

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	weak
Jump shifts after minor opening	weak
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2D = waiting
Responses to 2NT opening	3C = stayman, transfers to majors, quant

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK	Overlead all except AK
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	MUD	MUD
In partner's suit	As above	As above
Discards	Reverse attitude	Reverse Attitude
Count	Reverse	Reverse
Signal on partner's lead:	Reverse attitude	
Signal on declarer's lead:	Reverse Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Ogust^	
Jacoby 2NT^	
2 Way Checkback^	

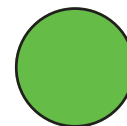
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	VIC Youth General
& Names:	Victoria, Jamie, Danni, Bec
Basic System:	Standard 2/1
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♣ 3+♣ 11+hcp	1♥ 5+♥ 11+hcp	
1♦ 3+♦ 11+hcp	1♠ 5+♠ 11+hcp	
1NT 15-17 bal	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Stayman		
2♦ Hearts	2♠ Clubs/Range Finder	
2♥ Spades	2NT Diamonds	
other		
2♣ GF or 23+ bal		
2♦ weak (5)6+ diamonds		
2♥ weak (5)6+ hearts		
2♠ weak (5)6+ spades		
2NT 20-22 bal	3NT Gambling solid minor, no A or K	
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	15-18	Immediate cue of minor	Majors 5+/5+
1NT overcall - re-opening	15-18	Immediate cue of Major	oM+m 5+/5+
Over weak twos	X=T/O	Over opening threes	X=T/O
Over opponent's 1NT	X=penalties, 2C = Majors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+hcp	2♦ weak	3♦ splinter
1♥ 4+♥ 6+hcp	2♥ weak	3♥ splinter
1♠ 4+♠ 6+hcp	2♠ weak	3♠ splinter
1NT 6-9 hcp	2NT 10-12 bal	3NT To Play
2♣ 5+♣ 6-9 hcp	3♣ 5+♣ 10-12 hcp	4♣ N/A
other		
1♦ 1♥ 4+♥ 6+hcp	2♥ weak	3♥ splinter
1♠ 4+♠ 6+hcp	2♠ weak	3♠ splinter
1NT 6-11 hcp	2NT 10-12 bal	3NT To Play
2♣ 4+♣ GF	3♣ splinter	4♣ N/A
2♦ 5+♦ 6-9 hcp	3♦ 5+♦ 10-12 hcp	4♦
other		
1♥ 1♠ 4+♠ 6+hcp	2♥ 3♥ 6-9 hcp	3♦ 4+♥ 10-12 hcp
1NT 6-11 hcp	2♠ 3♥ 10-12 hcp	3♥ preemptive raise
2♣ 4+♣ GF	2NT 4+♥ GF	3♠ splinter
2♦ 4+♦ GF	3♣ 4+♥ 6-9 hcp	3NT To Play
other		
1♠ 1NT 6-11 hcp	2♠ 3♠ 6-9 hcp	3♥ 3♠ 10-12 hcp
2♣ 4+♣ GF	2NT 4+♠ GF	3♠ preemptive raise
2♦ 4+♦ GF	3♣ 4+♠ 6-9 hcp	3NT To Play
2♥ 4+♥ GF	3♦ 4+♠ 10-12 hcp	4♣ splinter
other		
1NT 3♣ natural slam try	3♠ natural slam try	4♦ Texas transfer
3♦ natural slam try	3NT To Play	4♥ To Play
3♥ natural slam try	4♣ Texas transfer	4♠ To Play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ nat good suit	3♣ nat good suit	3♠
2♠ nat good suit	3♦ nat good suit	3NT
other		
2♦ 2♥ nat F1	3♣ Nat F1	3♠
2♠ nat F1	3♦ preemptive raise	3NT To Play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ nat F1	3♦ nat F1	3NT To Play
2NT Ogust	3♥ preemptive raise	4♣
3♣ nat F1	3♠	4♥ To Play
other		
2♠ 2NT Ogust	3♥ nat F1	4♣
3♣ nat F1	3♠ preemptive raise	4♥ To Play
3♦ nat F1	3NT To Play	4♠ To Play
other		
2NT 3♣ simple stayman	3♠	4♦ Texas transfer
3♦ transfer	3NT To Play	4♥ To Play
3♥ transfer	4♣ Texas transfer	4♠ To Play
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: Two way. Priority 3 card support for responder's M

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = values

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♦ T/O

4♥ T/O 4♠ Values

10. OTHER NOTES
