

4. BASIC RESPONSES

Jump raises - minors	weak <10
Jump raises - Majors	3M = 4+M 0-5 HCP, 4M: 4+M to play.
Jump shifts after minor opening	weak 6+, 2-5
Jump shifts after Major opening	2NT = 4+M FG, 3♣ = 4+M 10-11HCP, 3♦ = 4+M 7-9HCP.
Responses to strong 2 suit open.	2♦ Waiting
Responses to 2NT opening	Puppet Stayman Jacoby Xfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Xx xXx Hh hxX	
Discards	McKenney	
Count	Natural Count	
Signal on partner's lead:	Attitude - Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Suit Preference when obvious	

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	RKCG Over NT and Stayman
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st or 2nd round control
5NT after 4NT specific kings ask.		

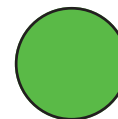
7. OTHER CONVENTIONS

Jacoby 2NT	Cue Raises
FSF to Game	support double
inverted minor	maximal double
Splinter	2 way drury
2 way checkback	Bergen - 3C=10/11, 3D=6-9
www.abf.com.au	1♠-3♥ = 10/11 3 card support, also 1♥-2♠
PDF Form Rev. 21E29 by RoL	rubensohl
MyRev.	Non serious 3NT
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	25100	Clive Klugman
& Names:	847844	Noah Klugman

Basic System: 2/1

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

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

1♣ 11+HCP, 3+	1♥ 5+
1♦ 11+HCP, 3+	1♠ 5+

1NT 15-17 Bal may contain 5 card Major ☒

1NT Responses	2♣ 5 card Stayman
2♦ -> ♥	2♠ -> ♣
2♥ -> ♠	2NT -> ♦
(Dbl) system On	other 2C->2NT 8/9 inv

2♣	22+Bal or 3 loser GF	
2♦	Weak 6 card Major	
2♥	5♥ 8-10 points	
2♠	5♠ 8-10 points	
2NT	20-21	3NT
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Support, Maximal, T/O X	Negative DBL thru	3♠
		Responsive DBL thru	3♠
Jump overcalls	Weak	Unusual NT	LUBs
1NT overcall: (immediate)	15-18 System ON	(re-opening)	11-14 System OFF
Immediate cue: (minor)	Both Majors	(Major)	Other Major & Minor
Over: Weak Twos	Natural	Opening Threes	Natural 16+
Opponent's transfers	= X Lead directing		
Opponent's 1NT	Capaletti X long minor 2♣ 5/5 majors 2♦ long major 2♥♥& Minor		
2♠♣ & Minor (X is penalties over weak NT)	2NT - both minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥	3♦
1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
other		
1♠ 1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠ 2NT 3♣ other	3♦ 3♥ 3♠	3NT 4♣ 4♥
2♠ 2NT 3♣ 3♦ other	3♥ 3♠ 3NT	4♣ 4♥ 4♠
2NT 3♣ 3♦ 3♥ other	3♠ 3NT 4♣	4♦ 4♥ 4♠

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback ☐ Priorities:

Defence to 3NT opening	
1NT	2NT
2NT	3NT
3NT	4NT
4NT	5NT
5NT	6NT
6NT	7NT
7NT	8NT
8NT	9NT
9NT	10NT
10NT	11NT
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90NT	91NT
91NT	92NT
92NT	93NT
93NT	94NT
94NT	95NT
95NT	96NT
96NT	97NT
97NT	98NT
98NT	99NT
99NT	100NT

Defence to Opening Twos

Multi 2 ♦

RCO style 2-s

Other 2-s	
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Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference	
1NT	1NT
2NT	2NT
3NT	3NT
4NT	4NT
5NT	5NT
6NT	6NT
7NT	7NT
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100NT	100NT

Lebensohl - other uses	
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Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES