4. BASIC RESPONSES

Jump raises - minors 1	2+ po	ints and at least five (minor) suit cards			
Jump raises - Majors 1	2+ po	ints and at least three (major) suit cards			
Jump shifts after minor op	pening	15+ points 6+ cards			
Jump shifts after Major opening		15+ points 6+ cards			
Responses to strong 2 suit open.		2D 0-6 HCP 2NT 0-4 balanced			
Responses to 2NT opening		3C Stayman (4+points) with Jacoby transfer			

5. PLAY	CONVENT	IONS	Show priorities
Versus Suit	(or both)	Versus No	Trump (if different)
5:			
nonour 4th highest		4th highest	
3rd		3rd	
nour) middle		middle	
top of 2; middle o	of 3	top of 2; mid	dle of 3
odds/evens		odds/evens	
lead: low encourage		low encoura	ge
s lead:			
	Versus Suit s: honour 4th highest 3rd hour) middle top of 2; middle o odds/evens	Versus Suit (or both) s: 4th highest ard 3rd nour) middle top of 2; middle of 3 odds/evens lead: low encourage	s: 4th highest 4th highest 3rd 3rd middle 100 of 2; middle 0f 3 0dds/evens 0dds/evens 100 odds/evens 100 of 2; middle 100 of 2; middle 0dds/evens 100 odds/evens 100 odds/e

AV CONVENTION

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	974994	John Lawrance						
& Names:	1147145	Aaron Minney						
Basic System:	Standard. 5	Card Majors						
Brown Sticker	Class	ification: Green	X Blue	Red Yellow				
		1. OPEN	ING BIDS					
Describe stren	igth, minimum le	ength, or specific m	eaning	Canape				
1 ♣ 12+ HCF	P, 3 in a suit		1♥ 12+ HCP, 5	in a suit				
10 12+ HCF	P, 4 in a suit		1 4 12+ HCP, 5	in a suit				
1NT 15-18 p	oints, balance	d and no five car	d major	may contain 5 card Major 🛛 🗙				
1NT Responses	2 🖡 5 card S	tayman						
2 ♦ 5+ he	arts (Jacoby)		2 Minors (for	e 3C passs or correct)				
2 ♥ 5+ Sp	ades (Jacoby))	2NT 8-9 points a	and balanced, no 4 major				
other								
2 4 23+ poin	ts artificial stro	ong hand with at I	east 10 tricks					
2 Weak 2	with at least 6	cards in suit and	6-10 HCP					
2 Weak 2	Weak 2 with at least 6 cards in suit and 6-10 HCP							
2 Weak 2	Weak 2 with at least 6 cards in suit and 6-10 HCP							
2NT 20-22 pc	pints and balar	nced	3NT 25-27 points	s and balanced				
other								

2. PRE-ALERTS

bid 'up the line' with 4 card majors and 'dowr

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles throug	h	2S	Jump overca	alls	12-15pts; 6+ ca	ards
Responsive doubles thro	ough	2S	Unusual N	١T	Two lowest rar	nking unbid suits; 7+ HCP
1NT overcall - immediate	9 1	5-17 pts;	bal; stopp	Im	mediate cue of minor	Michaels 5/5 majors 6-10
1NT overcall - re-opening	g 🤅	9-11pts; b	bal	Im	mediate cue of Major	Michaelsn 5 oth. major & minor
Over weak twos Dbl	if 11	I+HCP ar	nd 3+ card	ls	Over opening threes	Dbl if 11+HCP and 3+ cards in
Over opponent's 1NT	2C k	ooth majo	ors (5/4+) 2	2D	6+ either major	2H/S 5H/S + minor 2NT both mi

