

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other:
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	16+ 5+ 3-5 top honours	
Jump shifts after Major opening	16+ 6+ 3-5 top honours	
Responses to strong 2 suit open.	relay or positive	
Responses to 2NT opening	3C,D to play	

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)	Middle	
In partner's suit		
Discards	Odd=Enc., Even=McKenney	
Count	High-Low = Even	
Signal on partner's lead:	OE	
Signal on declarer's lead:	count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 exc.C 4♣ Gerber when? response 1NT

Slam Notes

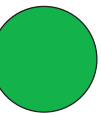
Cue Bids

Asking Bids

7. OTHER CONVENTIONS



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	357642	Heather Motteram
& Names:	37002	Felicity Gunner
Basic System:	ACOL	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+ 11+	1♥ 4+ 11+												
1♦ 4+ 11+	1♠ 4+ 11+												
1NT 12-14	may contain 5 card Major <input type="checkbox"/>												
<table border="1"> <tr> <td>1NT Responses</td> <td>2♣ Simple Stayman</td> <td>Other:</td> </tr> <tr> <td>2♦ TRF H</td> <td>2♠ TRF C</td> <td></td> </tr> <tr> <td>2♥ TRF S</td> <td>2NT TRF D</td> <td></td> </tr> <tr> <td>other</td> <td></td> <td></td> </tr> </table>		1NT Responses	2♣ Simple Stayman	Other:	2♦ TRF H	2♠ TRF C		2♥ TRF S	2NT TRF D		other		
1NT Responses	2♣ Simple Stayman	Other:											
2♦ TRF H	2♠ TRF C												
2♥ TRF S	2NT TRF D												
other													
2♣ 20-22,25-26 bal, 8 PT													
2♦ <10 6+ major, 23-24, 27-28 bal													
2♥ 5+5+ hearts & another													
2♠ 5+5+ spades & minor													
2NT 5+5+ minors weak or strong	3NT gambling												
other													

2. PRE-ALERTS

variable jump overcalls	
2C-2D-2H=game force	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	NV weak, VUL intermediate
Responsive doubles through	3S	Unusual NT	1NT other 2 suits,
1NT overcall - immediate	15-18	Immediate cue of minor	other minor & major
1NT overcall - re-opening	10-12 NV, 12-14 VUL	Immediate cue of Major	other major & minor
Over weak twos	XTO, multi X 16+	Over opening threes	TO
Over opponent's 1NT	Mod. Cappelletti		

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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ 6+	2♦ 16+ 6+D	3♦ splinter no major
1♥ 4+ 6+	2♥ 16+ 5+H	3♥ splinter
1♠ 4+ 6+	2♠ 16+ 5+S	3♠ splinter
1NT 4+ 8-10 no 4 card major	2NT 16+	3NT to play
2♣ 4+ 6-7	3♣ 4+10-12	4♣ stronger than 5C
other		
1♦ 1♥ 4+ 6+	2♥ 5+H 16+	3♥
1♠ 4+ 6+	2♠ 5+S 16+	3♠
1NT 6-9 no 4 card major	2NT	3NT 12-15 to play
2♣ 4+ 10+	3♣ 6+C 16+	4♣
2♦ 4+ 6-9	3♦ 4+ 10-12	4♦ stronger than 5D
other		
1♥ 1♠ 4+ 6+	2♥ 4+ 6-9	3♦ 6+D 16+
1NT 5-9	2♠ 6+ S16+	3♥ 4+ 10-12
2♣ 4+ 10+	2NT Jacoby	3♠ splinter
2♦ 4+ 10+	3♣ 6+C 16+	3NT to play
other 4C/D splinter		
1♠ 1NT 6-9	2♠ 4+ 6-9	3♥ 6+ 16+
2♣ 4+ 10+	2NT Jacoby	3♠ 4+ 10-12
2♦ 4+ 10+	3♣ 6+C 16+	3NT to play
2♥ 5+ 10+	3♦ 6+D 16+	4♣ splinter
other		
1NT 3♣ slam interest	3♠ slam interest	4♦
3♦ slam interest	3NT to play	4♥ to play
3♥ slam interest	4♣ Gerber	4♠ to play
other		
2♣ 2♦ weak or relay	2NT 10+	3♥
2♥ 5+H 7+& 2KK	3♣ 6+7+&2KK	3♠
2♠ 5+S 7+&2KK	3♦ 6+ 7+&2KK	3NT to play
other		
2♦ 2♥ pass or correct	3♣ to play	3♠
2♠ pass if weak S, better H	3♦ to play	3NT to play
2NT enquiry	3♥ pre emp, pass or correct	4♣
other 4H pass or correct		

Notes

2♥ 2♠ pass or correct	3♦ play or correct	3NT to play
2NT enquiry	3♥ pre empt	4♣
3♣ pass or correct	3♠ pass or correct	4♥
other		
2♠ 2NT enquiry	3♥ to play	4♣ cue
3♣ pass or correct	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ to play	3♠ to play	4♦ invitational
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ invitational	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: up the line

Defence to 3NT opening

4C both majors better H, 4D better S

Defence to Opening Twos

Multi 2♦ X16+

RCO style 2-s x 16+

Other 2-s X TO 12-14, natural

Defence 1C : X majors, 1NT minors, 2C=C, 2D SingleSuit, 2H=H&minor, 2S=S& minor

to

strong 2C : natural

♣

Over 1NT Interference lebensohl

Lebensohl - other uses after weak2 isX

Take out of 4 level pre-empt

4♣/4♦ X majors

4♥ X TO 4NT minors

4♠ X penalties 4NT 5/5 any

10. OTHER NOTES