

#### 4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	strong
Jump shifts after minor opening	weak
Jump shifts after Major opening	weak
Responses to strong 2 suit open.	2D 0-7, else 8+ natural
Responses to 2NT opening	Same as 1NT

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	top	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	top	
<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:	count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

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

#### 7. OTHER CONVENTIONS


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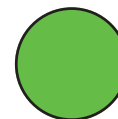
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.	1057261	Tamara de Mel
& Names:	1126611	Ellena Black
Basic System:	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, min.length, or specific meaning Canapé

1♣ 3+, 11+ points	1♥ 5+, 11+ points
1♦ 3+, 11+ points	1♠ 5+, 11+ points
1NT 15-17 HCP, balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ transfer to Hearts	2♠ transfer to Clubs
2♥ transfer to Spades	2NT invite
(Dbl)	other 3C = transfer to diamonds

2♣ Strong: 22+ balanced OR 4- losers unbalanced	
2♦ weak 6+	
2♥ weak 6+	
2♠ weak 6+	
2NT 20-21 balanced	3NT Gambling (AKQxxxx minor)
other	

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles generally take-out, sometimes values or penalty	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) 5/5 majors	(Major) 5 other major / 5 minor
Over: Weak Twos neutral	Opening Threes natural
Opponent's transfers	
Opponent's 1NT X = majors, else natural	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 6+ points, no M	2♦ weak	3♦
1♥ 4+H, 6+ points	2♥ weak	3♥
1♠ 4+S, 6+ points	2♠ weak	3♠
1NT 6-11 HCP	2NT invite	3NT to play
2♣ 5+ C, 10+ points	3♣ 5+ C, 6-9 points	4♣
other		
1♦ 1♥ 4+ H, 6+ points	2♥ weak	3♥
1♠ 4+ S, 6+ points	2♠ weak	3♠
1NT 6-11 HCP	2NT invite	3NT to play
2♣ natural game force	3♣	4♣
2♦ 5+D, 10+ point	3♦ 5+ diamonds 6-9 point	4♦
other		
1♥ 1♠ 4+ S, 6+ points	2♥ 3+H, 6-9 points	3♦ weak D
1NT 6-11 HCP	2♠ weak S	3♥ 3+H invite
2♣ natural game force	2NT 4+H, game force	3♠
2♦ natural game force	3♣ weak C	3NT to play
other		
1♠ 1NT 6-11 HCP	2♠ 3+S, 6-9 points	3♥ weak H
2♣ natural game force	2NT 4+S, game force	3♠ 3+S invite
2♦ natural game force	3♣ weak C	3NT to play
2♥ natural game force	3♦ weak D	4♣
other		
1NT 3♣ transfer to D	3♠	4♦
3♦	3NT to play	4♥
3♥	4♣	4♠
other		
2♣ 2♦ 0-7	2NT	3♥
2♥ natural 8+	3♣ natural 8+	3♠
2♠ natural 8+	3♦ natural 8+	3NT to play
other		
2♦ 2♥	3♣	3♠
2♠	3♦ preemptive	3NT to play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT to play
2NT Ogust	3♥ preemptive	4♣
3♣	3♠	4♥ to play
other		
2♠ 2NT Ogust	3♥	4♣
3♣	3♠ preemptive	4♥
3♦	3NT to play	4♠ to play
other		
2NT 3♣ simple stayman	3♠ transfer to clubs (p/c)	4♦
3♦ transfer to H	3NT to play	4♥
3♥ transfer to S	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round  Game force

NT Checkback  Priorities: up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) : natural

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

## 10. OTHER NOTES