4. BASIC RESPONSES

Jump raises - minors Lim	it Raise 10-12 HCP				
Jump raises - Majors Lim	it Raise 10-12 HCP				
Jump shifts after minor open	ng Natural Weak				
Jump shifts after Major open	ng Natural Weak				
Responses to strong 2 suit o	2♦ = Waiting				
Responses to 2NT opening	3♣ = Simple Stayman, Transfers to Majors				

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 (not with A)	4th Highest (with A)			
From 4 small	2nd Highest	2nd Highest			
From 3 cards (no honour)	Middle, Top, Bottom	Middle, Top, Bottom			
In partner's suit	As Above	As Above			
Discards	Low Encourage	Low Encourage			
Count					
Signal on partner's lead:	Low Encourage	Low Encourage			
Signal on declarer's lead:					
Notes Top of Doubletons					

6. SLAM CONVENTIONS 4♣ Gerber 4NT: Blackwood RKCB 1430

Asking Bids X Cue Bids X Cue 1st and 2nd round controls

7. OTHER CONVENTIONS

Cue Raises (4 Card Support) Reverses & Blackout (2NT) Range Finder

Jacoby

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AUSTRALIAN BRIDGE FEDERATION LTD. STANDARD SYSTEM CARD ABF Nos. Sam Goss, Patrick Clifford, Seb Wright & Names: Basic System: Brown Sticker Classification: Green X Blue Red Yellow **1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé 1♣ 3+♣ (11)12-22HCP 1♥ 5+♥ (11)12-22HCP 1♦ 3+♦ (11)12-22HCP 1♠ 5+♠ (11)12-22HCP **1NT** 15-17HCP Balanced may contain 5 card Major 1NT Responses 24 Simple Stayman 2 5+ 💙 2 Range Finder 27 5+ 🛧 2NT 6+ 🔶 (Dbl) System on other 24 GF 23+ HCP 2♦ 6-9HCP 6♦ 2♥ 6-9HCP 6♥ 2▲ 6-9HCP 6▲ 2NT 20-22HCP Balanced **3NT** other 2. PRE-ALERTS 11 HCP openings when unbalanced 3. COMPETITIVE BIDS / OVERCALLS Doubles V/T/P 1. Values 2. Takeout 3. Penalties Negative DBL thru 4♥

		Responsive DBL thru 4♥			
Jump overcalls	Weak	Unusual NT Lower 2 unbid suits			
1NT overcall: (im	mediate) 15-18HCP	(re-opening) 15-18HCP			
Immediate cue: ((minor) Michaels 5/5 Majors	(Major) 5 other Major & 5 minor			
Over: Weak Ty	WOS X=T/O 2NT=15-18HCP	Opening Threes X=T/O			
Opponent's transfers					
Opponent's 1N	IT 2 ♣= Both Majors 5/5				
X = Penalties/Values					

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		J /	5 / T		5
1♣ 1♦	6+ HCP 4+	2�	Natural Weak	3🔶	
1 🖤	6+ HCP 4+♥	2 🧡	Natural Weak	3 💙	
1♠	6+ HCP 4+	2	Natural Weak	3♠	
1NT	6-9 HCP No Major	2NT	Balanced Invite 10-12	3NT	To Play
2♣	6-9 HCP 5+&	3	10-12 HCP 5+&	4	
other					
1 1	6+ HCP 4+♥	2 💙	Natural Weak	3 🧡	
1♠	6+ HCP 4+	2	Natural Weak	3♠	
1NT	6-9 HCP No Major	2NT	Balanced Invite 10-12	3NT	To Play
2♣	10+ HCP 4+	3♣	Natural Weak	4	
2�	6-9 HCP 5+	3�	10-12 HCP 5+	4�	
other					
1♥ 1♠	6+ HCP 4+	2♥	6-9 HCP 3+♥	3♦	Natural Weak
1NT	6-9 HCP No 4 🛧	2	Natural Weak	3 💙	10-12 HCP 3+¥
2♣	10+ HCP 4+	2NT	4+♥ 12+HCP	3	
2�	10+ HCP 4+	3	Natural Weak	3NT	13-15HCP, 3♥
other					
1 🛧 1NT	6-9 HCP	2	6-9 HCP 3+	3 💙	Natural Weak
2♣	10+ HCP 4+	2NT	4+ ♠ 12+HCP	3	10-12 HCP 3+
2�	10+ HCP 4+	3	Natural Weak	3NT	13-15HCP, 3
2 💙	10+ HCP 4+♥	3�	Natural Weak	4	
other					
1NT 3♣	Natural Slam Try	3	Natural Slam Try	4	
-	Natural Slam Try	-	To Play	4 💙	
3 🎔	Natural Slam Try	4♣		4	
other					
24 24	Waiting	2NT		3♥	
	Natural	3♣		3	
	Natural	3		3NT	
other					
2 2 2	Natural Forcing	3	Natural Forcing	3	
	Natural Forcing	3	•		To Play
2NT		3♥		4	,
other		0 🗸		I •	

	Natural Forcing		Natural Forcing	-	To Play
2NT		3 💙	Extending	4	
	Natural Forcing	3		4 💙	To Play
other					
2 4 2NT		3 💙	Natural Forcing	4	
-	Natural Forcing	-	Extending	4 💙	
3 •	Natural Forcing	3NT	To Play	4	To Play
other					
2NT 3 🗣 💲	Simple Stayman	3♠		4�	Natural 6+
3 🔶 📑	Fransfer to ♥ 0-9HCP	3NT	To Play 5-10HCP	4♥	Natural 6+♥ 10+HCP
3 🧡 📑	Fransfer to ♠ 0-9HCP	4	Natural 6+&	4	Natural 6+ 10+HCP
other					
9. CC	NVENTIONS				
Unusual N	IT: Lowest Unbid Sui	ts			
4th Suit F	orcing One round 1	♣ - 1	♦ - 1♥ - 1♠ is exception		Game force
NT Check	back X Priorities: Bi	d up	the line		
	o 3NT opening Lead				
	o Opening Twos X =				
Multi 2	J				
RCO style	2-6				
Other 2-s					
Defence	(1) ·				
	(17).				
to					
strong	(2♣) :				
1 - 4 / 2 -					

ver	I IN I	Interference	

Lebensohl - other uses

Take out of 4 level pre-empts $4 \clubsuit / 4 \blacklozenge$ X $4 \clubsuit$ X

4**♠** 4NT

10. OTHER NOTES

Notes