## 4. BASIC RESPONSES Jump raises - minors limit, 10-11HCP, 4+ Jump raises - Majors limit, 10-11HCP, 4+ N/A Jump shifts after minor opening N/A Jump shifts after Major opening Responses to strong 2 suit open. N/A Responses to 2NT opening 3C = stayman, 3D&3H TRF 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) Overlead all **Leads** Sequences: Four or more with an honour 4th 2nd From 4 small middle From 3 cards (no honour) In partner's suit As above N/A Discards N/A Count Signal on partner's lead: N/A Signal on declarer's lead: N/A **Notes** 6. SLAM CONVENTIONS RKCB 3041 4♣ Gerber 4NT: Blackwood when? **Slam Notes** Cue Bids Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

## 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

		J.,	miniman ichgui, or specim		·· •
1♣ 1♦	4+D, 6+HCP	2		3	
1♥	4+H, 6+HCP	2		3 <b>Y</b>	
1♠	4+S, 6+HCP	2♠		3♠	
1NT	6-9HCP	2NT	4+C, 12+HCP	3NT	To play
2♣	4+C, 6-9HCP	3♣	4+C, 10-11HCP	<b>4♣</b>	
other					
1♦ 1♥	4+H, 6+HCP	2		3 💙	
1♠	4+S, 6+HCP	2		3 <b>♠</b>	
1NT	6-9HCP	2NT	4+D, 12+HCP	3NT	To play
2♣	4+C, 6-9HCP	3♣		4 <b>♣</b>	
2	4+D, 6-9HCP	3◆	4+D, 10-11HCP	4	
other					
1♥ 1♠	4+S, 6+HCP	2 🗸	4+H, 6-9HCP	3 🄷	
1NT	6-9HCP	2		3	4+H, 10-11HCP
2♣	4+C, 10+HCP	2NT	4+H, 12+HCP	3♠	
2	4+D, 10+HCP	3♣		3NT	to play
other					
1 <b>♠</b> 1NT	6-9HCP	2♠	4+S, 6-9HCP	3 💙	
2	4+C, 10+HCP		4+S, 12+HCP		4+S, 10-11HCP
2	4+D, 10+HCP	3♣		3NT	to play
2♥	5+H, 10+HCP	3◆		4♣	
other					
1NT 3♣		3♠		4	
3			to play	4	to play
3♥		4 <b>♣</b>			to play
other					
2♣ 2♦	waiting	2NT		3♥	
2	Ü	3♣		3 <b>♠</b>	
2♠		3		3NT	
other					
2 2 2	5+H, forcing	3♣	5+C, forcing	3♠	
	5+S, forcing		weak		to play
_	16+HCP, forcing	3 <b>Y</b>		<b>4♣</b>	. ,
other	,				
Notes					

Notes

2♥ 2♠	5+S, forcing	3	5+D, forci	ng	3NT	to play	
	16+HCP, forcing	3 <b>Y</b>	weak		4♣		
3♣		3♠			<b>4</b>	to play	
other							
2 <b>♠</b> 2NT	16+HCP, forcing	3♥	5+H, forci	ng	4♣		
	5+C, forcing	3♠	weak			to play	
3◆	5+D, forcing	3NT	to play		<b>4♠</b>	to play	
other							
	stayman	3♠			4		
	5+H		to play		<b>4</b>		
-	5+S	4			4 <b>^</b>		
other							
			ONVE	NTIONS			
Unusual	NT: 5/5/ lowest unbid	suits					
4th Suit	Forcing One round						Game force X
NT Chec	<b>kback X</b> Priorities:	N/A					
Defence	to 3NT opening $x = period x = p$	enalti	ies				
Defence	to Opening Twos X =	T/O					
Multi 2	•						
RCO sty	le 2-s						
Other 2-							
Defence	$(1C) : x = majors, 1N^{-1}$	T = m	ninors				
to	,						
strong	(2C):						
1 <b>%</b> / 2 <b>%</b>							
	Γ Interference						
	ohl - other uses		4 • 44 •	T/O			
	t of 4 level pre-empts		4♣/4♦				
4	x = penalties			x = penalties			
	1	<b>0.</b> C	THER	NOTES			