

4. BASIC RESPONSES

Jump raises - minors	limit raise
Jump raises - Majors	limit raise
Jump shifts after minor opening	over 1♣ artificail, over 1♦ weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	Natural
Responses to 2NT opening	Multi-Landy

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Standard	
Discards	Count, otherwise McKenny	
Count	Natural	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

4NT Quantatative	

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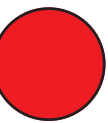
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 697982 Dimitri Hnaris
& Names: 1093800 Luke Black

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 4+♣, 11-17 HCP OR 18+ HCP, Any 1♥ 4+♥, 11-17 HCP

1♦ 4+♦, 11-17 HCP 1♠ 4+♠, 11-17 HCP

1NT Semi-Balanced, 15-17 HCP may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥ 2♠ TRF ♣ OR Range Ask

2♥ TRF ♠ 2NT TRF ♦

(Dbl) XX = strong, other = systems off other Smolen

2♣ Precision 2C, 11 to15 HCP 5+ Clubs

2♦ 6M, 6-10 HCP Multi, weak in either Major

2♥ 5♥/4+m, 6-10 HCP Muidberg 2's

2♠ 5♠/4+m, 6-10 HCP Muidberg 2's

2NT 5/5 m, 6-10 HCP Unusual 2NT 3NT Gambling, Solid minor

other 2♣ and 2NT can be less distributional based on position/VUL, up to 4/4 3rd seat NV

2. PRE-ALERTS

1♣ 4+♣ (11-17) Single suited, no side suit Canape in ♣ only

1♦/♥/♠ (11-17) May contain longer ♣ Standard order of bidding 4 cards (♥/♠/♦)

5+♣ / 4other, open 1♦/♥/♠ and rebid 2♣

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4H

Responsive DBL thru 4H

Jump overcalls Weak Unusual NT Lower 2 unbid, weak or strong

1NT overcall: (immediate) 15-18, Systems on (re-opening) 10-14, Systems off

Immediate cue: (minor) 5/5 M, weak or strong (Major) 5 OtherM/5m, weak or strong

Over: Weak Twos Lebensohl Opening Threes Natural

Opponent's transfers X = lead directing, cue = takeout

Opponent's 1NT Multi-Landy X = Penalty, 2♣ = both Majors, 2♦ = Single Suit, 2M =M/m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Any, 0-5 OR minor 10+ 1♥ 4+♥, 6+ 1♠ 4+♠, 6+ 1NT BAL, 10-11, 4cM all 2♣ 3+♣, 6-9 NF other	2♦ 5+♦, 6-9 NF 2♥ 4-1-4-4, 10-12 F1 2♠ 1-4-4-4, 10-12 F1 2NT BAL, 13-15, 4cM allow 3♣ Any, AKQxxx other	3♦ 4-4-1-4, 13-15 GF 3♥ 4-1-4-4, 13-15 GF 3♠ 1-4-4-4, 13-15 GF 3NT 4-4-4-1, 13-15 GF 4♣ RKCB ♣ other	4♦ 4+♥, 6+ 4♠ 4+♠, 6+ 1NT BAL, 6-10 NF 2♣ Any, 10+ F1 2♦ 3+D, 6-9 other
1♥ 1♠ 4+♠, 6-9 1NT Any, 6-10 NF 2♣ Any, 10+ F1 2♦ 5+D, 12+ GF other	2♥ 3+♥ 6-9 2♠ 6♠, 5-7 2NT Bal, 12-15 GF 3♣ 4+♥, 12+ GF other	3♦ 4+♥, 10-11 Invt 3♥ 4+♥, 6-9 3♠ 7♠, 5-7 3NT To play other	4♥ 4+♥, 6+ 4♠ 4+♠, 6-9 NF 2♥ 5+♥, 12+ GF 2♦ 5+♦, 12+ GF 2♥ 5+♥, 12+ GF other
1NT 3♣ 6+♣, 2/3 Honours 3♦ 6+♦, 2/3 Honours 3♥ 3-1-5/4m GF other	3♠ 1-3-5/4m GF 3NT To play 4♣ RKCB ♣ other	4♦ RKCB ♦ 4♥ To play 4♠ To play other	2♦ 2♥ No preference 2♥ Preference 2♠ Preference other
2♦ 2♥ Pass or Correct 2♠ Pass or correct 2NT Strong ask other	2NT Stron Ask 3♣ To play 3♦ To play 3♣ To play 3♦ To play 3♥ both M, ♥ preference 3♦ To play 3NT To play 3♥ both M, ♠ preference 4♣	3♥ To play 3♠ To Play 3NT To Play other	2♣ 2♦ No preference 2♥ Preference 2♠ Preference other

Notes When raising minor suit opening or bidding NT, responder can bypass 4cM.

1♣ opener does not have 4cM unless strong and can rebid. (single suit clubs or strong)

1♦ opener does not have 4cM unless distributional and can rebid.(5+♦/4M)

2♥ 2♠ To play 2NT Minor Ask 3♣ To play other	3♦ To play 3♥ To play 3♠ To play other	3NT To play 4♣ 4♥ other	2♠ 2NT Minor ask 3♣ To play 3♦ other
2NT 3♣ Preference 3♦ Preference 3♥ To play other	3♠ To play 3NT To play 4♣ Preempt other	4♦ Preempt 4♥ To play 4♠ To play other	3♥ To play 3♠ To play 3NT To play other

9. CONVENTIONS

Unusual NT: 5/5/ lower 2 unbid suits, weak or strong

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos Lebensohl

Multi 2♦ Lebensohl

RCO style 2-s

Other 2-s

Defence (1♣) : Multi Landy

to

strong (2♣) : Multi Landy

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES