

## 4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Limit
Jump shifts after minor opening	WEAK
Jump shifts after Major opening	WEAK
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = Simple Stayman, 3♦/♥ = Transfer to ♥/♠

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> 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	(In general, see above)	
<b>Discards</b>	Low Encourage	
<b>Count</b>		
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB  4♣ Gerber  when?

**Slam Notes**

Cue Bids

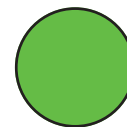
Asking Bids

## 7. OTHER CONVENTIONS


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## STANDARD SYSTEM CARD

ABF Nos.	833363	Jade Wilkinson
& Names:	1012509	Alexis Wilsmore
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♣ 3+ ♣, 12+ HCP	1♥ 5+ ♥, 12+ HCP									
1♦ 3+ ♦, 12+ HCP	1♠ 5+ ♠, 12+ HCP									
1NT 15 - 17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">1NT Responses 2♣ Simple Stayman</td> </tr> <tr> <td>2♦ TRF to ♥</td> <td>2♠ TRF to ♣</td> </tr> <tr> <td>2♥ TRF to ♠</td> <td>2NT TRF to ♦</td> </tr> <tr> <td colspan="2">other</td> </tr> </table>			1NT Responses 2♣ Simple Stayman		2♦ TRF to ♥	2♠ TRF to ♣	2♥ TRF to ♠	2NT TRF to ♦	other	
1NT Responses 2♣ Simple Stayman										
2♦ TRF to ♥	2♠ TRF to ♣									
2♥ TRF to ♠	2NT TRF to ♦									
other										
2♣ ART Strong										
2♦ NAT WK 6+ ♦										
2♥ NAT WK 6+ ♥										
2♠ NAT WK 6+ ♠										
2NT 20-21	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	Immediate cue of minor	
1NT overcall - re-opening	15 - 18	Immediate cue of Major	
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN, Other = NAT		

