

4. BASIC RESPONSES

Jump raises - minors	invite
Jump raises - Majors	invite
Jump shifts after minor opening	weak
Jump shifts after Major opening	weak
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	staymen, 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)	2nd highest	
In partner's suit		
Discards	Low encourage	
Count		
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS 4♣ Gerber

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	3041
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>	

7. OTHER CONVENTIONS

www.abf.com.au

PDF Form Rev. 20B11 by RoL

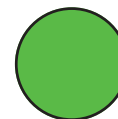
MyRev.

Copyright © ABF 2020



**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	Bertie Morgan
& Names:	Lincoln Davey
Basic System:	Standard
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, minimum length, or specific meaning				Canapé <input type="checkbox"/>
1♣	11+ HCP,	2+♣	1♥	11-15 HCP 5+♥
1♦	11+ HCP,	4+♦	1♠	11-20 HCP, 5+♠
1NT	15-17 bal		may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ stayman				
2♦	Transfer to ♥		2♠	Transfer to minor
2♥	Transfer to ♠		2NT	Invite
(Dbl)			other	

2♣	Strong hand, game force
2♦	weak ♦
2♥	weak ♥
2♠	Weak ♠
2NT	20-22 bal
3NT	gambling
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls	weak	Unusual NT	2 lowest unbid
1NT overcall: (immediate)	15-18 bal	(re-opening)	15-18 bal
Immediate cue: (minor)	both majors	(Major)	Other major and a minor
Over: Weak Twos	double to	Opening Threes	double to
Opponent's 1NT	natural		

Doubles		Negative DBL thru	4♠
		Responsive DBL thru	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Natural	2♦	3♦
1♥ Natural	2♥	3♥
1♠ Natural	2♠	3♠
1NT 6-9	2NT 16+ bal no major	3NT to play 13-15 no major
2♣ simple raise 6-9	3♣ invite	4♣
other		
1♦ 1♥ Natural	2♥	3♥
1♠ Natural	2♠	3♠
1NT 6-9	2NT 16+ bal no major	3NT to play 13-15 no major
2♣ Natural	3♣	4♣
2♦ simple raise 6-9	3♦ invite	4♦
other		
1♥ 1♠ Natural	2♥ simple raise 6-9	3♦
1NT 6-9	2♠	3♥ invite
2♣ Natural	2NT 12+ with fit	3♠
2♦ Natural	3♣	3NT to play bal no fit
other		
1♠ 1NT 6-9	2♠ simple raise 6-9	3♥
2♣ Natural	2NT 12+ fit	3♠ invite
2♦ Natural	3♣	3NT to play bal no fit
2♥ Natural	3♦	4♣
other		
1NT 3♣ nat strong	3♠ nat strong	4♦
3♦ nat strong	3NT	4♥ nat to play
3♥ nat strong	4♣	4♠ nat to play
other		
2♣ 2♦ waiting	2NT	3♥ nat
2♥ nat	3♣ nat	3♠ nat
2♠ nat	3♦ nat	3NT
other nat		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ Stayman	3♠	4♦
3♦ Transfer to ♥	3NT to play	4♥
3♥ Transfer to ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 Lowest unbid

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