

4. BASIC RESPONSES

Jump raises - minors	Inverted -6-9 HCP, 5+ cards
Jump raises - Majors	Limit - 10-12 TP 3 card support
Jump shifts after minor opening	Weak 6 card suit <6HCP
Jump shifts after Major opening	Weak 6 card suit <6 HCP
Responses to strong 2 suit open.	2D waiting; pos. res. = 8+ 5 card suit
Responses to 2NT opening	3C or 3D to play; major is forcing

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AK dbIt	Overlead all except int.seq
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
Discards	McKenney	
Count	H-L = Even suit; tr echo = odd	High-Low = Even
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Natural count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when?	Over NT
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

PODI/PORI	
Support doubles to 3S	
Long suit tral	

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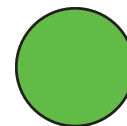
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	189774	Jan Hackett
& Names:	138010	Kae French
Basic System:	Standard/Better Minor	
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 <input type="checkbox"/>
1♣	10+ 3+	1♥	10+ 5+	
1♦	10+ 3+	1♠	10+ 5+	
1NT	15-17	may contain 5 card Major <input type="checkbox"/>		

1NT Responses 2♣ Simple Stayman

2♦	Transfer to H	2♠	Transfer to C
2♥	Transfer to S	2NT	Transfer to D
other	Super accepts		

2♣	Game force:23+ Balanced or strong suit/s		
2♦	Multi: weak Major OR 21-22 Balanced		
2♥	6-10 HCP 5H + 4+ another		
2♠	6-10 HCP, 5S + 4+ minor		
2NT	5-5 Minors, 8-12 HCP	3NT	5 and 6 in Majors <13 HCP
other			

2. PRE-ALERTS

Inverted minors	
3NT opening and overcall	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	Two lower unbid suits
1NT overcall - immediate	15-17	Immediate cue of minor	S + another 5-5 weak or stror
1NT overcall - re-opening	10-14	Immediate cue of Major	Other major and minor
Over weak twos	T/O X with leb. or 2NT 16-18	Over opening threes	T/O X
Over opponent's 1NT	Over 15+ NT - X=sng suit; bid=that suit + higher suit 4-4 at least;S=S wea		
Over weak NT-X=equal HCP; 2C=sng suit; 2D=majors; 2NT=minors; H=H+min; S=S+ min			

