## 4. BASIC RESPONSES

Jump raises - minors INV
10-12 5+C; 4+D
10-12 $3+\mathrm{H} / \mathrm{S}$
WK 6-10 6+ card suit
$\begin{array}{llll}\text { Jump shifts after minor opening } & \text { WK } & 6-10 \\ \text { Jump shifts after Major opening } & \text { Reversed Bergen }\end{array}$
Jump shifts after Major opening
Responses to strong 2 suit open. $0-7: 2 \mathrm{D}$ wait; $8+: 5+\mathrm{S}-\mathrm{SOL} 2 \mathrm{H} / \mathrm{S}$ or $3 \mathrm{C} / \mathrm{D} ; \quad 2 N T$ BAL
Responses to 2NT opening Same as 1 NT , less points

## 5. PLAY CONVENTIONS

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

Leads Sequences: Overlead all
Four or more with an honour $4^{\text {th }}$ Highest
From 4 small Highest
From 3 cards (no honour) MUD (middle up down)
In partner's suit As above

| Discards | Low encourage |
| :--- | :--- |
| Count | Low-High = Even |

Signal on partner's lead: Low encourage
Signal on declarer's lead: Low encourage in suit count in NT (low-high $=\boldsymbol{\square}$
Notes Signals opening lead and first discard only.

## 6. SLAM CONVENTIONS 4\& Gerber

$\square$
4NT: Blackwood $\mathbf{X}$ RKCB 1430 Quantitative ask in NT. Asking Bids $\qquad$ Cue Bids $\mathbf{X}$ First round control (Void or Ace)

## 7. OTHER CONVENTIONS

Cue Raise $10^{+} \mathrm{w} /$ a fit (first non-Pass bid) Michaels Cue bids
Cue Bid asking for Stopper
Artificial Game Try in Competitive Auction
2NT Jacoby Raise
4NT Quantitative
Reverses (16+)
Reversed Bergens
Smolen
1NT (X) P* - escape
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AUSTRALIAN BRIDGE FEDERATION LTD.
STANDARD SYSTEM CARD
ABF Nos. 1172506 Maxwell Mein Ashurst
\& Names: 1007106 Dev Shah

Basic System: 5 Card Major
Brown Sticker $\square$ Classification: Green $X$ Blue $\square$ Red $\square$ Yellow $\square$

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé $\square$
1\% $12+\mathrm{HCP} 3+\boldsymbol{s} \quad 1 v 12+\mathrm{HCP} \quad 5+\mathrm{H}$

1-12+ HCP 4+D
14 $12^{+} \mathrm{HCP} 5+$ +
1NT 15-17 HCP BAL
may contain 5 card Major $\mathbf{X}$

| 1NT Responses 2\% Simple Stayman, INV, can be Garbage Stayman |  |
| :---: | :---: |
| $2 \checkmark 8+$ Points 5+H TRF | 24 8+ Points 5 Card Minor Pass/Correct |
| 2レ8+ Points 5+S TRF | 2NT 8-9 Points, INV |
| (Dbl) - | other - |
| 2\% FG 20+ HCP UNBAL | OR 23+ HCP BAL |
| 2) WK 6-10 HCP 6+D |  |
| 2 WK 6-10 HCP 6+H |  |
| 2^ WK 6-10 HCP 6+ |  |
| 2NT STR 20-22 HCP BAL | 3NT Gambling, Strong Minor |
| other |  |
| 2. PRE-ALERTS |  |

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Takeout; Power; Negative
Negative DBL thru 3 S
Responsive DBL thru 3S
Jump overcalls 6-10 HCP $\quad 6+$ suit Unusual NT $5 / 5$ in lowest unbid suits 10-1+ 1NT overcall: (immediate) 15-18 HCP BAL (re-opening) 15-17 HCP BAL Immediate cue: (minor) 6+ HCP 5+/5+ H/S (Major) 6+ HCP $5+/ 5 \mathrm{OM} / \mathrm{m}$
Over: Weak Twos $12^{+}$T/O DBL or O/C Opening Threes $14+$ T/O DBL or O/C
Opponent's transfers NAT
Opponent's 1NT 2C: 10-15 HCP, 5/4 or better in Majors. 2D: 10-15 HCP, 6+ Major
2H: 10-15 HCP, 5H, 4+minor. 2S: 10-15 HCP, 5S, 4+minor. 2NT: 8-15 HCP, $5 / 5$ minors DBL: 16+ Penalties