		8. RESPO	NS	ES TO OPENIN	IG	BIDS
		Describe strer	ngth,	minimum length, or specific	: mea	aning
1♣	1♦	6+ HCP, 4+D	2�	15+HCP, 6+D	3�	splinter 13+HCP 0-1D
	1♥	6+ HCP, 4+H	2♥	15+HCP, 6+H	3 💙	splinter 13+HCP 0-1H
	1♠	6+ HCP, 4+S	2	15+HCP, 6+S	3	splinter 13+HCP 0-1S
	1NT	6-9 HCP, 4333	2NT	10-12 HCP, Bal	3NT	13-15HCP, balanced
	2♣	6-9 HCP, 5+C	3♣	10-12 HCP, 5 suit cards	4	12+HCP, 5 suit cards
	other					
1 🔶	1♥	6+ HCP, 4+H	2 💙	15+HCP, 6+H	3 💙	splinter 13+HCP 0-1H
	1♠	6+ HCP, 4+S	2	15+HCP, 6+S	3	splinter 13+HCP 0-1S
	1NT	6-9HCP	2NT	10-12 HCP, Bal	3NT	13-15HCP, balanced
	2	10+ HCP, 5+C	3♣	10+HCP, 5 suit cards	4	splinter 13+HCP 0-1C
	2�	6-9 HCP, 4D	3�	10+HCP, 4 suit cards	4�	12+HCP, 4 suit cards
	other					
1♥	1	8+ HCP, 4S, <4H	2 💙	6-9HCP, 3H,	3♦	15+HCP, 6C
	1NT	6-9HCP, 2H, deny S	2	15+HCP, 6+S	3♥	10-12HCP, 3H
	2	10+ HCP, 4+C	2NT	10-12 HCP, Bal <3H,	3	splinter 13+HCP 0-1S
		10+ HCP, 4+D	3♣	15+HCP, 6C	3NT	13-15HCP, balanced
	other	4C/ 4D splinter				
1♠	1NT	6-9HCP, 0-2S	2	6-9HCP, 3S,	3 💙	15+HCP, 6H
	2♣	10+ HCP, 4+C	2NT	10-12 HCP, Bal	3	10-12HCP, 3S
	2�	10+ HCP, 4+D	3♣	15+HCP, 6C	3NT	13-15HCP, balanced
	2 💙	10+ HCP, 5H,	3�	15+HCP, 6D	4	splinter 13+HCP 0-1C
	other	4D/4H splinter				
1NT	34	10+ HCP, 5+ suit cards	3	10+ HCP, 5+ suit cards	4�	4-7HCP, 6+D
	3�	10+ HCP, 5+ suit cards	3NT	10-13HCP, no 5 major	4♥	4-7HCP, 6+H
	3♥	10+ HCP, 5+ suit cards	4	4-7HCP, 6+C	4	4-7HCP, 6+S
	other					
2	2�	0-6HCP	2NT	0-4HCP, Bal	3 💙	
	2 💙	7+ HCP, 5H	3♣	7+HCP 5C	3	
	2	7+ HCP, 5S	3�	7+HCP 5D	3NT	5-8HCP, Bal
	other					
2�	2 💙		3♣		3	
	2♠		3�		3NT	19+HCP stoppers
	2NT	15+HCP Stoppers	3♥		4	
	other					
Note	es					

2♥ 2♠	3♦	3NT 19+HCP stoppers	
2NT 15+HCP Stopp	pers 3	44	
34	3♠	4 🎔	
other			
2A 2NT 15+HCP Stopp	oers 3 💙	4.	
3♣	3♠	4♥	
3�	3NT 19+HCP stopp	ers 4	
other			
2NT 3🌲 4+HCP 3+H or	r 3+S 3♠	4�	
3🔶 4+HCP 5+H	3NT 5-9HCP	4♥	
3♥ 4+HCP 5+S	4 🗣	4	
other			
	9. CONVENT	IONS	
Inusual NT·			
		Game force	~
th Suit Forcing	Dine round	Game force	X
Ith Suit Forcing C NT Checkback	Priorities:	Game force	X
Ith Suit Forcing C NT Checkback Defence to 3NT opening	Priorities:	Game force	X
Ith Suit Forcing C NT Checkback	Priorities:	Game force	X
Ith Suit Forcing C NT Checkback Defence to 3NT opening	Priorities:	Game force	X
Ith Suit Forcing C NT Checkback	Priorities:	Game force	X
Ath Suit Forcing Control of the Suit Forcing Control of the Suit Forcing Control of the Suit Suit Suit Suit Suit Suit Suit Suit	Priorities:	Game force	X
Ith Suit Forcing C NT Checkback C Defence to 3NT opening C Defence to Opening Two Multi 2 RCO style 2-s C Other 2-s C	Priorities:		X
Ith Suit Forcing C NT Checkback C Defence to 3NT opening C Defence to Opening Two Multi 2 RCO style 2-s C Other 2-s C	Priorities: g /os		X
Ath Suit Forcing C NT Checkback C Defence to 3NT opening C Defence to Opening Two Multi 2 RCO style 2-s C Other 2-s C Defence (1 1): {Rep to K	Priorities: g /os		X
Ath Suit Forcing C Ath Suit Forcing C NT Checkback D Defence to 3NT opening D Defence to Opening Two Multi 2 RCO style 2-s C Other 2-s C Defence (1 - *): {Rep to (2 - *):	Priorities: g /os		X
Ath Suit Forcing C NT Checkback Defence to 3NT opening Defence to Opening Two Multi 2 RCO style 2-s Other 2-s Defence (1 •): to strong (2 •): 1 • / 2 •	Priorities: g /os		X
Ath Suit Forcing C NT Checkback C Defence to 3NT opening C Defence to Opening Two Multi 2 RCO style 2-s C Other 2-s C Defence (1 1): Rep to Strong 1 1/2 / 2 C Over 1NT Interference C	Priorities: g /os		X
Ath Suit Forcing C Ath Suit Forcing C NT Checkback D Defence to 3NT opening D Defence to Opening Tw Multi 2 Multi 2 RCO style 2-s Other 2-s Other 2-s Defence (1 *) : {Rep to strong strong (2 *) : 1* / 2* Over 1NT Interference Lebensohl - other uses	Priorities: g vos		X
Ath Suit Forcing C Ath Suit Forcing C NT Checkback D Defence to 3NT opening D Defence to Opening Tw Multi 2 Multi 2 RCO style 2-s Other 2-s D Defence (1 *) : {Rep to strong strong (2 *) : 1* / 2* D Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-ference	Priorities: g /os lace with your defence to strop s empts 4♣/4◆		X
NT Checkback	Priorities: g vos	ong 1♣ openings}	X