

4. BASIC RESPONSES

Jump raises - minors	Limit Raise 10-12 HCP, 5+ support (4+ if ♦)
Jump raises - Majors	Limit Raise 10-12 HCP, 3+ support
Jump shifts after minor opening	
Jump shifts after Major opening	
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	

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)	Middle	
In partner's suit	As above	
Discards		
Count		
Signal on partner's lead:		
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

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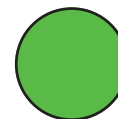
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. ABF Colts 2022 (ACT/WA) - System card A
& Names: Joe MILNER, Anthony MILNER [and others]

Basic System: Standard American

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

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 ☐

1NT Responses 2♣

2♦ 2♠

2♥ 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

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru

Responsive DBL thru

Jump overcalls Weak

Unusual NT

1NT overcall: (immediate) 15-18 BAL, stop (re-opening) 15-18 BAL, stop

Immediate cue: (minor) (Major)

Over: Weak Twos X = T/O

Opening Threes X = T/O

Opponent's transfers

Opponent's 1NT X = PEN

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+ HCP	4+♦	2♦		3♦	
1♥	1♥	6+ HCP	4+♥	2♥		3♥	
1♠	1♠	6+ HCP	4+♠	2♠		3♠	
1NT		6-9 HCP		2NT	10-12 HCP	3NT	To play
2♣		6-9 HCP	5+♣	3♣	10-12 HCP	4♣	
other							
1♦	1♥	6+ HCP	4+♥	2♥		3♥	
1♠	1♠	6+ HCP	4+♠	2♠		3♠	
1NT		6-9 HCP		2NT	10-12 HCP	3NT	To play
2♣		10+HCP	4+♣	3♣		4♣	
2♦		6-9 HCP	4+♦	3♦	10-12 HCP	4♦	
other							
1♥	1♠	6+ HCP	4+♠	2♥	6-9 HCP	3♦	
1NT		6-9 HCP		2♠		3♥	10-12 HCP
2♣		10+HCP	4+♣	2NT	10-12 HCP	3♠	
2♦		10+HCP	4+♦	3♣		3NT	To play
other							
1♠	1NT	6-9 HCP		2♠	6-9 HCP	3♥	
2♣		10+HCP	4+♣	2NT	10-12 HCP	3♠	10-12 HCP
2♦		10+HCP	4+♦	3♣		3NT	To play
2♥		10+HCP	5+♥	3♦		4♣	
other							
1NT	3♣			3♠		4♦	
3♦				3NT	To play	4♥	To play
3♥				4♣		4♠	To play
other							
2♣	2♦	Waiting		2NT		3♥	
2♥				3♣		3♠	
2♠				3♦		3NT	
other							
2♦	2♥	Natural		3♣	Natural	3♠	
2♠		Natural		3♦	Invitational	3NT	
2NT				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♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other	To play	

9. CONVENTIONS

Unusual NT:

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 ♦

RCO style 2-s

Other 2-s	
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Defence (1♣):

to

strong (2♣):

1♣/2♣

Over 1NT Interference

Lebensohl - other uses

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

$$4\heartsuit \quad X=T/O \qquad 4\spadesuit \quad X=T/O$$

10. OTHER NOTES