

4. BASIC RESPONSES

Jump raises - minors Natural 10-11 HCP, 5+cards

Jump raises - Majors Preempt 0-6 HCP, 4+ cards

Jump shifts after minor opening Weak

Jump shifts after Major opening Bergen raises

Responses to strong 2 suit open. 2♦ waiting

Responses to 2NT opening 3♣ Stayman, TRF to majors

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		High Encourage	
Count		Standard	
Signal on partner's lead:		High Encourage	
Signal on declarer's lead:		Standard Count	
Notes			

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids 1st round control

Asking Bids

7. OTHER CONVENTIONS

Bergen Raises	

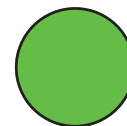
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. Shannon Bowen

& Names: Partner

Basic System: Standard

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 11+ HCP, 3+♣

1♥ 11+ HCP, 5+♥

1♦ 11+ HCP, 3+♦

1♠ 11+ HCP, 5+♠

1NT 15-17 Balanced

may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥

2♠ TRF ♣

2♥ TRF ♠

2NT TRF ♦

other

2♣ 23+ BAL or any game force

2♦ 6+♦, 6-10 Weak

2♥ 6+♥, 6-10 Weak

2♠ 6+♠, 6-10 Weak

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 -

1NT overcall - immediate 15-18 BAL Immediate cue of minor -

1NT overcall - re-opening - Immediate cue of Major -

Over weak twos x=T/o, otherwise NAT Over opening threes x=T/o, otherwise NAT

Over opponent's 1NT 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	6-9 HCP		2NT	10-12 HCP	3NT	To Play
	2♣	6-9+ HCP	5+♣	3♣	10-11 HCP	5+♣	4♣
other							
1♦	1♥	6+ HCP	4+♥	2♥		3♥	
	1♠	6+ HCP	4+♠	2♠		3♠	
	1NT	6-9 HCP		2NT	10-12 HCP	3NT	To Play
	2♣	10+ HCP	5+♣	3♣		4♣	
	2♦	6-9+ HCP	5+♦	3♦	10-11 HCP	5+♦	4♦
other							
1♥	1♠	6+ HCP	4+♠	2♥	6-9 HCP	3♥	3♦ 10-11 HCP 4+♥
	1NT	6-9 HCP		2♠	10-11(12) HCP, 3♥	3♥	0-6 HCP 4+♥
	2♣	10+ HCP	5+♣	2NT	12+ HCP	4+♥	3♠
	2♦	10+ HCP	5+♦	3♣	6-9 HCP	4+♥	3NT To Play
other							
1♠	1NT	6-9 HCP		2♠	6-9 HCP	3♠	3♥ 10-11(12) HCP, 3♠
	2♣	10+ HCP	5+♣	2NT	12+ HCP	4+♠	3♠ 0-6 HCP 4+♠
	2♦	10+ HCP	5+♦	3♣	6-9 HCP	4+♠	3NT To Play
	2♥	10+ HCP	5+♥	3♦	10-11 HCP	4+♠	4♣
other							
1NT	3♣			3♠		4♦	
	3♦			3NT	To Play	4♥	To Play
	3♥			4♣		4♠	To Play
other							
2♣	2♦	Waiting		2NT	8-10 HCP balanced		3♥
	2♥	8+ HCP	5+♥	3♣	8+ HCP	6+♣	3♠
	2♠	8+ HCP	5+♠	3♦	8+ HCP	6+♦	3NT
other							
2♦	2♥	NAT F1		3♣	NAT F1		3♠
	2♠	NAT F1		3♦	NAT NF		3NT To Play
	2NT	Invitational		3♥			4♣
other							

Notes

2♥	2♠	NAT F1	3♦	NAT F1	3NT	To Play
	2NT	Invitational	3♥	NAT NF	4♣	
	3♣	NAT F1	3♠		4♥	To Play
other						
2♠	2NT	Invitational	3♥	NAT F1	4♣	
	3♣	NAT F1	3♠	NAT NF	4♥	
	3♦	NAT F1	3NT	To Play	4♠	To Play
other						
2NT	3♣	Stayman	3♠		4♦	
	3♦	TRF ♥	3NT	To Play	4♥	
	3♥	TRF ♠	4♣		4♠	
other						

9. CONVENTIONS

Unusual NT: -

4th Suit Forcing One round - Game force

NT Checkback Priorities: Majors

Defence to 3NT opening

Defence to Opening Twos X=T/O, NAT otherwise

Multi 2♦

RCO style 2-s

Other 2-s

Defence

to

strong

♣

Over 1NT Interference Natural

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES