

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted, 6-9 HCP, 5+ support (4+ if ♦)
Jump raises - Majors	Limit Raise 10-12 HCP, 3+ support
Jump shifts after minor opening	Weak, 3-7 HCP 6+ suit
Jump shifts after Major opening	Weak, 3-7 HCP 6+ suit
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = Simple Stayman 3♦/♥ = Transfers

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	Low encourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	Over 1NT or 2NT opening
4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB
Asking Bids	<input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st/2nd round

#### 7. OTHER CONVENTIONS


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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.  ABF Colts 2022 (ACT/WA) - System card C  
& Names:  Alexis WILSMORE, William BRAYSHAW [and others]

Basic System: Standard American

Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

1♣ 3+♣ 11+HCP	1♥ 5+♥ 11+HCP
1♦ 3+♦ 11+HCP	1♠ 5+♠ 11+HCP
1NT 15-17 HCP BAL (5332/4432/4333)	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣	
2♦ TRF ♥	2♠ TRF Minor
2♥ TRF ♠	2NT INV
(Dbl)	other

2♣ GF unbal OR 23+ BAL	
2♦ Weak 6-10 HCP, 6+♦	
2♥ Weak 6-10 HCP, 6+♥	
2♠ Weak 6-10 HCP, 6+♠	
2NT 20-22 HCP (semi-)BAL	3NT Gambling 3NT
other	

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	3♣
	Responsive DBL thru	3♠
Jump overcalls Weak	Unusual NT	Lowest unbid suits
1NT overcall: (immediate) 15-18 BAL	(re-opening)	15-18 BAL
Immediate cue: (minor) Michaels, both majors	(Major)	Michaels, oM + minor
Over: Weak Twos X = T/O	Opening Threes	X = T/O
Opponent's transfers		
Opponent's 1NT X = PEN, Reverse Cappelletti		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 3-7 HCP 6+♦	3♦ SPL 0-1♦ 5+♣
1♥ 6+ HCP 4+♥	2♥ 3-7 HCP 6+♥	3♥ SPL 0-1♥ 5+♣
1♠ 6+ HCP 4+♠	2♠ 3-7 HCP 6+♠	3♠ SPL 0-1♠ 5+♣
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ INV+, 5+ ♣, F	3♣ 6-9 HCP 5+♣	4♣ Natural, slam try
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ 3-7 HCP 6+♥	3♥ SPL 0-1♥ 5+♦
1♠ 6+ HCP 4+♠	2♠ 3-7 HCP 6+♠	3♠ SPL 0-1♠ 5+♦
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣ 3-7 HCP 6+♣	4♣ SPL 0-1♣ 5+♦
2♦ INV+, 5+ ♦, F	3♦ 6-9 HCP (4)5+♦	4♦ Natural, slam try
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ 3-7 HCP 6+♦
1NT 6-9 HCP	2♠ 3-7 HCP 6+♠	3♥ 10-12 HCP 3+♥
2♣ 10+HCP 4+♣	2NT Jacoby (GF raise, 4+)	3♠ SPL 0-1♠, 3+♥
2♦ 10+HCP 4+♦	3♣ 3-7 HCP 6+♣	3NT To play
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥ 3-7 HCP 6+♥
2♣ 10+HCP 4+♣	2NT Jacoby (GF raise, 4+)	3♠ 10-12 HCP 3+♠
2♦ 10+HCP 4+♦	3♣ 3-7 HCP 6+♣	3NT To play
2♥ 10+HCP 5+♥	3♦ 3-7 HCP 6+♦	4♣ SPL 0-1♣ 3+♠
other		
1NT 3♣ 5+♣ FG	3♠ Natural, slam try	4♦
3♦ 5+♦ FG	3NT To play	4♥ To play
3♥ Natural, slam try	4♣ Gerber	4♠ To play
other		
2♣ 2♦ Waiting	2NT BAL 8+HCP	3♥
2♥ 5+♥ 8+HCP	3♣ 5+♣ 8+HCP	3♠
2♠ 5+♠ 8+HCP	3♦ 5+♦ 8+HCP	3NT
other		
2♦ 2♥ Natural	3♣ Natural	3♠
2♠ Natural	3♦ Invitational	3NT
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other	Similar to over 2♦	
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other	Similar to over 2♦	
2NT 3♣ Simple Stayman	3♠	4♦
3♦ TRF ♥	3NT To play	4♥
3♥ TRF ♠	4♣ Gerber	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lower unbid suits

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

**NT Checkback**  Priorities:

**Defence to 3NT opening** X = penalties

**Defence to Opening Twos** X = T/O

Multi 2♦ 1-2-3 doubles

RCO style 2-s 1-2-3 doubles

Other 2-s 1-2-3 doubles

**Defence (1♣):**

to

**strong (2♣):**

1♣ / 2♣

**Over 1NT Interference** Lebensohl (direct denies)

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O

4♥ X=T/O

4♠ X=T/O

## 10. OTHER NOTES