

## 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)

<b>Leads</b>	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	
<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:	Reverse count (rarely, if ever)	
<b>Notes</b>			

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430      4♣ Gerber  when?

Slam Notes

Cue Bids  1st/2nd controls

Asking Bids

## 7. OTHER CONVENTIONS

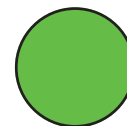
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	1082051	Josh Tomlin, Jamie Simpson, Anton Forster-Rohal
& Names:	1177230	Sebastian Redin, Fletcher Davey, Gregor Forster-Rohal
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      Canape

1♣	2+ 11+	1♥	5+ 11+
1♦	4+ 11+	1♠	5+ 11+

1NT (14)15-17 bal/semi bal, can have stiff honour, 6 minor      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 Running minor

other

## 2. PRE-ALERTS

Aggressive action when not vul

Light openings in 1st seat not vul (8+ HCP)

Light openings in 3rd seat (8+ HCP)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠      Jump overcalls Weak

Responsive doubles through 4♠      Unusual NT LUBS

1NT overcall - immediate 15-18      Immediate cue of minor Majors

1NT overcall - re-opening 15-18      Immediate cue of Major Other Major + Minor

Over weak twos X = t/o      Over opening threes X = t/o

Over opponent's 1NT X = values, 2♣ = Majors, 2N = Minors, otherwise natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+	2♦ Weak nat	3♦ Splinter 12+ 5+♣
1♥ 4+	2♥ Weak nat	3♥ Splinter 12+ 5+♣
1♠ 4+	2♠ Weak nat	3♠ Splinter 12+ 5+♣
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♥ Splinter 12+ 4+♦
1♠ 4+	2♠ weak nat	3♠ Splinter 12+ 4+♦
1NT no 4M 6-10	2NT no 4M 11-12	3NT To play 13-15
2♣ 5+♣ 10+	3♣ Splinter 12+ 4+♦	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 GF 4+♥	3♠ Splinter
2♦ 4+♦ 10+	3♣ Nat invite	3NT 13-15 to play
other 4♣, 4♦ = Splinter		
1♠ 1NT 6-10 any	2♠ 6-9 3+♠	3♥ Nat invite
2♣ 2+♣ 10+	2NT GF 4+♠	3♠ 3+♠ invite
2♦ 4+♦ 10+	3♣ Nat invite	3NT 13-15 to play
2♥ 5+♥ 10+	3♦ Nat invite	4♣ Splinter
other 4♦, 4♥ = natural		
1NT 3♣ Nat GF	3♠ Nat GF	4♦ Spades
3♦ Nat GF	3NT To play	4♥ To play
3♥ Nat GF	4♣ Hearts	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♦ Natural forcing	3NT To play
2NT Inquiry	3♥ Nat forcing	4♣
other		

**Notes**

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

## 9. CONVENTIONS

**Unusual NT:** LUBS

**4th Suit Forcing**    One round     Game force

**NT Checkback**     Priorities: \_\_\_\_\_

**Defence to 3NT opening**    X = values

**Defence to Opening Twos**    X = takeout

Multi 2♦    1-2-3 doubles

RCO style 2-s \_\_\_\_\_

Other 2-s \_\_\_\_\_

**Defence**    X = majors, NT = minors

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

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