

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	limit
Jump shifts after minor opening	splinter
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	controls
Responses to 2NT opening	puppet Stayman, transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	See Note
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx Xx xXx Hx hxX	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes versus NT, 10 shows higher honour, J denies		
If we have supported partner's suit, lead Xxx		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	use 4♣ or 4♦ as minorwood		
Cue Bids <input checked="" type="checkbox"/>	first or second round controls		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Dopi, Ropi	After 4NT-5♣/5♦, next suit asks for QT
cue raises. 1x-(1y)-3x PRE, -3y splinter	Splinters are forcing to same level
Opening 4NT=specific A ask, 5♣=none, 5NT=A♣	1M-(2NT minors)-3♣/♦=strong ♥/♠, direct 3♥/♠ non forcing

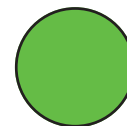
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	195863	Leonie Clarke
& Names:	316393	Anne Harris
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 <input type="checkbox"/>								
1♣ 11-20 HCP, 3+♣	1♥ 11-20 HCP, 4+♥									
1♦ 11-20 HCP, 4+♦	1♠ 11-20 HCP, 5+♠									
1NT 12-14 HCP	may contain 5 card Major <input type="checkbox"/>									
<table border="1"> <tr> <td>1NT Responses</td> <td>2♣ Simple Stayman</td> </tr> <tr> <td>2♦ Transfer ♥</td> <td>2♠ Baron</td> </tr> <tr> <td>2♥ Transfer ♠</td> <td>2NT puppet to 3♣ (transfer to a minor)</td> </tr> <tr> <td>other</td> <td>2NT then 3NT= both minors</td> </tr> </table>			1NT Responses	2♣ Simple Stayman	2♦ Transfer ♥	2♠ Baron	2♥ Transfer ♠	2NT puppet to 3♣ (transfer to a minor)	other	2NT then 3NT= both minors
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2♦ Transfer ♥	2♠ Baron									
2♥ Transfer ♠	2NT puppet to 3♣ (transfer to a minor)									
other	2NT then 3NT= both minors									
2♣	23+ BAL or 8+playing tricks or 20+ UNBAL									
2♦	Weak Major, 6+ suit									
2♥	Multi : weak, 5+♥ & 5+ any suit (4 NV)									
2♠	Multi : weak, 5+♠ & 5+ in either minor (4 NV)									
2NT	21-22 balanced	3NT Gambling, solid minor, no side A or K								
other	4NT=specific A ask (5♣ shows no A, 5NT shows ♣ A)									

2. PRE-ALERTS

Jumps in new suit are splinters (except SA michaels jumps to game, but 1♠-4♥ is a splinter.)	
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3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	two suits of opposite rank
1NT overcall - immediate	15-18 (sys off)	Immediate cue of minor	other minor + major
1NT overcall - re-opening	10-14 (sys off)	Immediate cue of Major	other major + minor
Over weak twos	DBL= T/O	Over opening threes	DBL= T/O
Over opponent's 1NT	2♣= majors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ splinter	3♦ splinter
1♥ 6+ HCP, 4+♥	2♥ splinter	3♥ splinter
1♠ 6+ HCP, 4+♠	2♠ splinter	3♠ splinter
1NT 8-10 HCP, no major	2NT 16+ HCP, no major	3NT 13-15 HCP, no major
2♣ 6-9 HCP, 5+♣, no major	3♣ 10-12, 5+♣, no major	4♣ minorwood
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ splinter	3♥ splinter
1♠ 6+ HCP, 4+♠	2♠ splinter	3♠ splinter
1NT 6-9 HCP, no major	2NT 16+ HCP, no major	3NT 13-15 HCP, no major
2♣ 9+ HCP, 4+♣	3♣ splinter	4♣ splinter
2♦ 6-9 HCP, 4+♦	3♦ 10-12 HCP, 4+♦	4♦ minorwood
other		
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9 HCP, 4+♥	3♦ splinter
1NT 6-9 HCP, no 4♠	2♠ splinter	3♥ 10-12 HCP, 4+♥
2♣ 9+ HCP, 4+♣	2NT FG support (Jacobi)	3♠ splinter
2♦ 9+ HCP, 4+♦	3♣ splinter	3NT 13-15 HCP
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP, 3+♠	3♥ splinter
2♣ 9+ HCP, 4+♣	2NT FG support (Jacobi)	3♠ 10-12 HCP, 3+♠
2♦ 9+ HCP, 4+♦	3♣ splinter	3NT 13-15 HCP
2♥ 9+ HCP, 5+♥	3♦ splinter	4♣ splinter
other		
1NT 3♣ FG, 6+♣, slam try	3♠ FG, 6+♠, slam try	4♦ minorwood
3♦ FG, 6+♦, slam try	3NT to play	4♥ to play
3♥ FG, 6+ HCP, slam try	4♣ minorwood	4♠ to play
other		
2♣ 2♦ 0 control	2NT 8+ HCP, 0 controls	3♥ 5 controls
2♥ 1 control	3♣ 3 controls	3♠ 6 controls
2♠ 2 controls	3♦ 4 controls	3NT 7 controls
other 2NT rebid is 23-24, then puppet stayman & transfers		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT 14+ HCP, asking	3♥ pass or correct	4♣
other		

Notes 2♦-2NT: 3♣/3♦ = max ♥/♠, 3♥/3♠ = min ♥/♠

2♥-2NT: 3♣/3♦ = min ♣/♦, 3♥ = min ♠, 3♠ = max ♠, 3NT = max minor

2♠-2NT: 3♣/3♦ = min ♣/♦, 3♥/3♠ = max ♣/♦

2♥ 2♠ pass or correct	3♦ to play	3NT to play
2NT asking	3♥ to play	4♣
3♣ to play	3♠	4♥ to play
other		
2♠ 2NT asking	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥ to play
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ baron	4♦ minorwood
3♦ transfer ♥	3NT to play	4♥ to play
3♥ transfer ♠	4♣ minorwood	4♠ to play
other 3♣-3♦: 3♥/3♠/4♦ = ♠/♥/both		

9. CONVENTIONS

Unusual NT: both suits of opposite rank

4th Suit Forcing One round Game force

NT Checkback Priorities: suits up the line

Defence to 3NT opening X = PEN, 4♣/4♦ = both majors, better ♥/♠

Defence to Opening Twos 2NT = 15-18 BAL (then STAY, TRF), X 16+, weaker 4th seat

Multi 2♦ as above

RCO style 2-s as above

Other 2-s as above. Over 2NT minors, 3♣/3♦ = both majors better ♥/♠

Defence 1♣ : double = majors, NT = minors

to

strong 2♣ : double majors, NT minors

♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ double

4♥ double = ♠, 4NT = two suits 4♠ 4NT = 2 suits

10. OTHER NOTES

After 1NT-(2x ART), doubles are VAL, T/O, PEN. Same after OPP multi 2x

After 1NT-(2x NAT), doubles are T/O, PEN. Same after OPP 2x NAT

1M-(2NT minors)-3♣/3♦ = strong ♥/♠, 3♥/3♠ to play

After 2 suits bid by OPP, 1NT shows other 2 suits