

4. BASIC RESPONSES

Jump raises - minors	Inverted, approx. 7-9(10)HCP, 4+ support (5+ if ♣)
Jump raises - Majors	Pre-emptive (0-5 HCP, 4+ support)
Jump shifts after minor opening	Weak (about 3-6 HCP, 6-cd suit)
Jump shifts after Major opening	Jump in oM = INV, 3-cd support
Responses to strong 2 suit open.	
Responses to 2NT opening	Stayman, TRF

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		
Count	Reverse	
Signal on partner's lead:	Rev ATT	
Signal on declarer's lead:	Rev CT	
Notes		

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

www.abf.com.au

PDF Form Rev. 21E29 by RoL

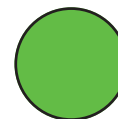
MyRev.

Copyright © ABF 2021



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	1182382	Alec Vanyai
& Names:	1123122	Lizzy Brayshaw
Basic System:	Weak NT, 5 card majors, 2/1 = GF	
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, min.length, or specific meaning	Canapé	<input type="checkbox"/>
1♣ 3+♣ (11)12+HCP	1♥ 5+♥ (11)12+HCP	
1♦ 3+♦ (11)12+HCP	1♠ 5+♠ (11)12+HCP	
1NT 12-14 HCP BAL	may contain 5 card Major	<input type="checkbox"/>

1NT Responses 2♣ Stayman

2♦ Transfer -> ♥	2♠ Transfer-> ♣
2♥ Transfer -> ♠	2NT Transfer -> ♦
(Dbl)	other

2♣ GF unbal OR 23+ BAL	
2♦ Weak Two in either major (6-cd suit), approx. 6-10 HCP	
2♥ 5/4 in ♥/minor (5/5 if vul), approx. 6-10 HCP	
2♠ 5/4 in ♠/minor (5/5 if vul), approx. 6-10 HCP	
2NT 21-22 HCP (semi-)BAL	3NT
other	

2. PRE-ALERTS

2/1 = GF over 1M.
Bergen Raises.
Ogust

3. COMPETITIVE BIDS / OVERCALLS

Doubles t/o if partscore, PEN if NT or game contract	Negative DBL thru	4♦
	Responsive DBL thru	4♦
Jump overcalls Weak	Unusual NT	2 lowest unbid suits
1NT overcall: (immediate) 15-17(18)	(re-opening)	(11)12-14
Immediate cue: (minor) Michaels	(Major) Michaels	(intermediate+ if ♠)
Over: Weak Twos X = T/O	Opening Threes	X = T/O
Opponent's transfers		
Opponent's 1NT X = PEN, Reverse Cappelletti (2♣ = majors, 2♦ = single-suited hand (any), 2M = 5M+4m, 2NT = 5/5 m)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦ 6+, approx. 3-7 HCP	3♦ SPL
1♥ 6+ HCP 4+♥	2♥ 6+, approx. 3-7 HCP	3♥ SPL
1♠ 6+ HCP 4+♠	2♠ 6+, approx. 3-7 HCP	3♠ SPL
1NT 6-11 HCP	2NT 10-12 HCP	3NT To play
2♣ (10)11+ HCP, 5+♣	3♣ 7-9(10) HCP 5+♣	4♣
other		
1♦ 1♥ 6+ HCP 4+♥	2♥ 6+, approx. 3-7 HCP	3♥ SPL
1♠ 6+ HCP 4+♠	2♠ 6+, approx. 3-7 HCP	3♠ SPL
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣ 6+, approx. 3-7 HCP	4♣ SPL
2♦ (10)11+ HCP 4+♦	3♦ 7-9(10) HCP 4+♦	4♦
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP, 3♥	3♦ INV (10-11), 4♥
1NT 6-9 HCP	2♠ INV, 3♥	3♥ 0-5 HCP, 4♥
2♣ 12+HCP 4+♣ (GF)	2NT GF raise, 4♥	3♠ SPL
2♦ 12+HCP 4+♦ (GF)	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♣ 12+HCP 4+♣ (GF)	2NT GF Raise, 4♠	3♠ 0-5 HCP, 4♠
2♦ 12+HCP 4+♦ (GF)	3♣ 6-9 HCP, 4♠	3NT To play
2♥ 12+HCP 5+♥ (GF)	3♦ INV (10-11), 4♠	4♣
other 4♣/♦ = SPL		
1NT 3♣	3♠	4♦ Texas TRF -> ♠
3♦	3NT To play	4♥ To play
3♥	4♣ Texas TRF -> ♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ NAT, F	3♠ Pass or correct
2♠ Pass or correct	3♦ NAT, F	3NT To play
2NT INV+ enquiry.	3♥ Pass or correct	4♣
other 4M = Pass or correct		

Notes

2♥ 2♠ NAT, F	3♦ Pass or correct	3NT To play
2NT INV+ enquiry.	3♥ Raise, < INV.	4♣ Pass or correct
3♣ Pass or correct	3♠	4♥
other Similar to over 2♦		
2♠ 2NT INV+ enquiry.	3♥ NAT, F	4♣ Pass or correct
3♣ Pass or correct	3♠ Raise, < INV.	4♥
3♦ Pass or correct	3NT To play	4♠
other Similar to over 2♦		
2NT 3♣ 5-cd Stayman	3♠ 5♠ + 4♥	4♦
3♦ TRF -> ♥	3NT To play	4♥
3♥ TRF -> ♠	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits 5/5, intermediate+

4th Suit Forcing One round Game force

NT Checkback Priorities: Two-way Checkback.

Defence to 3NT opening

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