

4. BASIC RESPONSES

Jump raises - minors	2m: 5+m FG, 3m: 5+m 6-10 HCP
Jump raises - Majors	3M: 4+M 4-6 HCP, 4M: 5+M preempt.
Jump shifts after minor opening	weak preemptive.
Jump shifts after Major opening	2NT: 4+M FG, 3C: 4+M 10-11 HCP, 3D: 4+M 7-9HCP.
Responses to strong 2 suit open.	2D waiting, 2M/3m 5+/6+ long suit 8+HCP
Responses to 2NT opening	3C: 5-card M ask, 3D: H transfer 5+H, 3H: S transfer 5+S.

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top of Sequence	
Four or more with an honour	4th card.	
From 4 small	Attitude	
From 3 cards (no honour)	Attitude	
In partner's suit	Attitude: Low encourage	
Discards	Attitude: Low encourage	
Count	Reverse Count: Low->high even	
Signal on partner's lead:	Attitude, Suit Preference.	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4♣: Blackwood <input type="checkbox"/> RKCB 41/03/25.	4♣ Gerber <input checked="" type="checkbox"/>
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Cue bids show first or second round control*	
Next non-trump suit bid is: RKCB trump Q ask, Gerber min/max ask.	
After trump suit agreed, jump shift to new-suit game is RKCB without that suit	

7. OTHER CONVENTIONS

*Modified for some 1NT sequences	Splinters
1NT gadgets	Two-way Drury
Lightner doubles	Sandwich 1NT
King ask: Answer with 14/03/2.	Scrambling 2NT
Two-Way Checkback	Bergen raises (see Section 8)

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD

ABF Nos.	847844	Noah Klugman
& Names:	1183176	David Zheng

Basic System: 2/1

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

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

1♣ 3+ C, 11+ HCP	1♥ 5+ H, 11+ HCP
1♦ 3+ D, 11+ HCP	1♠ 5+ S, 11+ HCP

1NT 15-17 bal or singleton Ace. may contain 5 card Major ☒

1NT Responses 2♣ asking for 5-card major (Stayman)

2♦ Transfer showing 5+ Hearts	2♠ 6+ D or slam try with xx54.
2♥ Transfer showing 5+ Spades	2NT TRF to C, 6+C or slam try with xx45.
(Dbl) At least opener's HCP.	other 3X: 6-card suit with 15+ HCP.

2♣ Strong 22+ HCP bal or 17+ HCP single-suited.

2♦ 6-card major, 6-10 HCP.

2♥ 5-card H, 4-card m, 6-10 HCP

2♠ 5-card S, 4-card m, 6-10 HCP

2NT bal, 20-21 HCP

3NT Solid 7-card minor, no outside A/K.

other 3m: 6+m, 6-10 HCP. 3M: 7+M, 6-10 HCP. 4X/5X are similar preempts.

2. PRE-ALERTS

Rubensohl	Weaker preempts when favourable.
May open light if favourable or 3rd seat	
More aggressive bidding when favourable.	

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	2S
	Responsive DBL thru	4D

Jump overcalls Weak preempts Unusual NT 5-5 Lowest two unbid suits

1NT overcall: (immediate) 15-18 HCP bal with stopper. (re-opening) 9-13 HCP bal.

Immediate cue: (minor) 55xx (Major) 5-card oM, 5-card m.

Over: Weak Twos dbl: Takeout, 12+HCP Opening Threes dbl: Takeout, 16+HCP

Opponent's transfers

Opponent's 1NT 2C: 5-4 majors. 2D: 6-card major. 2H/2S: 5-card H/S with 4-card minor.

