

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	limit
Jump shifts after minor opening	weak
Jump shifts after Major opening	N/A
Responses to strong 2 suit open.	2D=neg
Responses to 2NT opening	3C=stayman, transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	Overlead
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	MUD	MUD
In partner's suit	nat	nat
Discards	Low encourage	Low encourage
Count	Natural if given	Natural if given
Signal on partner's lead:		
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

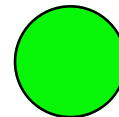
Cue Bids

Asking Bids

7. OTHER CONVENTIONS



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. VIC YOUTH John Mai-Danni Fuller-Damon Flicker
 & Names: ALL Jamie & Victoria Thompson
 Basic System: Standard (without "gadgets")
 Brown Sticker Classification: Green Blue Red Yellow

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 bal may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ Hearts	2♠ Clubs
2♥ Spades	2NT Diamonds
other	

2♣ GF or 23+bal

2♦ weak 6-9(10) 6+ diamonds

2♥ weak 6-9(10) 6+ hearts

2♠ weak 6-9(10) 6+ spades

2NT 20-22 bal 3NT Gambling, solid minor, no A or K

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through 4H Unusual NT LUBS

1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+/5+

1NT overcall - re-opening 12-14 Immediate cue of Major oM+m 5+/5+

Over weak twos X=T/O Over opening threes X=T/O

Over opponent's 1NT X=penalties, 2C=Majors, 2NT=Minors

www.abf.com.au

PDF Form Rev. 17D23 by RoL
MyRev.

Copyright © ABF 2017

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 6+hcp	2♦ weak	3♦ n/a
1♥ 4+, 6+hcp	2♥ weak	3♥ n/a
1♠ 4+, 6+hcp	2♠ weak	3♠ n/a
1NT 6-9 hcp	2NT 10-12 bal	3NT To Play
2♣ 6-9 hcp, 5+C	3♣ 10-12 hcp, 5+C	4♣ n/a
other		
1♦ 1♥ 4+, 6+hcp	2♥ weak	3♥ splinter
1♠ 4+, 6+hcp	2♠ weak	3♠ splinter
1NT 6-9 hcp	2NT 10-12 bal	3NT To Play
2♣ 10+hcp, 4+C	3♣ splinter	4♣ n/a
2♦ 6-9 hcp, 5+D	3♦ 10-12 hcp, 5+D	4♦ n/a
other		
1♥ 1♠ 4+, 6+hcp	2♥ 6-9 hcp, 3H	3♦ n/a
1NT 6-9 hcp	2♠ weak	3♥ 10-12 hcp 3+H
2♣ 10+hcp, 4+C	2NT 10-12 bal	3♠ n/a
2♦ 10+hcp, 4+D	3♣ n/a	3NT To Play
other		
1♠ 1NT 6-9 hcp	2♠ 6-9 hcp, 3S	3♥ n/a
2♣ 10+hcp, 4+C	2NT GF, 4+S	3♠ 10-12 hcp 3+S
2♦ 10+hcp, 4+D	3♣ n/a	3NT To Play
2♥ 10+hcp, 4+H	3♦ n/a	4♣ n/a
other		
1NT 3♣ natural slam try	3♠ natural slam try	4♦ n/a
3♦ natural slam try	3NT To Play	4♥ To Play
3♥ natural slam try	4♣ n/a	4♠ To Play
other		
2♣ 2♦ <8hcp	2NT 8-11 bal	3♥ n/a
2♥ 8+hcp, 5+H	3♣ 8+hcp, 5+C	3♠ n/a
2♠ 8+hcp, 5+S	3♦ 8+hcp, 5+D	3NT n/a
other		
2♦ 2♥ natural F1	3♣ natural F1	3♠ n/a
2♠ natural F1	3♦ preemptive raise	3NT To Play
2NT ogust	3♥ n/a	4♣ n/a
other		

Notes

2♥ 2♠ natural F1	3♦ natural F1	3NT To Play
2NT ogust	3♥ preemptive raise	4♣ n/a
3♣ natural F1	3♠ n/a	4♥ To Play
other		
2♠ 2NT ogust	3♥ natural F1	4♣ n/a
3♣ natural F1	3♠ preemptive raise	4♥ To Play
3♦ natural F1	3NT To Play	4♠ To Play
other		
2NT 3♣ simple stayman	3♠ n/a	4♦ n/a
3♦ transfer	3NT To Play	4♥ To Play
3♥ transfer	4♣ n/a	4♠ To Play
other		

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♦ X=values

RCO style 2-s X=values

Other 2-s X=values

Defence (1♣) : X=Majors, 1NT=Minors, 2C=Nat

to

strong (2♣) : Same

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empt 4♣/4♦ T/O

4♥ T/O 4♠ Values

10. OTHER NOTES
