

4. BASIC RESPONSES

Jump raises - minors	10+ HCP
Jump raises - Majors	10-12HCP
Jump shifts after minor opening	0-7 6+ Suit
Jump shifts after Major opening	DO NOT DO
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = Stayman, 3♦/♥ = 5♥/5♠

5. PLAY CONVENTIONS

Show priorities

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

Leads Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Attitude	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Tony won't give Count and probably not Attitude either	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

4th suit forcing

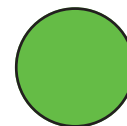
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 864951 David Gue
& Names: 1111701 Tony Rosella
Basic System: American Standard 5 Card Majors
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣ 11+HCP 1♥ 5+♥ 11+HCP
1♦ 3+♦ 11+HCP 1♠ 5+♠ 11+HCP
1NT 15-17 Bal may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ 5+ ♥s 2♠ 6+ ♣
2♥ 5+ ♠s 2NT 6+ ♦
other

2♣ 23+ HCP GF
2♦ 6+ ♦ less than 11HCP
2♥ 6+ ♥ less than 11HCP
2♠ 6+ ♠ less than 11HCP

2NT 20-22HCP Bal 3NT Gambling
other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak
Responsive doubles through 4♥ Unusual NT LUBS
1NT overcall - immediate 15-17 Immediate cue of minor Majors
1NT overcall - re-opening 12-14 Immediate cue of Major other M and a m
Over weak twos X=T/O Over opening threes X=T/O
Over opponent's 1NT X=15+ 2C= Majors all else Nat

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+HCP	2♦ 6+♦ 0-7HCP	3♦
1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-7HCP	3♥
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-7HCP	3♠
1NT 6-9 HCP 4♣	2NT 10-12 Bal	3NT 13+HCP
2♣ 5+♣ 6-9HCP	3♣ 5+♣ 10+HCP	4♣
other		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-7HCP	3♥
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-7HCP	3♠
1NT 6-9HCP	2NT 10-12 Bal	3NT 13+HCP Bal
2♣ 4+♣ 10+HCP	3♣	4♣
2♦ 5(4)+♦ 6-9HCP	3♦ 5(4)+♦ 10+HCP	4♦
other		
1♥ 1♠ 4+♠ 6+HCP	2♥ 3+♥ 6-9HCP	3♦
1NT 6-9 HCP	2♠	3♥ 3+♥ 10-12HCP
2♣ 4+♣ 10+HCP	2NT 10-12 Bal	3♠
2♦ 4+♦ 10+HCP	3♣	3NT 13+ Bal
other		
1♠ 1NT 6-9 HCP	2♠ 3+♠ 6-9 HCP	3♥
2♣ 4+♣ 10+HCP	2NT 10-12 Bal	3♠ 3+♠ 10-12HCP
2♦ 4+♦ 10+HCP	3♣	3NT 13+ Bal
2♥ 5+♥ 10+HCP	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT 10+ HCP	4♥
3♥	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ 5+♥ 16+HCP	3♣ 5+♣ 16+HCP	3♠
2♠ 5+♠ 16+HCP	3♦ Weak	3NT To play
2NT Inquiry	3♥	4♣
other		

Notes

2♥ 2♠ 5+♠ 16+HCP	3♦ 5+♦ 16+HCP	3NT To Play
2NT Inquiry	3♥ Weak	4♣
3♣ 5+♣ 16+HCP	3♠	4♥ To Play
other		
2♠ 2NT Inquiry	3♥ 5+♥ 16+HCP	4♣
3♣ 5+♣ 16+HCP	3♠ Weak	4♥
3♦ 5+♦ 16+HCP	3NT To Play	4♠ To Play
other		
2NT 3♣ Stayman	3♠	4♦
3♦ 5+♥s	3NT 4+HCP	4♥
3♥ 5+♠s	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: _____

Defence to 3NT opening None

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
