

4. BASIC RESPONSES

Jump raises - minors	Limit Raise 10-12 HCP, 5+ support
Jump raises - Majors	Limit Raise 10-12 HCP, 3+ support
Jump shifts after minor opening	Weak, 3-7 HCP 6+ suit
Jump shifts after Major opening	Weak, 3-7 HCP 6+ suit
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = Simple Stayman 3♦/♥ = 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)	Middle	
In partner's suit	As above	
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB	4♣ Gerber <input checked="" type="checkbox"/>	when?
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

** Conventions optional	

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	ACT YOUTH TEAM 2025
& Names:	Byron, Jess, Natalee & partners
Basic System:	Standard American
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 <input type="checkbox"/>
1♣ 3+♣ 11+HCP	1♥ 5+♥ 11+HCP	
1♦ 3+♦ 11+HCP	1♠ 5+♠ 11+HCP	
1NT 15-17 HCP BAL (Can have a 5 card Major)		may contain 5 card Major <input type="checkbox"/>
1NT Responses 2♣ Simple Stayman		
2♦ TRF ♥	2♠ TRF Minor	
2♥ TRF ♠	2NT INV	
other		

2♣ GF unbal OR 23+ BAL	
2♦ Weak 6-10 HCP, 6+♦	
2♥ Weak 6-10 HCP, 6+♥	
2♠ Weak 6-10 HCP, 6+♠	
2NT 20-22 HCP (semi-)BAL	3NT ** Gambling 3NT
other	

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	** Lowest Unbid Suits
1NT overcall - immediate	15-18 BAL, stop	Immediate cue of minor	** Michaels, both majors
1NT overcall - re-opening	15-18 BAL, stop	Immediate cue of Major	** Michaels, oM + minor
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 3-7 HCP 6+♦	3♦ SPL 0-1♦ 5+♣
1♥ 6+ HCP 4+♥	2♥ 3-7 HCP 6+♥	3♥ SPL 0-1♥ 5+♣
1♠ 6+ HCP 4+♠	2♠ 3-7 HCP 6+♠	3♠ SPL 0-1♠ 5+♣
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 6-9 HCP 5+♣	3♣ 10-12 HCP 5+♣	4♣ Natural, slam try
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ 3-7 HCP 6+♥	3♥ SPL 0-1♥ 5+♦
1♠ 6+ HCP 4+♠	2♠ 3-7 HCP 6+♠	3♠ SPL 0-1♠ 5+♦
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣ 3-7 HCP 6+♣	4♣
2♦ 6-9 HCP 4+♦	3♦ 10-12 HCP 5+♦	4♦ Natural, slam try
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ 3-7 HCP 6+♦
1NT 6-9 HCP	2♠ 3-7 HCP 6+♠	3♥ 10-12 HCP 3+♥
2♣ 10+HCP 4+♣	2NT 10-12 HCP	3♠
2♦ 10+HCP 4+♦	3♣ 3-7 HCP 6+♣	3NT To play
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥ 3-7 HCP 6+♥
2♣ 10+HCP 4+♣	2NT 10-12 HCP	3♠ 10-12 HCP 3+♠
2♦ 10+HCP 4+♦	3♣ 3-7 HCP 6+♣	3NT To play
2♥ 10+HCP 5+♥	3♦ 3-7 HCP 6+♦	4♣
other		
1NT 3♣ 5+♣ FG	3♠ Natural Slam Try	4♦
3♦ 5+♦ FG	3NT To play	4♥ To play
3♥ Natural Slam Try	4♣	4♠ To play
other		
2♣ 2♦ Waiting	2NT BAL 8+HCP	3♥
2♥ 5+♥ 8+HCP	3♣ 5+♣ 8+HCP	3♠
2♠ 5+♠ 8+HCP	3♦ 5+♦ 8+HCP	3NT
other		
2♦ 2♥ Natural, Forcing	3♣ Natural, Forcing	3♠
2♠ Natural, Forcing	3♦ Not Invite, 3+!D	3NT
2NT Enquiry, 14+ points	3♥	4♣
other		

Notes

2♥ 2♠ Natural, Forcing	3♦ Natural, Forcing	3NT
2NT Enquiry, 14+ points	3♥ ^ Not Invite, 3+!H	4♣
3♣ Natural, Forcing	3♠	4♥
other		
2♠ 2NT Enquiry, 14+ points	3♥ Natural, Forcing	4♣
3♣ Natural, Forcing	3♠ ^ Not Invite, 3+!S	4♥
3♦ Natural, Forcing	3NT	4♠
other		
2NT 3♣ Simple Stayman	3♠	4♦
3♦ TRF ♥	3NT To play	4♥
3♥ TRF ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities:

Defence to 3NT opening X = penalties

Defence to Opening Twos X = T/O

Multi 2♦ 1-2-3 doubles

RCO style 2-s 1-2-3 doubles

Other 2-s 1-2-3 doubles

Defence (1♣): {Replace with your defence to strong 1♣ openings}

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=T/O 4♠ X=T/O

10. OTHER NOTES