2NT: xx55. 3X: Natural weak.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 5+HCP	2♦ 6+D, preempt	3♦ 7+D, preempt
1♥ 4+H, 5+HCP	2♥ 6+H, preempt	3♥ 7+H, preempt
1♠ 4+S, 5+HCP	2♠ 6+S, preempt	3♠ 7+S, preempt
1NT bal 6-10 HCP	2NT bal 10-11 HCP	3NT bal 12-17 HCP
2♣ 5+C, 12+HCP, FG	3♣ 5+C, preempt	4♣
other		
1♦ 1♥ 4+H, 5+HCP	2♥ 6+H, preempt	3♥ 7+H, preempt
1♠ 4+S, 5+HCP	2♠ 6+S, preempt	3♠ 7+S, preempt
1NT bal 6-10 HCP	2NT bal 10-11 HCP	3NT bal 12-17 HCP
2♣ 4+C, 12+HCP, FG	3♣ 7+C, preempt	4♣
2♦ 5+D, 12+HCP, FG	3♦ 5+D, preempt	4♦
other		
1♥ 1♠ 4+S, 5+HCP	2♥ 3+H, weak CONST	3♦ 4+H, 7-9 HCP
1NT 6-11 HCP, forcing	2♠ 3+H, 10-11 HCP	3♥ 4+H, preempt
2♣ 4+C, 12+HCP, FG	2NT 4+H, 12+HCP, FG	3♠ 7+S, preempt
2♦ 4+D, 12+HCP, FG	3♣ 4+H, 10-11 HCP	3NT 3+H bal.
other 4m: 4+H FG, shortage in m.		
1♠ 1NT 6-11 HCP, forcing	2♠ 3+S, weak CONST	3♥ 3+S, 10-11 HCP
2♣ 3+C, 12+HCP, FG	2NT 4+S, 12+HCP, FG	3♠ 4+S, preempt
2♦ 4+D, 12+HCP, FG	3♣ 4+S, 10-11 HCP	3NT 3+S bal.
2♥ 5+H, 12+HCP, FG	3♦ 4+S, 7-9 HCP	4♣ 4+S FG shortage in C
other 4D: FG shortage in D.		
1NT 3♣ 6+C, 15+HCP	3♠ 6+S, 15+HCP	4♦ TRF 6+H weak
3♦ 6+D, 15+HCP	3NT To play.	4♥ TRF 6+S weak
3♥ 6+H, 15+HCP	4♣ Gerber	4♠ TRF 7+D weak
other 4NT: TRF 7+C weak.		
2♣ 2♦ Forcing	2NT bal 8-10 HCP	3♥
2♥ 5+H, 8+HCP	3♣ 6+C, 8+HCP	3♠
2♠ 5+S, 8+HCP	3♦ 6+D, 8+HCP	3NT bal 11+HCP
other		
2♦ 2♥ pass or correct	3♣	3♠
2♠	3♦	3NT
2NT Min/Max ask	3♥ pass or correct	4♣
other 4H: pass or correct		

Notes

2♥ 2♠	3♦	3NT
2NT Ogust	3♥ 2+H preempt	4♣
3♣ pass or correct	3♠	4♥ To play.
other		
2♠ 2NT Ogust	3♥	4♣
3♣ pass or correct	3♠ 2+S preempt	4♥
3♦	3NT	4♠ To play
other		
2NT 3♣ ASK 5-card M	3♠ TRF 6+D weak	4♦ TRF 6+H weak
3♦ 5+H TRF to H	3NT To play	4♥ TRF 6+S weak
3♥ 5+S TRF to S	4♣ Gerber	4♠ TRF 7+D weak
other 4NT: TRF 7+C weak.		

9. CONVENTIONS

Unusual NT: Lowest two unbid suits, 10+HCP unfav, 8+HCP VUL, 0+HCP fav

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Two way checkback: Bid up the line

Defence to 3NT opening Natural

Defence to Opening Twos Rubensohl

Multi 2♦ First double for values, second double for takeout, third double for penalties.

RCO style 2-s

Other 2-s

Defence (1♣) :
to
strong (2C) :
1♣ / 2♣ First double for values, second double for takeout, third double for penalties

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empt 4♣/4♦

4♥

4♠

10. OTHER NOTES