

4. BASIC RESPONSES

Jump raises - minors	6-9 weak 5+
Jump raises - Majors	5- 8 4+
Jump shifts after minor opening	9-11 6 card suits
Jump shifts after Major opening	9-11 6 card suit
Responses to strong 2 suit open.	2D waiting, Nat and positive, 2NT = minors
Responses to 2NT opening	3c = simple staymen, 3S is minor suit staymen

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK tight	Overlead all exc. K for unblock
Four or more with an honour	3rd	4ths
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	middle
In partner's suit	reverse attitude	reverse attitude
Discards	reverse attitude	reverse attitude
Count	Reverse	Reverse
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	count	
Notes	Occasional suit preference, reverse smith peters on trick 2 against NT	

6. SLAM CONVENTIONS

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

7. OTHER CONVENTIONS

Drury	Kokish
Tfrs over 2NT rebid	South African Texas Transfers
Jacoby can be invitational	2 Way Check Back
Ghestem over the majors	Jump in 4th suit shows shortage in opening
Lebensol	Transfers over 1M Double

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Inverted Minors



AUSTRALIAN BRIDGE
 FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. _____ George Bartley
 & Names: _____ Jack Luke-Paredi
 Basic System: _____
 Brown Sticker Classification: Green Blue Red Yellow

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

1♣ 2+ clubs 11+ points	1♥ 5+ hearts 11+points
1♦ 4+ diamonds 11+points	1♠ 5+ spades 11+points
1NT 15-17 balanced, 14-16 in 1st seat fav	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ simple staymen	
2♦ transfer to hearts	2♠ transfer to clubs/asking
2♥ transfer to spades	2NT transfer to diamonds
(Dbl)	other 3C Puppet, 3D minors, 3H/3S splinter

2♣ Strong 22+ GF	
2♦ Weak 6+ (could be 5 if green)	
2♥ Weak 6+ ♥ (could be 5 if green)	
2♠ Weak 6+ ♠ (could be 5 if green)	
2NT 20 -21	3NT 6H 5S 9-13 1st/2nd, Gambling 3rd/4th
other	

2. PRE-ALERTS

Aggressive first seat favourable	
Light action	
HCP only a guide	

3. COMPETITIVE BIDS / OVERCALLS

Doubles 1,2,3 doubles, support doubles, support redoubles	Negative DBL thru 3S
	Responsive DBL thru
Jump overcalls Green (weak) / Red (intermediate) Unusual NT	Lowest two unbid suits
1NT overcall: (immediate) 15 -18	(re-opening) 12- 14
Immediate cue: (minor) Both majors	(Major) Other Major and Minor
Over: Weak Twos x = to, leaping micheals	Opening Threes x = takeout, non-leaping micheals
Opponent's transfers x = stolen bid, bidding the transfer suit is takeout	
Opponent's 1NT 2C = both majors, 2D= any single suiter, 2H = H& minor , 2S = S& minor	
2NT= both minors, 3x= natural	
x = penalties	

