

4. BASIC RESPONSES

Jump raises - minors	Limit Raise 10-12 HCP, 5+ support
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)
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	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

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

www.abf.com.au
 PDF Form Rev. 21E29 by RoL
 MyRev. _____
 Copyright © ABF 2021



STANDARD SYSTEM CARD

ABF Nos. _____ ACT YOUTH TEAM 2023
 & Names: _____ Dev, Diya, Alexis, Jade, Ken, Zara

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 (Can have a 5 card Major) may contain 5 card Major

1NT Responses	2♣ Simple Stayman
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, stop (re-opening) 15-18 BAL, stop
 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

