

#### 4. BASIC RESPONSES

Jump raises - minors 10 - 12

Jump raises - Majors 10 - 12

Jump shifts after minor opening

Jump shifts after Major opening Weak 7 Cards

Responses to strong 2 suit open. 2D Less than 7 pts

Responses to 2NT opening Stayman and Transfers

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead	
Four or more with an honour	4th Highest	
From 4 small	2nd Highest	
From 3 cards (no honour)	Middle	
In partner's suit		
<b>Discards</b>	Low encourage	
<b>Count</b>		
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood  RKCB

Asking Bids  Cue Bids

#### 7. OTHER CONVENTIONS

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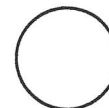
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.

& Names:

Basic System: Standard

Brown Sticker  Classification: Green  Blue  Red  Yellow

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

1♣ 3 1♥ 5

1♦ 3 1♠ 5

1NT 15 - 17 may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ Transfer to Hearts 2♠

2♥ Transfer to Spades 2NT 8 - 9 pts

(Dbl) other

2♣ Strong

2♦ 6 Cards 6 - 9 pts

2♥ 6 Cards 6 - 9 pts

2♠ 6 Cards 6 - 9 pts

2NT 20 - 21 pts 3NT

other 4NT

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles

Negative DBL thru

Responsive DBL thru

Jump overcalls

Unusual NT

1NT overcall: (immediate) 15 - 17

(re-opening) 15 - 17

Immediate cue: (minor)

(Major)

Over: Weak Twos X

Opening Threes X

Opponent's transfers

Opponent's 1NT

## 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		

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♠):

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

Notes