

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Limit
Jump shifts after minor opening	weak long suit
Jump shifts after Major opening	weak long suit
Responses to strong 2 suit open.	steps responses 0-3 4-6 7-9 10+
Responses to 2NT opening	Stayman and transfers to Majors

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:		
Four or more with an honour	4th highest	
From 4 small	middle	
From 3 cards (no honour)	middle	
In partner's suit	Top (except x from Qxx)	
Discards	low encourage if available	
Count	High Low shows doubleton	
Signal on partner's lead:	no system	
Signal on declarer's lead:		
Notes	Doubles - Take-out, Negative, Lead directing on artificial bids	

6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	Where obvious
4NT: Blackwood	<input checked="" type="checkbox"/>	RKCB 1430 {4NT other meanings?}
Asking Bids	<input type="checkbox"/>	Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

Strong Jump Shift by Opener	
Weak Jump Shift by Responder	

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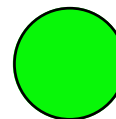
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	919632	Sandy Spencer
& Names:	146560	Alan Saultry

Basic System:

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

1. OPENING BIDS

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

1NT 15 - 18 Simple Stayman may contain 5 card Major ☐

1NT Responses 2♣ simple stayman

2♦ Transfer Hearts	2♠
2♥ Transfer Spades	2NT Invite to 3NT
(Dbl)	other 3C 3D - LONG WEAK SUIT

2♣ 19+ or 4 losers steps responses 0-3 4-6 7-9 10+

2♦ Long Weak

2♥ Long Weak

2♠ Long Weak

2NT 20-21 balanced 3NT BIG with stoppers

other weak 3s with 7 card suit

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Take out through 3S Negative DBL thru 3 Spades
{E.g. Support Doubles and Redoubles } Responsive DBL thru

Jump overcalls long suit and weak Unusual NT
1NT overcall: (immediate) 15-18 (re-opening)

Immediate cue: (minor) (Major)

Over: Weak Twos Natural or DBL Take-out Opening Threes Natural or DBL Take-out

Opponent's transfers - DBL is lead directing

Opponent's 1NT - Natural bids over NT or Double for Penalty

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 6+ HCP	2♦ long and <6HCP	3♦
1♥ 4+ 6+ HCP	2♥ long and <6 HCP	3♥
1♠ 4+ 6+ HCP	2♠ long and <6 HCP	3♠
1NT no maj 6-9	2NT No 4c Maj 11-12 HCP	3NT to play
2♣ Long clubs - no major	3♣	4♣
other		
1♦ 1♥ 4+ 6+ HCP	2♥ long and <6 HCP	3♥
1♠ 4+ 6+ HCP	2♠ long and <6 HCP	3♠
1NT 6-10 no 4c major	2NT No 4c Maj 11-12 HCP	3NT to play
2♣ 5+ and 10+ HCP	3♣ long and <6 HCP	4♣
2♦ 3+D no major	3♦ invite 10-12	4♦
other		
1♥ 1♠ 4+ 6+ HCP	2♥ 3+ 6-9 HCP	3♦ long and <6 HCP
1NT 6-10 no 4c spade	2♠ long and <6 HCP	3♥ 3+ 10-12 HCP
2♣ 5+ and 10+ HCP	2NT <4 S <3 H 11-12 HCP	3♠
2♦ 5+ and 10+ HCP	3♣ long and <6 HCP	3NT to play
other 4H weak but lots of hearts		
1♠ 1NT 6-9 HCP	2♠ 3+ 6-9 HCP	3♥ long and <6 HCP
2♣ 5+ and 10+ HCP	2NT <3S 11-12 HCP	3♠ 3+S 10-12 HCP
2♦ 5+ and 10+ HCP	3♣ long and <6 HCP	3NT to play
2♥ 5+ and 10+ HCP	3♦ long and <6 HCP	4♣
other 4S weak but lots of spades		
1NT 3♣ Long Weak suit	3♠	4♦
3♦ Long Weak Suit	3NT to play	4♥
3♥	4♣	4♠
other		
2♣ 2♦ 0-3 HCP	2NT 10+ HCP	3♥
2♥ 4-6 HCP	3♣	3♠
2♠ 7-9 HCP	3♦	3NT
other		
2♦ 2♥ to play	3♣ to play	3♠
2♠ to play	3♦ some support	3NT to play
2NT	3♥	4♣
other 5 D to play		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT	3♥ some support	4♣
3♣	3♠	4♥ to play
other		
2♠ 2NT	3♥ to play	4♣
3♣ to play	3♠ some support	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠	4♦
3♦ trans to hearts	3NT to play	4♥
3♥ trans to spades	4♣	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round ☐

Game force ☐

NT Checkback ☐ Priorities:

Defence to 3NT opening	Double for penalty
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Defence to Opening Twos

Multi 2♦ Good strong Suit or 2NT stoppers both maj or DBL take-out

RCO style 2-s

Other 2-s

Defence	Natural bids
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to

strong Natural bids

1♣ / 2♣

Over 1NT Interference 2 level bid to play (weak) - 3 level forcing shows points

Lebensohl - other uses	N/A
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Take out of 4 level pre-empts 4♣/4♦ DBL for take-out

4♥ DBL take-out

4♠ Dbl Penalty but R to bid if LONG suit

10. OTHER NOTES