

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	N/A	
Jump shifts after Major opening	3♣ = 6-9 4M; 3♦ = inv 4M; 1♥-2♠ and 1♠-3♥ = 10+ 3M	
Responses to strong 2 suit open.	2♦ = waiting	
Responses to 2NT opening	3♣ = simple Stayman; 3R = TRF to M	

5. PLAY CONVENTIONS Show priorities

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

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids

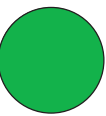
Asking Bids

7. OTHER CONVENTIONS

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STANDARD SYSTEM CARD

ABF Nos.	724947	Max Mullamphy
& Names:	874736	Andrew Spooner
Basic System:	Standard	
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 Canape

1♣ 2+♣	1♥ 5+♥
1♦ 4+♦	1♠ 5+♠
1NT 15-17 balanced	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman Other:	
2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other	
2♣ Strong: FG OR 23+ balanced	
2♦ Weak 6♦	
2♥ Weak 6♥	
2♠ Weak 6♠	
2NT 20-22 balanced	3NT
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest unbid suits, 5+/5+, weak/strong
1NT overcall - immediate	15-18	Immediate cue of minor	Majors, 5+/5+, weak/strong
1NT overcall - re-opening	12-14	Immediate cue of Major	oM + m, 5+/5+, weak/strong
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	2♣ = both majors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+♦	2♦ N/A	3♦ FG, 0-1♦, 6+♣
1♥ 6+, 4+♥	2♥ N/A	3♥ FG, 0-1♥, 6+♣
1♠ 6+, 4+♠	2♠ N/A	3♠ FG, 0-1♠, 6+♣
1NT 6-9	2NT 10-12	3NT To play
2♣ 10+ 5+♣	3♣ 6-9, 5+♣	4♣ N/A
other		
1♦ 1♥ 6+, 4+♥	2♥ N/A	3♥ FG, 0-1♥, 4+♦
1♠ 6+, 4+♠	2♠ N/A	3♠ FG, 0-1♠, 4+♦
1NT 6-9	2NT 10-12	3NT To play
2♣ 10+, 4+♣	3♣ N/A	4♣ FG, 0-1♣, 4+♦
2♦ 10+, 4+♦	3♦ 6-9, 4+♦	4♦ N/A
other		
1♥ 1♠ 6+, 4+♠	2♥ 6-9, 3♥	3♦ 10-12, 4+♥
1NT 6-9	2♠ 10+, 3♥	3♥ 0-6, 4+♥
2♣ 10+, 4+♣	2NT GF 4+♥	3♠ FG, 0-1♠, 4+♥
2♦ 10+, 4+♦	3♣ 6-9, 4+♥	3NT To play
other		
1♠ 1NT 6-9	2♠ 6-9, 3♠	3♥ 10+, 3♠
2♣ 10+, 4+♣	2NT GF 4+♠	3♠ 0-6, 4+♠
2♦ 10+, 4+♦	3♣ 6-9, 4+♠	3NT To play
2♥ 10+, 4+♥	3♦ 10-12, 4+♠	4♣ FG, 0-1♣, 4+♠
other		
1NT 3♣ N/A	3♠ N/A	4♦ N/A
3♦ N/A	3NT To play	4♥ N/A
3♥ N/A	4♣ N/A	4♠ N/A
other		
2♣ 2♦ Waiting	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other		
2♦ 2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
2NT N/A	3♥ N/A	4♣ N/A
other		

Notes

2♥ 2♠ N/A	3♦ N/A	3NT N/A
2NT N/A	3♥ N/A	4♣ N/A
3♣ N/A	3♠ N/A	4♥ N/A
other		
2♠ 2NT N/A	3♥ N/A	4♣ N/A
3♣ N/A	3♠ N/A	4♥ N/A
3♦ N/A	3NT N/A	4♠ N/A
other N/A		
2NT 3♣ Simple Stayman	3♠ N/A	4♦ N/A
3♦ TRF ♥	3NT To play	4♥ N/A
3♥ TRF ♠	4♣ N/A	4♠ N/A
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits 5+5+, weak or strong

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening N/A

Defence to Opening Twos X = T/O

Multi 2♦ N/A

RCO style 2-s N/A

Other 2-s N/A

Defence	N/A
to	
strong	N/A
♣	

Over 1NT Interference N/A

Lebensohl - other uses N/A

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

4♥ X = T/O 4♠

10. OTHER NOTES