

## 4. BASIC RESPONSES

Jump raises - minors Invite

Jump raises - Majors Invite

Jump shifts after minor opening Weak

Jump shifts after Major opening Invite

Responses to strong 2 suit open. 2♦ = waiting

Responses to 2NT opening Simple stayman, transfers

## 5. PLAY CONVENTIONS

Show priorities

Versus Suit (or both) Versus NoTrump (if different)

**Leads** Sequences: Overlead

Four or more with an honour 4th

From 4 small 2nd

From 3 cards (no honour) MUD

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 (rarely)

**Notes**

## 6. SLAM CONVENTIONS

4NT: Blackwood ☒ RKCB 1430 4♣ Gerber ☐ when?

Slam Notes

Cue Bids ☐

Asking Bids ☐

## 7. OTHER CONVENTIONS

When in doubt, assume it's natural

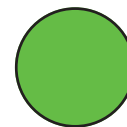
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos. 1221930 Isabella Chilvers

& Names: 1177230 Sebastian Redin, Anton Forster-Rohal, Gregor Forster-Rohal

Basic System: Standard

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

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape ☐

1♣ 2+ 11+

1♥ 5+ 11+

1♦ 4+ 11+

1♠ 5+ 11+

1NT 15-17 bal/semi bal

may contain 5 card Major ☒

1NT Responses 2♣ Simple Stayman

2♦ Transfer ♥

2♠ Minor hand

2♥ Transfer ♠

2NT Invite

other

2♣ GF or 23+ Bal

2♦ Weak 6♦ (can be 5 not vul)

2♥ Weak 6♥ (can be 5 not vul)

2♠ Weak 6♠ (can be 5 not vul)

2NT 20-22

3NT

other

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak

Responsive doubles through 4♠ Unusual NT

1NT overcall - immediate 15-18

Immediate cue of minor

1NT overcall - re-opening 15-18

Immediate cue of Major

Over weak twos X = t/o

Over opening threes X = t/o

Over opponent's 1NT X = values 15+, otherwise natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ Weak nat	3♦
1♥ 4+♥	2♥ Weak nat	3♥
1♠ 4+♠	2♠ Weak nat	3♠
1NT no 4M 6-10	2NT no 4M 11-12	3NT To play 13-15
2♣ 5+♣ 6-9	3♣ 5+♣ Invite	4♣ weak
other		
1♦ 1♥ 4+♥	2♥ Weak nat	3♥
1♠ 4+♠	2♠ Weak nat	3♠
1NT no 4M 6-10	2NT no 4M 11-12	3NT To play 13-15
2♣ 5+♣ 10+	3♣	4♣
2♦ 4+♦ 6-9	3♦ 4+♦ Invite	4♦
other		
1♥ 1♠ 4+♠	2♥ 6-9 3+♥	3♦ Nat invite
1NT 6-10 any	2♠ 6+♠ weak	3♥ 3+♥ invite
2♣ 2+♣ 10+	2NT no 4M 11-12	3♠
2♦ 4+♦ 10+	3♣ Nat invite	3NT 13-15 to play
other 4♥ = To play		
1♠ 1NT 6-10 any	2♠ 6-9 3+♠	3♥ Nat invite
2♣ 2+♣ 10+	2NT no 4M 11-12	3♠ 3+♠ invite
2♦ 4+♦ 10+	3♣ Nat invite	3NT 13-15 to play
2♥ 5+♥ 10+	3♦ Nat invite	4♣
other 4♠ = To play		
1NT 3♣ Nat GF	3♠ Nat GF	4♦
3♦ Nat GF	3NT To play	4♥ To play
3♥ Nat GF	4♣	4♠ To play
other ^		
2♣ 2♦ Waiting	2NT	3♥
2♥ 6+♥ Good suit	3♣ 6+♣ Good suit	3♠
2♠ 6+♠ Good suit	3♦ 6+♦ Good suit	3NT
other		
2♦ 2♥ Nat forcing	3♣ Natural forcing	3♠ Nat forcing
2♠ Nat forcing	3♦ To play	3NT To play
2NT Inquiry	3♥ Nat forcing	4♣
other		

Notes

2♥ 2♠ Natural forcing	3♦ Natural forcing	3NT To play
2NT Inquiry	3♥ To play	4♣
3♣ Natural forcing	3♠ Nat forcing	4♥ To play
other		
2♠ 2NT Inquiry	3♥ Natural forcing	4♣
3♣ Natural forcing	3♠ To play	4♥ To play
3♦ Natural forcing	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠	4♦
3♦ Transfer H	3NT To play	4♥ Natural
3♥ Transfer S	4♣	4♠ Natural
other		

## 9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

Game force ☐

NT Checkback

☐ Priorities:

Defence to 3NT opening

X = values

Defence to Opening Twos

X = takeout

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣): {Replace with your defence to strong 1♣ openings}

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