

4. BASIC RESPONSES

Jump raises - minors	10-12 5+
Jump raises - Majors	10-12 3+
Jump shifts after minor opening	
Jump shifts after Major opening	
Responses to strong 2 suit open.	2d waiting, other nat
Responses to 2NT opening	Same as 1nt

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	Top	
	Four or more with an honour	4th highest	
	From 4 small	2nd	
	From 3 cards (no honour)	2nd	
	In partner's suit		
Discards		Low encourage	
Count			
Signal	on partner's lead:	Low Encourage	
Signal	on declarer's lead:		
Notes			

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

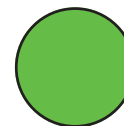
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	882313	George Bartley
& Names:	1082231	Lincoln Davey
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♣	11+ 3+	1♥	5+ 11+
1♦	11+ 3+	1♠	5+ 11+
1NT	15-17 BAL		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman		
2♦	T/fr to H	2♠	T/fr to C
2♥	T/ fr to S	2NT	T/fr to D
other			

2♣	Strong, 20+		
2♦	6-10 P, 6+D		
2♥	6-10 P, 6+H		
2♠	6-10 P, 6+S		
2NT	20-22 BAL	3NT	Gambling
other			

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through		Unusual NT	n/a
1NT overcall - immediate	15-17	Immediate cue of minor	n/a
1NT overcall - re-opening	12-14	Immediate cue of Major	n/a
Over weak twos	X = TO	Over opening threes	X = TO
Over opponent's 1NT	Natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 6+P	2♦	3♦
1♥ 4+H, 6+P	2♥	3♥
1♠ 4+S, 6+P	2♠	3♠
1NT 6-9 BAL	2NT 10-12 BAL	3NT 13-15 BAL
2♣ 5+C, 6-9	3♣	4♣
other		
1♦ 1♥ 4+H, 6+P	2♥	3♥
1♠ 4+S, 6+P	2♠	3♠
1NT 6-9 BAL	2NT 10-12 BAL	3NT 13-15 BAL
2♣ 4+, 10+P	3♣	4♣
2♦ 4+, 6-9	3♦	4♦
other		
1♥ 1♠ 4+, 6+P	2♥ 3+, 6-9	3♦
1NT 6-9 BAL	2♠	3♥ 3+, 10-12
2♣ 4+, 10+	2NT 10-12 BAL	3♠
2♦ 4+, 10+	3♣	3NT 13-15 BAL
other		
1♠ 1NT 6-9 BAL	2♠ 3+, 6-9	3♥
2♣ 4+, 10+	2NT 10-12 BAL	3♠ 3+, 10-12
2♦ 4+, 10+	3♣	3NT
2♥ 5+, 10+	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ Good Suit, 8+	3♣ Good Suit, 8+	3♠
2♠ Good Suit, 8+	3♦ Good Suit, 8+	3NT
other		
2♦ 2♥ Natural, Forcing	3♣ Natural, Forcing	3♠
2♠ Natural, Forcing	3♦ Weak	3NT To Play
2NT	3♥	4♣
other		

Notes

2♥ 2♠ Natural, Forcing	3♦ Natural, Forcing	3NT To Play
2NT	3♥ Weak	4♣
3♣ Natural, Forcing	3♠	4♥ To Play
other		
2♠ 2NT	3♥ Natural, Forcing	4♣
3♣ Natural, Forcing	3♠ Weak	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Stayman	3♠ T/fr to both minors	4♦
3♦ T/fr to Hearts	3NT To Play	4♥
3♥ T/fr to Spades	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: _____

Defence to 3NT opening _____

Defence to Opening Twos _____

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
