

#### 4. BASIC RESPONSES

Jump raises - minors	Limit	10-12 HCP, 4+ cards
Jump raises - Majors	Limit	10-12 HCP, 4+ cards
Jump shifts after minor opening		Natural, weak
Jump shifts after Major opening		Natural, weak
Responses to strong 2 suit open.		2♦ waiting, others are natural & positive
Responses to 2NT opening		Simple Stayman + Transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	As above	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Reverse Count	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	Obvious suit preference situations	

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? Jump over strong NAT NT

**Slam Notes**

Cue Bids

Asking Bids

#### 7. OTHER CONVENTIONS

2-way Checkback	Jacoby 2NT

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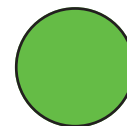
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MyRev. 2019-06-04 21:44

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	1023152	Darren BRAKE
& Names:		Oliver McCARTHY
Basic System:	Standard American	
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♣	11/12+, 3+	1♥	11/12+, 5+
1♦	11/12+, 3+	1♠	11/12+, 5+
1NT	15-17 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ Simple Stayman
2♦ →♥	2♠ ♣'s or balanced invite
2♥ →♠	2NT ♦'s or weak 5-5 in minors
other 3♣ = 5-card Major ask, Forcing to Game, denies 44+ in the Majors	

2♣	Artificial, strong		
2♦	Weak		
2♥	Weak		
2♠	Weak		
2NT	20-21 Balanced	3NT	Gambling
other			

### 2. PRE-ALERTS


### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak
Responsive doubles through	4♦	Unusual NT	Lower two unbid suits
1NT overcall - immediate	15-18, system off	Immediate cue of minor	Both Majors
1NT overcall - re-opening	13-16, system off	Immediate cue of Major	Other Major & a minor
Over weak twos	X = Takeout	Over opening threes	X = Takeout
Over opponent's 1NT	2♣ = Both Majors		
2♦ = Artificial single suit. 2M = Major & a minor. 2NT = Both minors. 3 level is natural			
X = Penalty			

