### 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)

Sequences: Leads

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

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# **AUSTRALIAN BRIDGE** FEDERATION INC.

### STANDARD SYSTEM CARD

	GIANDAND CICIEM OF	
ABF Nos.		
& Names:		
Basic System:		
Brown Sticker	Classification: Green Blue	Red Yellow
	1. OPENING BIDS	
Describe strength, mi	nimum length, or specific meaning	Canape
1♣	1♥	
1♦	1♠	
1NT	may contain 5 card Majo	
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	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

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 <b>♣</b>	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	- •	. 1		
Mata				

**Notes** 

2♥ 2♠	3♦	3NT	
2NT	3♥	4♣	
3♣	3♠	4♥	
other			
2 <b>♠</b> 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

to

strong

14/24

**Over 1NT Interference** 

Lebensohl - other uses

Take out of 4 level pre-empts

**4♣/4**♦

4

**10. OTHER NOTES**