

#### 4. BASIC RESPONSES

Jump raises - minors	Weak
Jump raises - Majors	Weak
Jump shifts after minor opening	Weak
Jump shifts after Major opening	Weak
Responses to strong 2 suit open.	2D = Waiting
Responses to 2NT opening	Simple Stayman Transfer to majors

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4ths	4ths
From 4 small	2nd	2nd
From 3 cards (no honour)	Middle Up Down	Middle Up Down
In partner's suit	As Above	As Above or Unblock
<b>Discards</b>	low encourage	low encourage
<b>Count</b>	reverse	reverse
<b>Signal</b> on partner's lead:	low encourage	low encourage
<b>Signal</b> on declarer's lead:	count or suit preference	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>	After NTs
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>

#### 7. OTHER CONVENTIONS

2 Way Checkback	
Jacoby	

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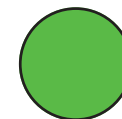
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.  Vicky & Xavier  
 & Names:   
 Basic System: Standard  
 Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé   
 1♣ 3+ 1♥ 5+  
 1♦ 3+ 1♠ 5+  
 1NT 15-17 may contain 5 card Major

#### 1NT Responses 2♣ Simple Stayman

2♦ Hearts	2♠ Clubs
2♥ Spades	2NT Diamonds
(Dbl) System On	other

2♣ Game Force (22+)  
 2♦ natural weak  
 2♥ natural weak  
 2♠ natural weak  
 2NT 20-22 3NT Gambling  
 other

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Value, Takeout, Penalties Negative DBL thru 4H  
 Responsive DBL thru 4H  
 Jump overcalls weak Unusual NT Lowest Unbid Suits  
 1NT overcall: (immediate) 15-18 (re-opening) 12-14  
 Immediate cue: (minor) Majors 5/5 (Major) Other Major and Minor 5/5  
 Over: Weak Twos X=Take Out Opening Threes X=Take Out  
 Opponent's transfers X=Take Out  
 Opponent's 1NT X=Penalties 2C=Majors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+D	2♦ weak	3♦ splinter
1♥ 6+HCP, 4+H	2♥ weak	3♥ splinter
1♠ 6+HCP, 4+H	2♠ weak	3♠ splinter
1NT 6-9HCP, No Major	2NT Balanced Invite 10-12	3NT To Play
2♣ 6-9HCP, 5+C	3♣ 10-12HCP, 5+C	4♣ preemptive
other		
1♦ 1♥ 6+HCP, 4+H	2♥ weak	3♥ splinter
1♠ 6+HCP, 4+S	2♠ weak	3♠ splinter
1NT 6-9HCP	2NT Balanced Invite	3NT To Play
2♣ 10+, 4+C	3♣ weak	4♣ splinter
2♦ 6-9HCP, 5+D	3♦ 10-12HCP, 5+D	4♦ preemptive
other		
1♥ 1♠ 6+HCP, 4+S	2♥ 6-9HCP, 3+H	3♦ weak
1NT 6-9HCP	2♠ weak	3♥ 10-12HCP, 3H
2♣ 10+HCP, 4+C	2NT 12+HCP, 4+H	3♠ splinter
2♦ 10+HCP, 4+D	3♣ weak	3NT 12-15HCP, 3H
other		
1♠ 1NT 6-9HCP	2♠ 6-9HCP, 3+S	3♥ weak
2♣ 10+HCP, 4+C	2NT 12+HCP, 4+S	3♠ 10-12HCP, 3+S
2♦ 10+HCP, 4+D	3♣ weak	3NT 12-15HCP, 3S
2♥ 10+, 4+H	3♦ weak	4♣ splinter
other		
1NT 3♣ nat slam try	3♠ nat slam try	4♦
3♦ nat slam try	3NT To Play	4♥
3♥ nat slam try	4♣	4♠
other		
2♣ 2♦ waiting	2NT	3♥
2♥ natural	3♣ natural	3♠
2♠ natural	3♦ natural	3NT
other		
2♦ 2♥ Natural, forcing 1 round	3♣ Natural, forcing 1 round	3♠
2♠ Natural, forcing 1 round	3♦ Extending	3NT to play
2NT	3♥	4♣
other		

Notes

2♥ 2♠ Natural, forcing 1 round	3♦ Natural, forcing 1 round	3NT to play
2NT	3♥ Extending	4♣
3♣ Natural, forcing 1 round	3♠	4♥ to play
other		
2♠ 2NT	3♥ Natural, forcing 1 round	4♣
3♣ Natural, forcing 1 round	3♠ extending	4♥
3♦ Natural, forcing 1 round	3NT to play	4♠ to play
other		
2NT 3♣ Stayman	3♠	4♦
3♦ transfer to H	3NT to play	4♥
3♥ transfer to S	4♣	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest Unbid Suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 3 card raise

**Defence to 3NT opening** Lead majors

**Defence to Opening Twos** X=Take Out

Multi 2♦

RCO style 2-s

Other 2-s

**Defence (1♣):**

to

**strong (2♣):** natural

1♣ / 2♣

**Over 1NT Interference**

**Lebensohl - other uses**

**Take out of 4 level pre-empt** 4♣/4♦

4♥

4♠

## 10. OTHER NOTES