

#### 4. BASIC RESPONSES

Jump raises - minors	<b>Inverted</b> 2♣=13+, 3♣=6-9, jump in the other minor 10-12
Jump raises - Majors	<b>Limit Raises</b> 3M = 11-12 (10-12 if 4 trumps)
Jump shifts after minor opening	Mostly Weak
Jump shifts after Major opening	Mostly Weak
Responses to strong 2 suit open.	2♦ Waiting. Others show 8+ and good suits
Responses to 2NT opening	3♣ Stayman, 3♦/♥ Transfers

#### 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	usually 4th (or lowest)	
From 4 small	Second (or highest)	
From 3 cards (no honour)	Middle (or highest)	
In partner's suit	same	
<b>Discards</b>	Low Encourage	McKenney
<b>Count</b>	none	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	none	
<b>Notes</b>	When there is a singleton in Dummy, <b>Natural Suit Preference</b>	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 14/30	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

2-Way Checkback	
Fourth-Suit Forcing	

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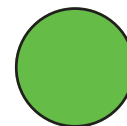
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## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	<b>1082469</b>	<b>Lara Topper</b>
& Names:	<b>1082582</b>	<b>Jacob Rose</b>
Basic System:	<b>Standard</b>	
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♣ 2+♣ (10) 12- 20	1♥ 5+♥ (10) 12 - 20	
1♦ 4+♦ (10) 12 - 20	1♠ 5+♠ (10) 12 - 20	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦ Transfer to Hearts	2♠ 6+minor (Weak)	
2♥ Transfer to Spades	2NT Invite	
other 3♣/3♦ 6+minor, strong		
2♣ Game Forcing		
2♦ Weak Two in Diamonds 6+♦, 6 - 10		
2♥ Weak Two in Hearts 6+♥, 6 - 10		
2♠ Weak Two in Spades 6+♠, 6 - 10		
2NT 20 - 22	3NT	
other		

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5/5 Lowest Unbid Suits
1NT overcall - immediate	15 - 17	Immediate cue of minor	5/5 Majors
1NT overcall - re-opening	15 - 17	Immediate cue of Major	5/5 Other + minor
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	2♣ Both Majors, 2♦ one Major, 2♥/♠: that suit and a minor		
2NT: 5/5+ minors, 3minor = Natural			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 6+	2♦ 5+♣ 10 - 12	3♦
1♥ 4+♥, 6+	2♥ Weak, 6+♥	3♥
1♠ 4+♠, 6+	2♠ Weak, 6+♠	3♠
1NT 6 - 10	2NT 11 - 12	3NT 13+
2♣ 5+♣, 13+ GF	3♣ 5+♣, 6 - 9	4♣
other		
1♦ 1♥ 4+♥, 6+	2♥ Weak	3♥
1♠ 4+♠, 6+	2♠ Weak	3♠
1NT 6 - 10	2NT 11 - 12	3NT 13+
2♣ 4+♣, 10+	3♣ 4+♦, 10 - 12	4♣
2♦ 4+♦, 13+ GF	3♦ 4+♦, 6 - 9	4♦
other		
1♥ 1♠ 4+♠, 6+	2♥ 3-4♥, 6-10	3♦
1NT 6 - 10	2♠ Weak 6+♠	3♥ 3-4♥, (10)11-12
2♣ 4+♣, 10+	2NT 4+♥, 13+	3♠
2♦ 4+♦, 10+	3♣ Weak, 6+♣	3NT
other		
1♠ 1NT 6 - 10	2♠ 3-4♠, 6-10	3♥
2♣ 4+♣, 10+	2NT 4+♠, 13+	3♠
2♦ 4+♦, 10+	3♣	3NT
2♥ 5+♥, 10+	3♦	4♣
other		
1NT 3♣ 6+♣, Game+	3♠ 6+♠, Slam interest	4♦
3♦ 6+♦, Game+	3NT To Play	4♥
3♥ 6+♥, Slam interest	4♣	4♠
other		
2♣ 2♦ Waiting or (0-7)	2NT 8+ balanced	3♥
2♥ 5+♥, 8+ points	3♣ 5+♣, 8+ points	3♠
2♠ 5+♠, 8+ points	3♦ 5+♦, 8+points	3NT
other		
2♦ 2♥ 5+ cards, Forcing	3♣ 5+ cards, Forcing	3♠
2♠ 5+ cards, Forcing	3♦ Weak	3NT
2NT (14) 15+ Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ 5+ cards, Forcing	3♦ 5+ cards, Forcing	3NT
2NT (14) 15+ Enquiry	3♥ Weak	4♣
3♣ 5+ cards, Forcing	3♠	4♥
other		
2♠ 2NT (14) 15+ Enquiry	3♥ 5+ cards, Forcing	4♣
3♣ 5+ cards, Forcing	3♠ Weak	4♥
3♦ 5+ cards, Forcing	3NT	4♠
other		
2NT 3♣ Simple Stayman	3♠ <b>Both Minors</b>	4♦ 6+♦, slam interest
3♦ Transfer to Hearts	3NT To Play	4♥
3♥ Transfer to Spades	4♣ 6+♣, slam interest	4♠
other		

## 9. CONVENTIONS

Unusual NT: Lowest Unbid Suits

4th Suit Forcing One round  Game force

NT Checkback  Priorities: 2-Way Checkback

Defence to 3NT opening

Defence to Opening Twos X = T/O

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : {Replace with your defence to strong 1♣ openings}

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

## 10. OTHER NOTES