

4. BASIC RESPONSES

Jump raises - minors	Inverted raise (6-9 HCP), 5+ support if clubs.
Jump raises - Majors	Limit Raise 10-12 HCP, 3+ support
Jump shifts after minor opening	Weak (6+ cards, approx. 4-7 HCP)
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♦ = Waiting
Responses to 2NT opening	3♣ = 5-cd STAY, 3♦/♥ = TRF, 3♠ = 5♠4♥

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	McKenney where req.	
Count	Reverse	
Signal on partner's lead:	Reverse ATT	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB	1430	4♣ Gerber	<input type="checkbox"/>
Asking Bids	<input type="checkbox"/>	Cue Bids	<input type="checkbox"/>		

7. OTHER CONVENTIONS

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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1182390	William Boyce Cam
& Names:	1182382	Alec Vanyai

Basic System: Standard American

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé ☐

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

1NT 15-17 HCP BAL may contain 5 card Major ☒

1NT Responses 2♣ Stayman (simple)

2♦ TRF -> ♥ 2♠ Range probe or TRF -> ♣

2♥ TRF -> ♠ 2NT TRF -> ♦

(Dbl) 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 21-22 HCP (semi-)BAL

3NT Gambling

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles t/o if partscore, PEN if NT or game	Negative DBL thru 4D
	Responsive DBL thru 4D

Jump overcalls Weak Unusual NT 2 lowest unbid suits 5/5

1NT overcall: (immediate) 15-18 BAL, stop (re-opening) (11)12-14 BAL, stop

Immediate cue: (minor) Michaels (Major) Michaels

Over: Weak Twos X = T/O Opening Threes X = T/O

Opponent's transfers

Opponent's 1NT X = PEN, Landy (2C = both majors)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ Approx. 4-7 HCP, 6+♦	3♦ SPL
1♥ 6+ HCP 4+♥	2♥ Approx. 4-7 HCP, 6+♥	3♥ SPL
1♠ 6+ HCP 4+♠	2♠ Approx. 4-7 HCP, 6+♠	3♠ SPL
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ INV+ raise, 5+♣	3♣ 6-9 HCP (5)6+♣	4♣
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ Approx. 4-7 HCP, 6+♥	3♥ SPL
1♠ 6+ HCP 4+♠	2♠ Approx. 4-7 HCP, 6+♠	3♠ SPL
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣ Approx. 4-7 HCP, 6+♣	4♣ SPL
2♦ INV+ raise, 4+♦	3♦ 6-9 HCP 4+♦	4♦
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦ INV 4♥
1NT 6-9 HCP	2♠ INV 3♥	3♥ 0-5 HCP 4+♥
2♣ 10+HCP 4+♣	2NT GF raise, 4+♥	3♠ SPL
2♦ 10+HCP 4+♦	3♣ 6-9 HCP 4♥	3NT To play
other 4♣/♦ = SPL		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥ INV 3♠
2♣ 10+HCP 4+♣	2NT GF raise, 4+♠	3♠ 0-5 HCP 4+♠
2♦ 10+HCP 4+♦	3♣ 6-9 HCP 4♠	3NT To play
2♥ 10+HCP 5+♥	3♦ INV 4♠	4♣ SPL
other 4♦/♥ = SPL		
1NT 3♣ NAT, slam try	3♠ NAT, slam try	4♦
3♦ NAT, slam try	3NT To play	4♥ To play
3♥ NAT, slam try	4♣	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Natural, F	3♣ Natural, F	3♠
2♠ Natural, F	3♦ NF raise.	3NT
2NT Ogust, INV+	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other	Similar to over 2♦	
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other	Similar to over 2♦	
2NT 3♣ 5-cd Stayman	3♠ GF, 5♠4♥	4♦
3♦ TRF ♥	3NT To play	4♥
3♥ TRF ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2-way, 2♣ forces 2♦, features bid up the line.

Defence to 3NT opening X = penalties

Defence to Opening Twos X = T/O

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♦ X=T/O

4♥ X=T/O

4♠ X=T/O

10. OTHER NOTES