

4. BASIC RESPONSES

Jump raises - minors	Preemptive	Other:
Jump raises - Majors	Preemptive	Other:
Jump shifts after minor opening	weak	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦ = 0-7 HCP or waiting, others 5+ card suit with 8+ HCP	
Responses to 2NT opening	to play	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit		
Discards	Low encourage	McKenny
Count	Low-High = Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? jump over last natural NT

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Lebensohl	Crowhurst
Jacoby 2NT	Exclusion Blackwood
Swine	
4th suit forcing	
DOPI/ROPI	

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	435430	Pat Beattie
& Names:	161829	Margaret Gibbs
Basic System:	Acol 5 card major	
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♣ 11+ HCP 3+♣	1♥ 11+ HCP 5+♥
1♦ 11+ HCP 3+♦	1♠ 11+ HCP 5+♠

1NT 12-14 may contain 5 card Major

1NT Responses	2♣ Simple Stayman	Other:
2♦ TFR ♥	2♠ Range probe	
2♥ TRF♠	2NT TRF minor	
other		

2♣ 21+ FG, 23+ bal, 8.5-10 PT in major	
2♦ 3-7 HCP either major, 21-22 bal, 8.5-10 PT in minor	
2♥ 8-11 HCP 6 cd ♥ suit	
2♠ 8-11 HCP 6 cd ♠ suit	
2NT weak minors	3NT Gambling - solid minor no outside Ace
other	

2. PRE-ALERTS

Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	Over minor = other minor + M, over major = minors
1NT overcall - immediate	15-18	Immediate cue of minor	majors
1NT overcall - re-opening	10-14	Immediate cue of Major	other major + minor
Over weak twos	DBL	Over opening threes	DBL
Over opponent's 1NT	Multi Landy - strong NT: DBL = major/minor (4/5 shape), 2♣ = majors,		
	2♦ = single suit, 2♥ = ♥'s + minor, 2♠ = ♠'s + minor, 2NT = minors		
	over weak NT: DBL = Penalty, 2♣ = MM, 2♦ = ss, 2♥ = ♥ + m, 2♠ = ♠ + m, 2NT = minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+♦	2♦ weak	3♦
1♥ 5+ HCP 4+♥	2♥ weak	3♥
1♠ 5+ HCP 4+♠	2♠ weak	3♠
1NT 6-10	2NT 10-12 inv no 4 cd major	3NT 13-15 no 4 card major
2♣ 5-9 HCP 4+♣	3♣ Preemptive 5+♣	4♣
other		
1♦ 1♥ 5+ HCP 4+♥	2♥ weak	3♥
1♠ 5+ HCP 4+♠	2♠ weak	3♠
1NT 6-10	2NT 10-12 inv no 4 cd major	3NT 13-15 no 4 card major
2♣ 10+ HCP 4+♣	3♣	4♣
2♦ 5-9 HCP 4+♦	3♦ Preemptive 4+♦	4♦
other		
1♥ 1♠ 5+ HCP 4+♠	2♥ 5-9 HCP 3♥	3♦ Bergen 10-12 HCP 4+♥
1NT 6-10	2♠ weak	3♥ 0-6 HCP 4+♥
2♣ 10+ HCP 4+♣	2NT Jacoby FG raise	3♠
2♦ 10+ HCP 4+♦	3♣ Bergen 7-9 HCP 4+♥	3NT 13-15 (3343)
other		
1♠ 1NT 6-10	2♠ 5-9 HCP 3♠	3♥
2♣ 10+ HCP 4+♣	2NT Jacoby FG raise	3♠ 0-6 HCP 4+♠
2♦ 10+ HCP 4+♦	3♣ Bergen 7-9 HCP 4+♠	3NT 13-15 (3343)
2♥ 10+ HCP 5+♥	3♦ Bergen 10-12 HCP 4+♠	4♣
other		
1NT 3♣ 6+♣ game inv	3♠ 6+♠ slam int	4♦
3♦ 6+♦ game inv	3NT to play	4♥ to play
3♥ 6+♥ slam int	4♣ Gerber	4♠ to play
other		
2♣ 2♦ 0-7 HCP or waiting	2NT 8+ HCP (rare)	3♥
2♥ 8+ HCP 5+♥	3♣ 8+ HCP 5+♣	3♠
2♠ 8+ HCP 5+♠	3♦ 8+ HCP 5+♦	3NT
other		
2♦ 2♥ Pass or correct	3♣ to play	3♠ Pass or correct
2♠ Pass or correct	3♦ to play	3NT to play
2NT Strong enquiry	3♥ Pass or correct	4♣
other 4♥ = Pass or correct, 4♠ = to play		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT Strong enquiry	3♥ Preemptive	4♣
3♣ Pass or correct	3♠	4♥ to play
other		
2♠ 2NT Strong enquiry	3♥ to play	4♣
3♣ Pass or correct	3♠ Preemptive	4♥
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦
3♦ to play	3NT to play	4♥
3♥ to play	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: Other suits

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: Hearts

Defence to 3NT opening

Defence to Opening Twos

DBL

Multi 2♦

DBL = ♦'s, 2NT = 16-18, Bid short major = takeout

RCO style 2-s

Other 2-s

Defence

1♣: DBL = majors, 1NT = minors, 1♥, 1♠, 2♦, 2♣ = single suit

to

strong

2♣ : Natural

♣

Over 1NT Interference lebensohl

over 2♣ X = Stayman, over other bids X = Penalty

Lebensohl - other uses

over partner's double of weak 2's

Take out of 4 level pre-empts

4♣/4♦ DBL

4♥ DBL = T/O 4NT = minors

4♠ DBL = Pen 4NT = T/O

10. OTHER NOTES