

4. BASIC RESPONSES

Jump raises - minors	Limit	10-12 HCP, 4+ cards
Jump raises - Majors	Limit	10-12 HCP, 4+ cards
Jump shifts after minor opening		Weak 6+ Suit 0-7HCP
Jump shifts after Major opening		Don't do
Responses to strong 2 suit open.		2♦ Waiting
Responses to 2NT opening		Stayman, transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	low	low
Discards	Low Encourage	Low Encourage
Count	nope	nope
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	nope	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 30/41
Asking Bids	<input type="checkbox"/> Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. Anne Davey
& Names: David Gue, Bertie Morgan, Lincoln Davey, Fletcher Davey

Basic System:
Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 3+ ♣ 1♥ 5+ ♥
1♦ 3+ ♦ 1♠ 5+ ♠

1NT 15-17 Bal may contain 5 card Major

1NT Responses 2♣ Stayman	
2♦ 5+ ♥	2♠ 5+ ♣
2♥ 5+ ♠	2NT 5+ ♦
(Dbl) Takeout	other <input type="text"/>

2♣ GF
2♦ Weak, 6-9 HCP, 6(5)♦
2♥ Weak, 6-10 HCP, 6(5)♥
2♠ Weak, 6-10 HCP, 6(5)♠
2NT 20-22 HCP Bal 3NT Gambling
other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout/ Support Negative DBL thru 4♥
Responsive DBL thru 4♥

Jump overcalls Weak Unusual NT LUBS
1NT overcall: (immediate) 15-18 BAL (re-opening) 11-14 Bal

Immediate cue: (minor) Majors 5/5+ (Major) 5 other Major & 5 minor

Over: Weak Twos X=TO Opening Threes X=TO

Opponent's transfers
Opponent's 1NT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+HCP	2♦ 6+♦ 0-7HCP	3♦
1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-7HCP	3♥
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-7HCP	3♠
1NT 6-9 HCP	2NT 10-12 HCP	3NT 13+ HCP
2♣ 5+♣ 6-9 TP	3♣ 5+♣ 10+ HCP	4♣
other		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 0-7HCP	3♥
1♠ 4+♠ 6+HCP	2♠ 6+♠ 0-7HCP	3♠
1NT 6-9 HCP	2NT 10-12 HCP	3NT 13+ HCP
2♣ 4+♣ 10+ HCP	3♣	4♣
2♦ 5+♦ 6-9 TP	3♦	4♦
other		
1♥ 1♠ 4+♠ 6+HCP	2♥ 3+♥ 6-9 TP	3♦
1NT 6-9 HCP	2♠	3♥ 3+♥ 10-12 TP
2♣ 4+♣ 10+ HCP	2NT 10-12 HCP	3♠
2♦ 4+♦ 10+ HCP	3♣	3NT 13+ HCP
other		
1♠ 1NT 6-9 HCP	2♠ 3+♠ 6-9 TP	3♥
2♣ 4+♣ 10+ HCP	2NT 10-12 HCP	3♠ 3+♠ 10-12 TP
2♦ 4+♦ 10+ HCP	3♣	3NT 13+ HCP
2♥ 5+♥ 10+ HCP	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT To play	4♥
3♥	4♣	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ 5+♥ 16+HCP	3♣ 5+♣ 16+HCP	3♠
2♠ 5+♠ 16+HCP	3♦ to play	3NT to play
2NT	3♥	4♣
other		

Notes

2♥ 2♠ 5+♠ 16+HCP	3♦ 5+♦ 16+HCP	3NT to play
2NT	3♥ to play	4♣
3♣ 5+♣ 16+HCP	3♠	4♥ to play
other		
2♠ 2NT	3♥ 5+♥ 16+HCP	4♣
3♣ 5+♣ 16+HCP	3♠ to play	4♥
3♦ 5+♦ 16+HCP	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠	4♦
3♦ 5+♥	3NT to play	4♥
3♥ 5+♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

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