## 8．RESPONSES TO OPENING BIDS

Describe strength，minimum length，or specific meaning

| 1\％1 6＋ | $5+$ D | 2 － |  | 3 － |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 6＋ | 4＋D | 20－ |  | 30－ |  |  |
| 11． $6+$ | 4＋S | 21－ |  | 34－ |  |  |
| 1NT 6－10 w／o 4CM |  | 2NT INV3\％INV | 11－12 BAL | 3NT To Play |  |  |
| 24．6－10 | 5＋C |  | 11－12 5＋\％ | 4＊INV | 13＋ | 5＋直 |
| other |  |  |  |  |  |  |
| 1－1『6＋ | 4＋H | 20－ |  | 30－ |  |  |
| 11 6＋ | 4＋S | 24－ |  | 34－ |  |  |
| 1NT 6－10 | w／o 4CM | 2NT INV | 11－12＋ | 3NT To Play |  |  |
| 2\％10＋ | 5＋C | 3\％－ |  | 4\％－ |  |  |
| 2 －6－10 | 4＋D | 3 INV | 11－12 $\pm$ | 4－INV | 13＋ | 4＋ |
| other |  |  |  |  |  |  |
| 1－146＋ | 4＋S | 2 WK | 6－10 3H | 3 BERG | 7－9 | $4+\mathrm{H}$ |
| 1NT 6－10 | $<3 \mathrm{H} ;<4 \mathrm{~S}$ | 24 INV | 11－12 + | $3 \vee$ BERG | 4－6 | $4+\mathrm{H}$ |
| 2\％10＋ | 5＋C | 2NT INV | 11－12 Bf | 34－ |  |  |
| 2 10＋ | $5+$ D | 3\％BERG | 10－12 | 3NT To Play |  |  |
| other |  |  |  |  |  |  |
| 14 1NT 6－10 | $<3 S$ | 24．6－10 | 3＋S | 3 INV | 10－11 | 35 |
| 2\％10＋ | 4＋C | 2NT JAC | 13＋4＋S | 3＾BERG | 4－6 | 4＋S |
| 2 10＋ | 4＋D | 3\％BERG | 10－12 4tr | 3NT To Play |  |  |
| 2 10＋ | $5+\mathrm{H}$ | 3 BERG | 7－9 4＋c | 4\％Splinter | in Clubs |  |
| other |  |  |  |  |  |  |
| 1NT 3\％－ |  | 34－ |  | 4 WK | Transfe | to $S_{\text {et }}$ |
| 3 － |  | 3NT 10＋ | w／o 4CM | 4V To Play |  |  |
| 30－ |  | 4\％WK | Transfer to $\mathrm{H}_{ \pm}$ | 4＾To Play |  |  |
| other |  |  |  |  |  |  |
| 24． 2 －7 | WAITING | 2NT 8＋ | BAL | 30 |  |  |
| $2{ }^{\text {－}}$＋ | 5＋H S－SOL | 34，8＋ | 5＋C S－SOL | 34 |  |  |
| 24． $8+$ | 5＋S S－SOL | 3 8＋ | 5＋D S－SOL | 3NT－ |  |  |
| other |  |  |  |  |  |  |
| 2 －${ }^{\boldsymbol{V}}$－ |  | 30－ |  | 34－ |  |  |
| 24 |  | 3 Any Poid | ints 3D | 3NT To Play |  |  |
| $2 N T$ INQ | 16＋2＋D | 30－ |  | $4 \%$ |  |  |
| other |  |  |  |  |  |  |


| 2－24－ |  |  | 3 － |  | 3NT To Play |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $2 N T$ INQ | 16＋ | $2+\mathrm{H}$ | $3 \checkmark$ Any Points | 3H | 4\％－ |
| 306 － |  |  | 31－ |  | 4 To Play |
| other |  |  |  |  |  |
| 24 2NT INQ | 16＋ | $2+$ S | $30-$ |  | 4\％－ |
| $3 \%$ |  |  | 34 Any Points | 34 | 4－ |
| 3 － |  |  | 3NT To Play |  | 4N To Play |
| other |  |  |  |  |  |
| 2NT 3\％\％Simple Stayman |  |  | 34 Any 5 CmP P／C |  | 4 － |
| 3 Any | 5＋H |  | 3NT To Play |  | 4－－ |
| 3）Any | $5+$ S |  | 4＊\％－ |  | 4㔝－ |
| other |  |  |  |  |  |

## 9．CONVENTIONS

Unusual NT： $5 / 5$ lowest unbid suits，approx $10-12$ HCP
4th Suit Forcing One round $\mathbf{X}$ Game Force
Game force
NT Checkback X Priorities： $5 \mathrm{CM}, 4 \mathrm{CM}, 6 \mathrm{Cm}$
Defence to 3NT opening N／A
Defence to Opening Twos $12^{+}$T／O DBL $16^{+}$w／ 5 card suit O／C
Multi 2 N／A
RCO style 2－s N／A
Other 2－s N／A
Defence（1ヵ）：N／A
to
strong（2s）：N／A
1\％／2\％
Over 1NT Interference 2X：5－9 Points，6＋Suit．DBL：Penalities，10＋points
Lebensohl－other uses N／A
Take out of 4 level pre－empts 4 4 ／$/ 4$ Take－out：16＋HCP， 3 card all other suits
4－Can show takeout or penalties
4＾Penalties

## 10．OTHER NOTES

