

#### 4. BASIC RESPONSES

Jump raises - minors	*Limit raise: 10-12 hcp and 5+ card support
Jump raises - Majors	*Limit raise: 10-12 hcp and 3+ card support
Jump shifts after minor opening	Forcing to Game
Jump shifts after Major opening	Forcing to Game
Responses to strong 2 suit open.	Over 2♣ Bid 2♦ if weak, otherwise bid a 5 card suit or 2NT
Responses to 2NT opening	Responder uses Stayman and transfers as per 1NT opening

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD (middle, up, dpwn)	
In partner's suit		
<b>Discards</b>	high encourage	
<b>Count</b>		
<b>Signal</b> on partner's lead:	high encourage	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKC B 4♣ Gerber  when? Ace ask-not when ♣ is suit

**Slam Notes** 4NT response: 5♣ = 0 or 4 aces 5♦ = 1 ace 5♥ = 2 aces

Cue Bids  5♠ = 3 aces

Asking Bids  Gerber response: 4♦ = 0 or 4 aces 4♥ = 1 ace 4♠ = 2 aces 4NT = 3 aces

#### 7. OTHER CONVENTIONS

* Limit raises: 9-10 points with a shapely hand & up to 12 points with a flat hand	Fourth suit forcing eg: 1♦ 1♠ 2♣ 2♥
eg: 3334 shape and 12 points	Weak jump overcalls

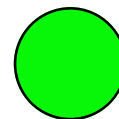
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## AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

ABF Nos. \_\_\_\_\_  
& Names: \_\_\_\_\_  
Basic System: Standard American  
Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ clubs; 12+ hcp 1♥ 5+ hearts; 12+ hcp

1♦ 3+ diamonds; 12+ hcp 1♠ 5+ spades; 12+ hcp

1NT 16-18 hcp; balanced may contain 5 card Major

1NT Responses	2♣ simple Stayman
2♦ transfer to hearts	2♠
2♥ transfer to spades	2NT 7-9 hcp; opener bids 3NT with max.
other	

2♣ 19+ (unbalanc.) or 23+ (balanc.); 8 1/2 tricks; Responder bids 2♦ if weak

2♦ weak two: 6 card d suit; 6-10 hcp

2♥ weak two: 6 card h suit; 6-10 hcp

2♠ weak two: 6 card s suit; 6-10 hcp

2NT Strong 21-22 hcp, balanced; 3NT not used

other \_\_\_\_\_

#### 2. PRE-ALERTS

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 2S Jump overcalls weak

Responsive doubles through Unusual NT

1NT overcall - immediate 16-18 hcp balanced Immediate cue of minor

1NT overcall - re-opening Immediate cue of Major

Over weak twos 2NT(16-18) or X or bid suit Over opening threes

Over opponent's 1NT Natural