

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=neg

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

Count

Signal on partner's lead:

Signal on declarer's lead:

Notes

6. SLAM CONVENTIONS

4NT: Blackwood ☒ RKCB ☐ 4♣ Gerber ☐ when?

Slam Notes

Cue Bids ☐

Asking Bids ☐

7. OTHER CONVENTIONS

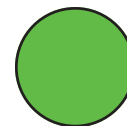
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. Liam Robertson Aiden Robertson

& Names: Connor Hosking Patrick Clifford

Basic System: Standard

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 ☒

1NT Responses 2♣ Stayman

2♦ Hearts

2♠

2♥ Spades

2NT invite

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

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through 4H Unusual NT LUBS

1NT overcall - immediate 15-18 Immediate cue of minor Michaels

1NT overcall - re-opening 15-18 Immediate cue of Major Michaels

Over weak twos x=t/o Over opening threes x=t/o

Over opponent's 1NT x=penalties, else natural

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+, 4+C	3♣ n/a	4♣ n/a
2♦ 6-9, 5+D	3♦ 10-12, 5+D	4♦ n/a
other		
1♥ 1♠ 4+, 6+hcp	2♥ 6-9, 3+H	3♦ n/a
1NT 6-9 hcp	2♠ weak	3♥ 10-12, 3+H
2♣ 10+, 4+C	2NT 10-12 bal	3♠ n/a
2♦ 10+, 4+D	3♣ n/a	3NT 13-15
other		
1♠ 1NT 6-9 hcp	2♠ 6-9, 3+S	3♥ n/a
2♣ 10+, 4+C	2NT 10-12 bal	3♠ 10-12, 3+S
2♦ 10+, 4+D	3♣ n/a	3NT 13-15
2♥ 10+, 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♦ <8 hcp	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 forcing	3♣ natural forcing	3♠ n/a
2♠ natural forcing	3♦ pre-emptive raise	3NT To Play
2NT strong enquiry	3♥ n/a	4♣ n/a
other		

Notes

2♥ 2♠ natural forcing	3♦ natural forcing	3NT To Play
2NT strong enquiry	3♥ pre-emptive raise	4♣ n/a
3♣ natural forcing	3♠ n/a	4♥ To Play
other		
2♠ 2NT strong enquiry	3♥ natural forcing	4♣ n/a
3♣ natural forcing	3♠ pre-emptive raise	4♥ To Play
3♦ natural forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ simple stayman	3♠ n/a	4♦ n/a
3♦ hearts	3NT To Play	4♥ n/a
3♥ spades	4♣ n/a	4♠ n/a
other		

9. CONVENTIONS

Unusual NT: LUBS

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♣ : {Replace with your defence to strong 1♣ openings}

to

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ t/o

4♥ t/o 4♠ optional

10. OTHER NOTES