

4. BASIC RESPONSES

Jump raises - minors	6-9ish
Jump raises - Majors	0-6ish
Jump shifts after minor opening	Nat Weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D always
Responses to 2NT opening	Stayman+Transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4ths	
From 4 small	4th	High
From 3 cards (no honour)		High
In partner's suit		
Discards	Low Encourage	
Count		
Signal on partner's lead:	Low Encourage, Suit pref	
Signal on declarer's lead:	Some suit preference	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	0314	4♣ Gerber	<input type="checkbox"/>
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd	

7. OTHER CONVENTIONS

4th suit GF	Checkback
Jacoby	Blackout

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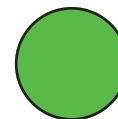
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.
& Names: Nabil Edgtton + Alex Antonios

Basic System: Basic 2/1 GF

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

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

1♣ 2+ 1♥ 5+
1♦ 4+ 1♠ 5+
1NT 15-17 may contain 5 card Major ☒

1NT Responses 2♣ Stayman	
2♦ H	2♠ C
2♥ S	2NT INV
(Dbl)	other 3C=Diamonds

2♣ GF or 22+Bal
2♦ Weak
2♥ Weak
2♠ Weak
2NT 20-21 3NT
other

2. PRE-ALERTS

Some aggressive actions at green

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O Negative DBL thru 4S
Responsive DBL thru 4S
Jump overcalls Weak Unusual NT LUBS
1NT overcall: (immediate) 15-18 (re-opening) 15-18
Immediate cue: (minor) Michaels (Major) Michaels
Over: Weak Twos Opening Threes
Opponent's transfers X=t/o of what's shown
Opponent's 1NT 2C=majors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 1♥ 1♠ 1NT 2♣ 10+ 5+C other	2♦ 2♥ 2♠ 2NT 3♣	3♦ 3♥ 3♠ 3NT 4♣
1♦ 1♥ 1♠ 1NT 2♣ 2♦ 10+ 4+D other	2♥ 2♠ 2NT 3♣ Nat INV 3♦	3♥ 3♠ 3NT 4♣ 4♦
1♥ 1♠ 1NT 2♣ 2♦ other	2♥ 2♠ 10-11 3H 2NT 3♣ 6-9 4H	3♦ 10-11 4H 3♥ 3♠ 9-12 splinter 3NT
1♠ 1NT 2♣ 2♦ 2♥ other	2♠ 2NT 3♣ 6-9 4S 3♦ 10-11 4S	3♥ 10-11 3S 3♠ 3NT 4♣ 9-12 splinter
1NT 3♣ 3♦ 3♥ other	3♣ 3NT 4♣	4♦ 4♥ 4♠
2♣ 2♦ Forced 2♥ 2♠ other	2NT 3♣ 3♦	3♥ 3♠ 3NT
2♦ 2♥ 2♠ 2NT Ask other	3♣ 3♦ 3♥	3♠ 3NT 4♣

Notes

2♥ 2♠ 2NT Ask 3♣ other	3♦ 3♥ 3♠	3NT 4♣ 4♥
2♠ 2NT Ask 3♣ 3♦ other	3♥ 3♠ 3NT	4♣ 4♥ 4♠
2NT 3♣ 3♦ 3♥ other	3♠ Clubs 3NT 4♣ Diamonds	4♦ 4♥ 4♠

9. CONVENTIONS

Unusual NT: LUBS

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♣ X=Majors 1NT=minors

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ 4♥ 4♠

10. OTHER NOTES