

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	avoid	
Jump shifts after Major opening	avoid	
Responses to strong 2 suit open.	2♦=waiting	
Responses to 2NT opening	3♣=stayman; 3♦/♥=tfers	

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	Ssx, Hx, Xx, xXx	
Discards		
Count		
Signal on partner's lead:	Low Encourage, Nat Suit Pref	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	4-Aces: 5♣=0 or 4, 5♦=1, 5♥=2, 5♠=3	
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

After 2X (weak): 2NT = Ogust Enquiry:	
3♣ = minimum with bad suit	
3♦ = minimum with good suit	
3♥ = maximum with bad suit	
3♠ = maximum with good suit	

www.abf.com.au

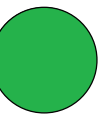
PDF Form Rev. 13E17 by RoL

MyRev. 27/5/14

Copyright © ABF 2013



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	829382	Victoria Thompson
& Names:	Vic Youth	Partner
Basic System:	Standard American (Orange Sticker)	
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 <input type="checkbox"/>
1♣	12+hcp, 3+ better minor	1♥ 12+hcp, 5+
1♦	12+hcp, 3+ better minor	1♠ 12+hcp, 5+
1NT	15-17 bal	may contain 5 card Major <input type="checkbox"/>
1NT Responses	2♣ Simple Stayman	Other:
2♦	Transfer to ♥	2♠ Transfer to ♣
2♥	Transfer to ♠	2NT Transfer to ♦
other 3X = single suited slam try invitational hands go via stayman		
2♣	GF	
2♦	Weak	
2♥	Weak	
2♠	Weak	
2NT	20-22 bal (then 3♣=stayman)	3NT To play
other		

2. PRE-ALERTS

Doubles up to 4♥ are takeout	May open light in 3rd seat, esp fav vul
Change of suit is forcing	May overcall light at 1-level, esp non-vul
Bidding opp's suit asks for stopper	Inverted minor suit raises (1m:2m is F1)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through		Unusual NT	Lower unbid suits 5+/5+
1NT overcall - immediate	15-18b (sys-on)	Immediate cue of minor	5+/5+ Majors
1NT overcall - re-opening	10-14b (sys-on)	Immediate cue of Major	5+/5+ oM/m
Over weak twos	dbl=t/o; 2NT=15-18b; cue=asks	Over opening threes	dbl=t/o
Over opponent's 1NT	dbl=penalty; rest=natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp 4+♦	+	2♦	3♦	
1♥ 6+hcp 4+♥	+	2♥	3♥	
1♠ 6+hcp 4+♠	+	2♠	3♠	
1NT 6-9hcp no M		2NT 10-12hcp bal no M	3NT 13-16hcp bal no M	
2♣ 10+hcp 5+♣ no M F1	+	3♣ preempt	4♣ preempt	
other				
1♦ 1♥ 6+hcp 4+♥	+	2♥	3♥	
1♠ 6+hcp 4+♠	+	2♠	3♠	
1NT 6-9hcp no M		2NT 10-12hcp bal no M	3NT 13-16hcp bal no M	
2♣ 10+hcp 4+♣ F1	+	3♣	4♣	
2♦ 10+hcp 5+♦ no M F1	+	3♦ preempt	4♦ preempt	
other				
1♥ 1♠ 6+hcp 4+♠	+	2♥ 5-9hcp ♥ raise	+	3♦
1NT 6-9hcp no M		2♠	3♥ preempt	
2♣ 10+hcp 4+♣ F1	+	2NT 10-12 or 16+ raise	3♠ weak	
2♦ 10+hcp 4+♦ F1	+	3♣	3NT 13-16hcp bal	
other				
1♠ 1NT 6-9cp <4♠	+	2♠ 5-9hcp ♠ raise	+	3♥
2♣ 10+hcp 4+♣ F1	+	2NT 10-12 or 16+ raise	3♠ preempt	
2♦ 10+hcp 4+♦ F1	+	3♣	3NT 13-16hcp bal	
2♥ 10+hcp 4+♥ F1	+	3♦	4♣	
other				
1NT 3♣ single-suited slam try		3♠ single-suited slam try	4♦	
3♦ single-suited slam try		3NT to play	4♥ to play	
3♥ single-suited slam try		4♣	4♠ to play	
other 4NT=quant				
2♣ 2♦ waiting		2NT 8-10b <3 controls	3♥	
2♥ nat 5-8hcp		3♣ nat 5-8hcp	3♠	
2♠ nat 5-8hcp		3♦ nat 5-8hcp	3NT	
other				
2♦ 2♥ nat F1		3♣ nat F1	3♠	
2♠ nat F1		3♦ preemptive	3NT to play	
2NT enquiry (Ogust)		3♥	4♣	
other 4♦=preempt				

Notes

2♥ 2♠ nat F1	3♦ nat F1	3NT to play
2NT enquiry (Ogust)	3♥ preempt	4♣
3♣ nat F1	3♠	4♥ to play
other		
2♠ 2NT enquiry (Ogust)	3♥ nat F1	4♣
3♣ nat F1	3♠ preempt	4♥
3♦ nat F1	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠	4♦
3♦ transfer to ♥	+	3NT to play
3♥ transfer to ♠	+	4♣
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities:

Defence to 3NT opening

dbl=values

Defence to Opening Twos

1st dbl=values, 2nd dbl=t/o, 3rd dbl=penalties

Multi 2♦

RCO style 2-s

Other 2-s

Defence Overcalls = natural. 1NT = minors

to

strong

♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ dbl

4♥ dbl

4♠ 4NT

10. OTHER NOTES

immediate cue of responder's suit is natural (e.g. (1♣);pass:(1♥):2♥=natural)

vs transfer responses to 1♣ promising 4+: dbl=t/o of suit shown; bid of suit shown is natural

penalty doubles after we have preempted as opener at 2-level or higher

in a GF auction fast arrival shows the weaker hand

in competition where we have bid game with a clear intent to make, forcing pass applies

in competition where opps compete to 4-level in 1st round, 4NT="two places to play"