

4. BASIC RESPONSES

Jump raises - minors	6-9 ish
Jump raises - Majors	0-6 ish
Jump shifts after minor opening	Natural INV
Jump shifts after Major opening	3♣=7-9 with 4+ or 10-12 with 3, 3♦=10-12 with 4+
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = Stayman, 3♦/3♥=Transfers, 3♠=Minor Suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead (1-under for UB)
Four or more with an honour	4th	4th
From 4 small	2nd/4th	Top/2nd/4th
From 3 cards (no honour)	2nd/low	Top/2nd
In partner's suit	Low	Low
Discards	Low Enc	Low Enc
Count	Reverse	Reverse
Signal on partner's lead:	Low Enc/Reverse Count	Low Enc/Reverse Count
Signal on declarer's lead:	Suit Preference in Trump suit, Suit Preference in NT's	
Notes		

6. SLAM CONVENTIONS 4♣ Gerber

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

7. OTHER CONVENTIONS

Low level transfers in Competition	
Drury	
2-way Checkback	
Non-compulsory Support X/XX	
Drury	

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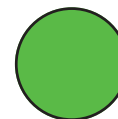
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**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	615285	Andy Hung
& Names:	711128	Shane Harrison
Basic System:	2/1 GF	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u> 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		Canapé <input type="checkbox"/>
1♣ 2+♣	1♥ 5+♥	
1♦ 4+♦	1♠ 5+♠	
1NT 14+-17 (13+-16 in 1st seat NV vs V)	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman		
2♦ 5+♥	2♠ Range Ask or Clubs	
2♥ 5+♠	2NT Asks for 5-card Major	
(Dbl) If X=Pen, XX=Pen, 2x=Nat	other 3♣=Diamonds	

2♣ Any GF or 23+NT	
2♦ 6+♦ weak, but 5+♦ 0-6 in 1st seat NV vs V	
2♥ 6+♥ weak, but 5+♥ 0-6 in 1st seat NV vs V	
2♠ 6+♠ weak, but 5+♠ 0-6 in 1st seat NV vs V	
2NT 20-22	3NT Gambling
other	

2. PRE-ALERTS

Aggressive in 1st seat NV vs V	Support X and XX
May respond light	May open (very) light in 3rd seat
Low level transfers in competition	

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls Weak	Unusual NT	Lowest 2 unbid suits
1NT overcall: (immediate) 15-18	(re-opening)	11-14/13-16
Immediate cue: (minor) Varies	(Major)	Other Major + minor
Over: Weak Twos X = T/O	Opening Threes X = T/O	
Opponent's 1NT X = Penalty, 2♣ = Both Majors, 2♦ = 1 Major, 2M = 5+M 4+m		
Vs. Weak NT: As above, but 2NT=4♥6+m, 3m=4♠6+m		
Doubles (1m) X = Takeout X, but may be slightly offshape	Negative DBL thru	4♥
Support X and XX up to 2♥	Responsive DBL thru	4♥

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ 6+♦ INV	3♦ Void SPL
1♥ 4+♥	2♥ 6+♥ INV	3♥ Void SPL
1♠ 4+♠	2♠ 6+♠ INV	3♠ Void SPL
1NT 6-10	2NT Nat INV	3NT
2♣ 10+ 4+♣	3♣ 6-9 ish	4♣
other		
1♦ 1♥ 4+♥	2♥ 6+♥ INV	3♥ Void SPL
1♠ 4+♠	2♠ 6+♠ INV	3♠ Void SPL
1NT 6-10	2NT Nat INV	3NT
2♣ 4+♣ GF	3♣ 6+♣ INV	4♣
2♦ 10+ 4+♦	3♦ 6-9 ish	4♦
other		
1♥ 1♠ 4+♠	2♥ 6-9 ish	3♦ 10-12 4+♥
1NT (0)5-12 SF	2♠ 6+♠ INV	3♥ 0-6 ish
2♣ 2+♣ GF	2NT 4+♥ GF	3♠ 9-11 any singleton
2♦ 5+♦ GF	3♣ 7-9 4+♥ or 10-12 3♥	3NT 9-11 ♠ void
other		
1♠ 1NT (0)5-12 SF	2♠ 6-9 ish	3♥ 6+♥ INV
2♣ 2+♣ GF	2NT 4+♠ GF	3♠ 0-6 ish
2♦ 5+♦ GF	3♣ 7-9 4+♠ or 10-12 3♠	3NT 9-11 any singleton
2♥ 5+♥ GF	3♦ 10-12 4+♠	4♣ 9-11 ♣ void
other	4♦=9-11 ♦ void, 4♥=To play	
1NT 3♣ 6+♦ Transfers	3♠ SPL	4♦ Trf ♠
3♦ 5+5+ minors GF	3NT To play	4♥ To play
3♥ SPL	4♣ Trf ♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ Nat positive	3♣ Nat positive	3♠
2♠ Nat positive	3♦ Nat positive	3NT
other		
2♦ 2♥ Nat F1, NF 1st fav	3♣ Nat F1, NF 1st fav	3♠
2♠ Nat F1, NF 1st fav	3♦	3NT
2NT	3♥	4♣
other		

Notes Over 1st seat NV v V preempts, new suit = Nat NF

Over other preempts, new suit = F1

2♥ 2♠ Nat F1, NF 1st fav	3♦	3NT
2NT Inquiry	3♥	4♣
3♣ Nat F1, NF 1st fav	3♠	4♥
other		
2♠ 2NT Inquiry	3♥ Nat F1, NF 1st fav	4♣
3♣ Nat F1, NF 1st fav	3♠	4♥ To play
3♦ Nat F1, NF 1st fav	3NT	4♠
other		
2NT 3♣ Stayman	3♠ Minor Suit Stayman	4♦ 6+♠ slam try
3♦ 5+♥	3NT To play	4♥ 6+♣ slam try
3♥ 5+♠	4♣ 6+♥ Slam try	4♠ 6+♦ slam try
other		

9. CONVENTIONS

Unusual NT: Lowest 2 Unbid Suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X,X,X

RCO style 2-s

Other 2-s

Defence (1♣) : X=Majors, 1NT=Minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses Slow shows the other major

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=T/O 4♠ X=T/O or points

10. OTHER NOTES

2NT often 4-card raise in competition

2NT in response to X in competition often 2(3) places to play

3♠ (for ♥) and 3NT (for ♠) are non-serious slam tries when fit is agreed in GF auctions

5NT pick a slam