

4. BASIC RESPONSES

Jump raises - minors	5+ card, 6-9HCP
Jump raises - Majors	4+ Support, limit raise
Jump shifts after minor opening	Weak 6+ cards
Jump shifts after Major opening	10P 6+Card
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	3C Puppet; 3D/3H 3H/3S(Transfer); 3S Minor ask

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All, king for count	
Four or more with an honour	4th highest	
From 4 small	2nd usually	2nd highest
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	High Encourage	
Count	High-Low=Even	
Signal on partner's lead:	High Encourage	
Signal on declarer's lead:	Count if necessary	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/> After NT opened
4NT: Blackwood <input type="checkbox"/> RKCB 14/03
Asking Bids <input type="checkbox"/> Cue Bids <input type="checkbox"/>
A/K, void/singleton

7. OTHER CONVENTIONS

4th suit=Game forcing	Ogust
Lebensohl	2 way Checkback
Super accept	2C Rev Drury over 3/4 seat 1M
Splinter	Support X and XX
New minor forcing over 2NT rebid	1M (X) 2NT limit raise or better



AUSTRALIAN BRIDGE
FEDERATION LTD



STANDARD SYSTEM CARD

ABF Nos.	22381	Peter Gill
& Names:	874183	Charlie Lu
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 Describe strength, minimum length, or specific meaning Canapé

1♣ 3+ 11-19P	1♥ 5+ 11-19P
1♦ 3+ 11-19P	1♠ 5+ 1-19P
1NT 15-17P	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman Simple; If G.F, could be no 4 cards Major

2♦ Transfer to H 2♠ Minor ask

2♥ Transfer to S 2NT Invitation

(Dbl) other 3C/3D to play

2♣ Game Forcing

2♦ 6+ 5-10HCP

2♥ 6+ 5-10HCP

2♠ 6+ 5-10HCP

2NT 20-22HCP

3NT Gambling

other

2. PRE-ALERTS

Forcing 1NT over Majors

Inverted Minors

Support X and XX

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4H

Responsive DBL thru 4H

Jump overcalls Week Unusual NT Unbid 2 lower suits

1NT overcall: (immediate) 15-18 BAL (re-opening) 12-14 BAL

Immediate cue: (minor) Michaels 5/5 Majors 6-10+ (Major) 5 other Major & 5 Minor 6-10+

Over: Weak Twos X=T/O with lebbensohl Opening Threes X=T/O

Opponent's transfers

Opponent's 1NT 2C=Both Major 5/4, X = similar HP.

other suit = natural 5+

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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+D	2♦ Weak, Nat	3♦ Weak 7+D
1♥ 6+HCP 4+H	2♥ Weak, Nat	3♥ Weak 7+H
1♠ 6+HCP 4+S	2♠ Weak, Nat	3♠ Weak 7+S
1NT 8-10 Bal	2NT 11-13HCP	3NT 14-16HP
2♣ 11+HCP 5+C	3♣ 6-9HCP 5+C	4♣ To play
other		
1♦ 1♥ 6+HCP 4+H	2♥ Weak, Nat	3♥ Weak 7+H
1♠ 6+HCP 4+S	2♠ Weak, Nat	3♠ Weak 7+S
1NT 8-10 Bal	2NT 11-13HCP	3NT 14-16HP
2♣ 13+HCP 4+C	3♣ Weak 6+C	4♣ Splinter
2♦ 11+HCP 5+D	3♦ 6-9HCP 5+C	4♦ To play
other		
1♥ 1♠ 6 +HCP 4+S	2♥ 6-10HCP 3+Cards	3♦ 9-11HP 6+D
1NT 5-12HCP Forcing	2♠ Weak, Nat	3♥ 9-11HCP 4+H
2♣ GF 4 + C	2NT GF	3♠ Splinter
2♦ GF 4 + D	3♣ 9-11HCP 6+C	3NT To play
other 4C splinter, 4D splinter, 4S to play		
1♠ 1NT 5-12HCP Forcing	2♠ 6-10HCP 3+S	3♥ 9-11HP 6+H
2♣ G.F 4+C	2NT GF	3♠ 9-11HCP 4+S
2♦ G.F 4+D	3♣ 9-11HCP 6+C	3NT To play
2♥ G.F 5+H	3♦ 9-11HP 6+D	4♣ Splinter
other 4D splinter, 4H splinter		
1NT 3♣ 6+C to play	3♠ Singleton	4♦ transfer to H
3♦ 6+D to play	3NT To Play	4♥ transfer to S
3♥ Singleton	4♣ Gerber	4♠ Minor stayman
other		
2♣ 2♦ Waiting or negative	2NT 8+HCP BAL	3♥
2♥ 8+HCP 5+H	3♣ 8+HCP 5+C	3♠
2♠ 8+HCP 5+S	3♦ 8+HCP 5+D	3NT
other		
2♦ 2♥ 5+H NF	3♣ 6+C Invitational	3♠
2♠ 5+S NF	3♦ Weak, 3+D	3NT To Play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ 5+S NF	3♦ 6+Cards, Invite	3NT To Play
2NT Ogust	3♥ Weak, 3+H	4♣
3♣ 6+C Invitational	3♠	4♥ To Play
other		
2♠ 2NT Ogust	3♥ 6+Cards, Invite	4♣
3♣ 6+Cards, Invite	3♠ Weak, 3+S	4♥ To Play
3♦ 6+Cards, Invite	3NT To Play	4♠ To Play
other		
2NT 3♣ Puppet Stayman	3♠ Minor ask	4♦ Transfer to 4H
3♦ Transfer to H	3NT To Play	4♥ Transfer to 4S
3♥ Transfer to S	4♣ Gerber	4♠ Minor ask, 5/5 C & D
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Two way checkback

Defence to 3NT opening X=Penalty

Defence to Opening Twos X=T/O with Lebensohl

Multi 2♦ X=T/O with Lebensohl

RCO style 2-s

Other 2-s

Defence (1C) X=both Majors, 1NT=both Minors

to

strong (2C) : Natural

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over dbl of weak two

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

4♥ X=T/O

4♠ X=T/O

10. OTHER NOTES