

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	limit
Jump shifts after minor opening	weak
Jump shifts after Major opening	
Responses to strong 2 suit open.	2D waiting
Responses to 2NT opening	3C Staymen, transfers

5. PLAY CONVENTIONS

Show priorities

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

Leads	Sequences:	Overlead all	
	Four or more with an honour	4th highest	
	From 4 small	2nd Highest	
	From 3 cards (no honour)	MUD	
	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

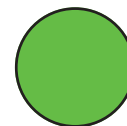
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	864951	David Gue
& Names:	1082221	Fletcher 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♣	2+♣ 12+	1♥	5+♥ 12+
1♦	4+♦ 12+	1♠	5+♠ 12+
1NT	15-17 bal		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Staymen
2♦ ♥	2♠ m
2♥ ♠	2NT 8-9 invite
other	

2♣	23+ GF
2♦	6-9 6+♦
2♥	6-9 6+♥
2♠	6-9 6+♠
2NT	20-22 bal
	3NT Gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through		Unusual NT	2 Lowest unbid suits
1NT overcall - immediate	15-17	Immediate cue of minor	Both Majors
1NT overcall - re-opening	12-14	Immediate cue of Major	Other Major & Minor
Over weak twos	X=TO	Over opening threes	X=TO
Over opponent's 1NT	X=15+, everything else Nat		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+HCP	2♦ 6+♦ 0-5HCP	3♦
1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-5HCP	3♥
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-5HCP	3♠
1NT 6-9 HCP	2NT 10-12 Invite	3NT To Play 13+HCP
2♣ 5+♣ 6-9HCP	3♣ 5+♣ 10-12HCP	4♣
other		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-5HCP	3♥
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-5HCP	3♠
1NT 6-9 bal	2NT 10-12 Invite	3NT To Play 13+HCP
2♣ 10+HCP 5+♣	3♣	4♣
2♦ 4+♦ 6-9TP	3♦ 4+♦ 10-12 TP	4♦
other		
1♥ 1♠ 4+♠ 6+HCP	2♥ 6-9TP 3+♥	3♦
1NT 6-9 HCP	2♠	3♥ 10-12 3+♥
2♣ 10+HCP 4+♣	2NT 13+ TP 4+♥	3♠
2♦ 10+HCP 5+♦	3♣	3NT
other		
1♠ 1NT 6-9HCP	2♠ 6-9TP 3+♠	3♥
2♣ 10+HCP 4+♣	2NT 13+ TP 4+♠	3♠ 10-12 TP 3+♠
2♦ 10+HCP 5+♦	3♣	3NT
2♥ 10+HCP 5+♥	3♦	4♣
other		
1NT 3♣ Nat Slam Interest	3♠ Nat Slam Interest	4♦
3♦ Nat Slam Interest	3NT 10+HCP	4♥
3♥ Nat Slam Interest	4♣	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ Good Suit	3♣ Good Suit	3♠
2♠ Good Suit	3♦ Good Suit	3NT
other		
2♦ 2♥ 16+HCP 5+♥	3♣ 16+HCP 5+♣	3♠
2♠ 16+HCP 5+♠	3♦ Preemptive Raise	3NT To Play
2NT Invite	3♥	4♣
other		

Notes

2♥ 2♠ 16+HCP 5+♠	3♦ 16+HCP 5+♦	3NT To Play
2NT Invite	3♥ Preemptive Raise	4♣
3♣ 16+HCP 5+♣	3♠	4♥
other		
2♠ 2NT Invite	3♥ 16+HCP 5+♥	4♣
3♣ 16+HCP 5+♣	3♠ Preemptive Raise	4♥
3♦ 16+HCP 5+♦	3NT To Play	4♠
other		
2NT 3♣ Staymen	3♠	4♦
3♦ ♥	3NT 4+ HCP	4♥
3♥ ♠	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♦ X=15+, Nat everything else

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