

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)
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Leads Sequences:	top			
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Four or more with an honour	4th highest			
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From 4 small	2nd top			
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From 3 cards (no honour)	MUD			
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In partner's suit	top			
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Discards	low enc			
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Count	nat			
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Signal on partner's lead:	low enc			
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Signal on declarer's lead:	count sometimes			
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Notes	A for attitude, K for count			
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6. SLAM CONVENTIONS

4♣ Gerber only after jump

4NT: Blackwood RKCB 1430 {4NT other meanings?}

Asking Bids Cue Bids YES

7. OTHER CONVENTIONS

nmf	4th suit force			
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jacoby 2nt	cue raises			
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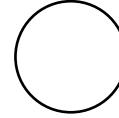
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.

928194 barry dalsto

& Names:

940453 freddie zulfiqar

Basic System: SA

Brown Sticker Classification: Green Blue Red Yellow Canapé

1. OPENING BIDS

Describe strength, min.length, or specific meaning

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♥ transfer 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 doubles 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

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-empt 4♣/4♦

4♥

4♠

10. OTHER NOTES