

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=waiting
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	Reverse if given	Reverse if given
Signal on partner's lead:	Low encourage	Low encourage
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

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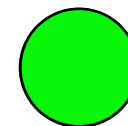
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. VIC YOUTH John Mai, Taydon Gold, Damon Flicker, Danni Fuller
& Names: ALL Rebecca O'Reilly, Conor Hosking

Basic System: Standard (simple)

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 <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman

2♦ Hearts	2♠
2♥ Spades	2NT Invitational
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 25-27 bal
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	N/A
1NT overcall - immediate	15-18	Immediate cue of minor	N/A
1NT overcall - re-opening	12-14	Immediate cue of Major	N/A
Over weak twos	X=T/O	Over opening threes	X=T/O
Over opponent's 1NT	Natural	X=Pen	

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♥ n/a
1♠ 4+, 6+hcp	2♠ weak	3♠ n/a
1NT 6-9 hcp	2NT 10-12 bal	3NT To Play
2♣ 10+hcp, 4+C	3♣ n/a	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♦ waiting	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 15+	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: _____

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-empts 4♣/4♦ T/O

4♥ T/O _____ 4♠ Values _____

10. OTHER NOTES
