

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 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

1♠-3♥ = 10/11 3 card support, also 1♥-2♠

rubensohl

Non serious 3NT

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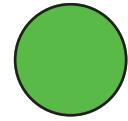
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AUSTRALIAN BRIDGE
FEDERATION LTD.
STANDARD SYSTEM CARD



ABF Nos.	25100	Clive Klugman
& Names:	847844	Noah Klugman
Basic System:	2/1	
Brown Sticker	<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, min.length, or specific meaning

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

9. CONVENTIONS

Unusual NT:

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

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥ 4♠

10. OTHER NOTES