

4. BASIC RESPONSES

Jump raises - minors
 Jump raises - Majors
 Jump shifts after minor opening
 Jump shifts after Major opening
 Responses to strong 2 suit open.
 Responses to 2NT opening

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:

Four or more with an honour
 From 4 small
 From 3 cards (no honour)
 In partner's suit

Discards

Count

Signal on partner's lead:

Signal on declarer's lead:

Notes

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS



AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.

& Names:

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣

1♥

1♦

1♠

1NT

may contain 5 card Major

1NT Responses 2♣

2♦

2♠

2♥

2NT

other

2♣

2♦

2♥

2♠

2NT

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through

Jump overcalls

Responsive doubles through

Unusual NT

1NT overcall - immediate

Immediate cue of minor

1NT overcall - re-opening

Immediate cue of Major

Over weak twos

Over opening threes

Over opponent's 1NT

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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|---|-----------------------------|-----------------------------|
| 1♣ 1♦ 1♥ 1♠ 1NT 2♣ other | 2♦ 2♥ 2♠ 2NT 3♣ | 3♦ 3♥ 3♠ 3NT 4♣ |
| 1♦ 1♥ 1♠ 1NT 2♣ 2♦ other | 2♥ 2♠ 2NT 3♣ 3♦ | 3♥ 3♠ 3NT 4♣ 4♦ |
| 1♥ 1♠ 1NT 2♣ 2♦ other | 2♥ 2♠ 2NT 3♣ | 3♦ 3♥ 3♠ 3NT |
| 1♠ 1NT 2♣ 2♦ 2♥ other | 2♠ 2NT 3♣ 3♦ | 3♥ 3♠ 3NT 4♣ |
| 1NT 3♣ 3♦ 3♥ other | 3♠ 3NT 4♣ | 4♦ 4♥ 4♠ |
| 2♣ 2♦ 2♥ 2♠ other | 2NT 3♣ 3♦ | 3♥ 3♠ 3NT |
| 2♦ 2♥ 2♠ 2NT other | 3♣ 3♦ 3♥ | 3♠ 3NT 4♣ |

Notes

| | | |
|-----------------------------|-----------------|-----------------|
| 2♥ 2♠ 2NT 3♣ other | 3♦ 3♥ 3♠ | 3NT 4♣ 4♥ |
| 2♠ 2NT 3♣ 3♦ other | 3♥ 3♠ 3NT | 4♣ 4♥ 4♠ |
| 2NT 3♣ 3♦ 3♥ other | 3♠ 3NT 4♣ | 4♦ 4♥ 4♠ |

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

to

strong

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

10. OTHER NOTES