

4. BASIC RESPONSES

Jump raises - minors	0-6 HCP, 5+ card support
Jump raises - Majors	0-6 HCP, 4+ card support
Jump shifts after minor opening	if M, 6-HCP 6+ suit, if other m, 5-card invite in opening m
Jump shifts after Major opening	3♣ 4+M raise 6-9, 3♦ 4+M raise 10-12, other M 3M raise 10-12
Responses to strong 2 suit open.	2♦ waiting bid
Responses to 2NT opening	3♣ puppet 3♦/♥♥/♠ transfer 3♠ 5-5 in minors GF

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead All
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Attitude	
Signal on declarer's lead:	Count	
Notes First discard McKenney discard		
Suit preference when obvious		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKC	1430
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Specific K ask	
Kickback keycard in minors	

7. OTHER CONVENTIONS

Inverted minor	
Jacoby 2NT	
Ogust	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1773618	Shannon Ooi
& Names:	1770716	Duncan Lai

Basic System: 2/1

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

1. OPENING BIDS

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

1NT Responses 2♣ Simple Stayman

2♦ Transfer ♥	2♠ Range Probe/TRF ♣
2♥ Transfer ♠	2NT TRF ♦
(Dbl)	other 3♣ puppet 3♦ 5-5 in minors GF

2♣ 22+ BAL or any game force

2♦ 5+♥ 4♠ 8-15 HCP / 11-15 HCP depending on vulnerability

2♥ Weak, 6-10 HCP, 6♥

2♠ Weak, 6-10 HCP, 6♠

2NT 20-22 balanced

3NT Gambling, solid minor

other

2. PRE-ALERTS

1st / 3rd seat fav opening may be light

Aggressive preempts when vul favorable

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	3S
	Responsive DBL thru	3S

Jump overcalls weak Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-18 BAL (re-opening) 11-14

Immediate cue: (minor) Michaels 5/5 Majors (Major) Michaels 5M/5m

Over: Weak Twos Natural Opening Threes Natural

Opponent's transfers

Opponent's 1NT Multi-Landy

2♣ 5-4 in majors 2♦ 6 in a major 2♥ 5-4 in ♥ and a minor 2♠ 5-4 in ♠ and a minor

2NT 5-5 in minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+ HCP, 4+♦	2♦	10-11 HCP, 5+♣	3♦	GF, 1-♦, 5+♣
	1♥	6+ HCP, 4+♥	2♥	0-6 HCP, 6+♥	3♥	GF, 1-♥, 5+♣
	1♠	6+ HCP, 4+♠	2♠	0-6 HCP, 6+♠	3♠	GF, 1-♠, 5+♣
	1NT	6-9 HCP	2NT	10-11 HCP	3NT	To play
	2♣	GF, 4+♣	3♣	0-6 HCP, 5+♣	4♣	
other						
1♦	1♥	6+ HCP, 4+♥	2♥	0-6 HCP, 6+♥	3♥	GF, 1-♥, 5+♦
	1♠	6+ HCP, 4+♠	2♠	0-6 HCP, 6+♠	3♠	GF, 1-♠, 5+♦
	1NT	6-9 HCP	2NT	10-11HCP	3NT	To play
	2♣	GF, 4+♣	3♣	10-11 HCP, 5+♦	4♣	
	2♦	GF, 4+♦	3♦	0-6 HCP, 5+♦	4♦	
other						
1♥	1♠	6+ HCP, 5+♠	2♥	6-9 HCP, 3♥	3♦	10-11 HCP, 4+♥
	1NT	6-11 HCP, semi-force	2♠	10-11 HCP, 3♥	3♥	0-6 HCP, 4+♥
	2♣	GF, 4+♣	2NT	GF, 4+♥	3♠	GF, 1-♠, 4+♠
	2♦	GF, 4+♦	3♣	6-9 HCP, 4+♥	3NT	4333 choice of game
other						
1♠	1NT	6-11 HCP, semi-force	2♠	6-9 HCP, 3♠	3♥	10-11 HCP, 3♠
	2♣	GF, 4+♣	2NT	GF, 4+♠	3♠	0-6 HCP, 4+♠
	2♦	GF, 4+♦	3♣	6-9 HCP, 4+♠	3NT	4333 choice of game
	2♥	GF, 5+♥	3♦	10-11 HCP, 4+♠	4♣	GF, 1-♣, 4+♠
other						
1NT	3♣	Puppet Stayman	3♠		4♦	Transfer ♥
	3♦	5-5 in minors GF	3NT	To play	4♥	Transfer ♠
	3♥		4♣		4♠	
other						
2♣	2♦	Waiting bid	2NT		3♥	
	2♥		3♣		3♠	
	2♠		3♦		3NT	
other						
2♦	2♥	To play	3♣	To play	3♠	To play
	2♠	To play	3♦	Invite in a major	3NT	To play
	2NT	GF	3♥	To play	4♣	
other						

2♥ 2♠	Natural, Forcing	3♦	Natural, Forcing	3NT	To play
2NT	Ogust	3♥	To play	4♣	To play
3♣	Natural, Forcing	3♠	To play	4♥	To play
other					
2♠ 2NT	Ogust	3♥	Natural, Forcing	4♣	To play
3♣	Natural, Forcing	3♠	To play	4♥	To play
3♦	Natural, Forcing	3NT	To play	4♠	To play
other					
2NT 3♣	Puppet Stayman	3♠	5-5 in minors GF	4♦	Transfer ♥
3♦	Transfer ♥	3NT	To play	4♥	Transfer ♠
3♥	Transfer ♠	4♣		4♠	
other					

9. CONVENTIONS

Unusual NT: 5-5 in Lowest unbid 2 suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to Light 1 level openings and aggressive preempts when equal or favourable vul

strong (2♣):

1♣ / 2♣

Over 1NT Interference Direct bid at 3 level GF

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ **Takeout**

4♥ Takeout

4♠ Takeout

10. OTHER NOTES

Notes