

4. BASIC RESPONSES

Jump raises - minors	nat
Jump raises - Majors	nat
Jump shifts after minor opening	to play
Jump shifts after Major opening	to play
Responses to strong 2 suit open.	2D is weak
Responses to 2NT opening	better minor

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	top	
Four or more with an honour	4th highest	
From 4 small	2nd top	
From 3 cards (no honour)	MUD	
In partner's suit	top	
Discards	low enc	
Count	nat	
Signal on partner's lead:	low enc	
Signal on declarer's lead:	count sometimes	
Notes	A for attitude, K for count	

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/> only ater jump}
4NT: Blackwood	<input type="checkbox"/> RKCB 1430 {4NT other meanings?}
Asking Bids	<input type="checkbox"/> Cue Bids <input type="checkbox"/> YES

7. OTHER CONVENTIONS

nmf	4th suit force
jacoby 2nt	cue raises

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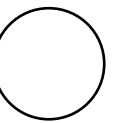
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 928194 barry dalsto
& Names: 940453 freddie zulficar

Basic System: SA

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

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

1♣ 2plus 1♥
1♦ 1♠ 5

1NT 15 to 18 may contain 5 card Major ☐

1NT Responses 2♣ stayman
2♦ transfer to H 2♠ transfer to a minor
2♥ transfrer to S 2NT invite
(Dbl) other

2♣ game invite

2♦ multi

2♥ H and another

2♠ S and another

2NT minors 3NT 25plus

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles {support dubles and ReDoubles } Negative DBL thru 4H

{E.g. Support Doubles and Redoubles } Responsive DBL thru 2S

Jump overcalls weak Unusual NT lowest unbid

1NT overcall: (immediate) 15o18 (re-opening) 11to 15

Immediate cue: (minor) majors (Major) other major and a minor

Over: Weak Twos natural Opening Threes preempt

Opponent's transfers { values

Opponent's 1NT Capaletti

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	
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Defence to Opening Twos

Multi 2 ♦

RCO style 2-s

Other 2-s	
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Defence	(1♣): {Replace with your defence to strong 1♣ openings}
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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