempt
1♥ 4+H, 5+HCP	2♥ 6+H, preempt	3♥ 7+H, preempt
1♠ 4+S, 5+HCP	2♠ 6+S, preempt	3♠ 7+S, preempt
1NT bal 6-10 HCP	2NT bal 10-11 HCP	3NT bal 12-17 HCP
2♣ 5+C, 12+HCP, FG	3♣ 5+C, preempt	4♣
other		
1♦ 1♥ 4+H, 5+HCP	2♥ 6+H, preempt	3♥ 7+H, preempt
1♠ 4+S, 5+HCP	2♠ 6+S, preempt	3♠ 7+S, preempt
1NT bal 6-10 HCP	2NT bal 10-11 HCP	3NT bal 12-17 HCP
2♣ 4+C, 12+HCP, FG	3♣ 7+C, preempt	4♣
2♦ 5+D, 12+HCP, FG	3♦ 5+D, preempt	4♦
other		
1♥ 1♠ 4+S, 5+HCP	2♥ 3+H, weak CONST	3♦ 4+H, 7-9 HCP
1NT 6-11 HCP, forcing	2♠ 3+H, 10-11 HCP	3♥ 4+H, preempt
2♣ 4+C, 12+HCP, FG	2NT 4+H, 12+HCP, FG	3♠ 4+H FG, 1-S.
2♦ 4+D, 12+HCP, FG	3♣ 4+H, 10-11 HCP	3NT 3+H bal.
other 4m: 4+H FG, 1-m.		
1♠ 1NT 6-11 HCP, forcing	2♠ 3+S, weak CONST	3♥ 3+S, 10-11 HCP
2♣ 3+C, 12+HCP, FG	2NT 4+S, 12+HCP, FG	3♠ 4+S, preempt
2♦ 4+D, 12+HCP, FG	3♣ 4+S, 10-11 HCP	3NT 3+S bal.
2♥ 5+H, 12+HCP, FG	3♦ 4+S, 7-9 HCP	4♣ 4+S FG shortage in C
other 4D: FG shortage in D. 4H: FG shortage in H.		
1NT 3♣ 6+C, 15+HCP	3♠ 6+S, 15+HCP	4♦ TRF 6+H weak
3♦ 6+D, 15+HCP	3NT To play.	4♥ TRF 6+S weak
3♥ 6+H, 15+HCP	4♣ Gerber	4♠ TRF 7+D weak
other 4NT: TRF 7+C weak.		
2♣ 2♦ Forcing	2NT bal 8-10 HCP	3♥
2♥ 5+H, 8+HCP	3♣ 6+C, 8+HCP	3♠
2♠ 5+S, 8+HCP	3♦ 6+D, 8+HCP	3NT bal 11+HCP
other		
2♦ 2♥ pass or correct	3♣	3♠
2♠	3♦	3NT
2NT Min/Max ask	3♥ pass or correct	4♣
other 4H: pass or correct		

Notes

2♥ 2♠	3♦	3NT
2NT Ogust	3♥ 2+H preempt	4♣ pass or correct.
3♣ pass or correct	3♠	4♥ To play.
other		
2♠ 2NT Ogust	3♥	4♣ pass or correct.
3♣ pass or correct	3♠ 2+S preempt	4♥
3♦	3NT	4♠ To play
other		
2NT 3♣ ASK 5-card M	3♠ TRF 6+D weak	4♦ TRF 6+H weak
3♦ 5+H TRF to H	3NT To play	4♥ TRF 6+S weak
3♥ 5+S TRF to S	4♣ Gerber	4♠ TRF 7+D weak
other 4NT: TRF 7+C weak.		

## 9. CONVENTIONS

**Unusual NT:** Lowest two unbid suits, 10+HCP unfav, 8+HCP VUL, 0+HCP fav

**4th Suit Forcing** One round ☐ Game force ☒

**NT Checkback** ☒ Priorities: Two way checkback: Bid up the line

**Defence to 3NT opening** Natural

**Defence to Opening Twos** Natural, Double: Rubensohl

Multi 2♦ Double multi for values, double major for takeout, next double for penalties.

RCO style 2-s

Other 2-s

**Defence** (1♣) : Natural

to

**strong** (2♣) : Natural

**1♣ / 2♣** First double for values, second double for takeout, third double for penalties

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X: Takeouts

4♥ X: Values

4♠ X: Values

## 10. OTHER NOTES