

4. BASIC RESPONSES

Jump raises - minors	Weak 6-9, 5 card suit
Jump raises - Majors	Bergen
Jump shifts after minor opening	Weak 0-5, 6 card suit
Jump shifts after Major opening	Inv Bergen
Responses to strong 2 suit open.	2D,-ve or waiting, rest natural 8+pts
Responses to 2NT opening	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead	A=attitude K=count
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	top of doubleton	
Discards	McKenny	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count, if relevant	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Minorwood, Extras shown over Queen ask	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Inverted minor	Dopi and Ropi
NT Checkback (Crowhurst)	Lebensohl
4th suit forcing	Puppet Stayman

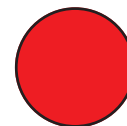
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	48917	Wilma Pfitzner
& Names:	241921	John Currie
Basic System:	Standard	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 3, 11+	1♥ 5, 11+	
1♦ 3, 11+	1♠ 5, 11+	
1NT 15-17	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Extended Stayman		
2♦ Transfer to H	2♠ Transfer to C	
2♥ Transfer to S	2NT Transfer to D	
other 3 level = 6 card suit with slam interest		
2♣ 22+ or any game force		
2♦ 6 card major, 6-10 or 20+ balanced		
2♥ 5/5 H = another, 6-10 pts		
2♠ 5/5 S and a minor, 6-10 pts		
2NT 5/5 minors 6-10 or 11	3NT Ace specific ask	
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	11-15, 6 card suit
Responsive doubles through	3S	Unusual NT	2NT = Majors or minors
1NT overcall - immediate	15-17	Immediate cue of minor	5/5 other minor + a major
1NT overcall - re-opening	11-14	Immediate cue of Major	5/5 other major + a minor
Over weak twos	X=t/o, natural & Lebensohl	Over opening threes	X=t/o, natural
Over opponent's 1NT	X= pen oriented in 2nd seat, 8+ if re-opening in 4th seat, 2C=4/4 majors		
2H = 5maj/4min, 2S=5/4 maj/min, 2NT=5/5 minors. Applies over weak or strong NT			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥	3♦
1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
other		
1♠ 1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: _____

Defence to 3NT opening _____

Defence to Opening Twos _____

Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

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♦ _____

4♥ _____ 4♠ _____

10. OTHER NOTES
