

4. BASIC RESPONSES

Jump raises - minors 4+ card support; 0-6 TP

Jump raises - Majors 4+ card support; 0-5 TP

Jump shifts after minor opening weak <6 HCPs

Jump shifts after Major opening weak <6 HCPs

Responses to strong 2 suit open. control responses

Responses to 2NT opening Puppet Stayman & Transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	low Honour	
Discards	Odd Encourage	
Count	Natural (High-Low = Even)	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Evens lead direct	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber over 1NT or 2NT

4NT: Blackwood RKCB 1430

{4NT other meanings?}

Asking Bids Cue Bids

Exclusion Blackwood

7. OTHER CONVENTIONS

Fourth Suit Forcing

Inverted Minors

Help suit trial bid

Gambling 3NT

Splinters

Minorwood

Jacoby 2NT

Checkback Stayman

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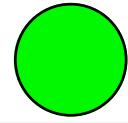
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 1147366 Julie-Ann Bradwyn (12)

& Names: 1147412 Sue Mittermair (9)

Basic System: Standard American

Brown Sticker Classification: Green Blue Red Yellow Canapé

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

1♣ 2+, 8+ HCP 1♥ 5+, 8+ HCP

1♦ 4+, 8+ HCP 1♠ 5+, 8+ HCP

1NT 15-17 balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ 2D - 2H 2♠ 3C

2♥ 2H - 2S 2NT 3D

(Dbl) other 4C Gerber, 3NT 10+ HCPs

2♣ 23+ HCPs or 4 losers

2♦ 6-10 HCPs & 6 card major or strong balanced 20-22 HCPs

2♥ 6-10 HCPs, 5+/4+ Hearts & a minor

2♠ 6-10 HCPs, 5+/4+ Spades & any other suit

2NT 6-10 HCPs, 5/5 minors 3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles {Other Doubles and ReDoubles } Negative DBL thru 3S

{E.g. Support Doubles and Redoubles } Responsive DBL thru 3S

Jump overcalls weak Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-17 balanced (re-opening) 11-14 HCP

Immediate cue: (minor) 5H & 5S (Major) 5/5 other major & a minor

Over: Weak Twos Natural; X = T/O Opening Threes Natural; X = T/O

Opponent's transfers Natural; X = T/O

Opponent's 1NT DONT (x=Single Suit; 2C=C & other suit; 2D=D&H/S; 2H=H/S; 2S=6S)

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