4. BASIC RESPONSES Jump raises - minors limit Jump raises - Majors Bergen Natural weak at 2 level Jump shifts after minor opening Bergen Jump shifts after Major opening 2D Negative, any other response natural and positive Responses to strong 2 suit open. 3♣, 3♦ to play, 3♥, 3♠ one round force Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) Sequences: Overlead except AK doubleton Leads Four or more with an honour 4th highest 2nd highest From 4 small MUD From 3 cards (no honour) In partner's suit Standard Discards odds and evens on 1st discard Count reverse attitude Signal on partner's lead: Low encourage **Signal** on declarer's lead: reverse count odd encouraging on first discard, even McKenny 6. SLAM CONVENTIONS 4♣ Gerber X when? After NT RKCB 1430 Blackwood 4NT: **Slam Notes** Cue Bids Shows 1st or second round control Asking Bids 7. OTHER CONVENTIONS 4NT opening Ace ask After interpose new suit at two or three leve not forcing www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. 12/05/2016 Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



	SIA	NDARD	SYSTEM	CARD				
ABF Nos.	508772	Sharmini Hoo	ole					
& Names:	892769	Eric Ji						
Basic System: Acol with 5 card majors								
Brown Sticker	Classific	cation: Gree	en X Blue	Red	Yellow			
1. OPENING BIDS								
Describe strength, minimum length, or specific meaning Canape								
1♣ 3+ 11-20 h	пср		1♥ 5+ 11-2	0 hcp				
1 ♦ 3+, 11-20 l	hcp		1♠ 5+ 11-2	0 hcp				
1NT 11-14				may contain 5 ca	ard Major 🗶			
1NT Responses 2	2♣ Stayman							
2♦ transfe	r to 💙		2♠ transfe	er to 3♣ or 3♦				
2♥ transfe	r to 🛧		2NT invitati	onal				
other 3 of a s	suit game force	ing, slam inte	erest					
24 23+ balanced. or 81/2 tricks								
2♦ 20-22 bala	nced or weak	, both majors	3					
2♥ weak two, 5	+ cards							
2♠ weak two,	5+ cards							
2NT both minors			3NT Gamblin	3NT Gambling				
other								
		2. PRI	E-ALERTS					
	3. CO	MPETITIVI	E BIDS / OVE	RCALLS				
Negative doubles thro	ugh 3♠	Jump overcalls	weak					
Responsive doubles through 3♠ Unusual NT		Minors, weak	Minors, weak (5/5 ♦ and ♥ over 1♣)					
1NT overcall - immediate 15-18 Imm		mmediate cue of minor	both majors (we	ak)				
1NT overcall - re-opening 11-14 Imme		mmediate cue of Major	other major + a	minor(weak)				
Over weak twos X for takeout with values Over			Over opening threes	X for takeout (va	ılues)			
Over opponent's 1NT 2C Majors, others natural								

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

	20001120 0110		Thirlinian length, or specific		-
1♣ 1♦	6+ HCP (4+ D)	2		3◆	Splinter
1♥	6+HCP (4+H)	2	6+♥ <7 hcp	3 Y	Splinter
1♠	6+HCP (4+S)	2♠	6+ ◆ <7hcp	3♠	Splinter
	6-10HCP(No 4cMajor)	2NT	10-12HCP No Major	3NT	13-14HCP support
2	5-10HCP (4+C)	3	9-11 HCP ♣	4	Ace Ask
other					
1♦ 1♥	6+HCP (4+H)	2	6+♥ (weak)	3 💙	Splinter
1♠	6+HCP (4+S)	2	6+♠(weak)	3 ♠	Splinter
1NT	6-9HCP (No 4c Major)	2NT	15+HCP (D support)	3NT	12-14HCP (D support
2	4-5 Clubs	3 -		4	Splinter
2	6-8 HCP 4+D	3◆	9-11HCP (D support)	4	Ace Ask
other					
1♥ 1♠	6+HCP 4+S	2	5-10HCP 3C support	3	9-11 HCP(4♥support)
1NT	610HCP (No 4S)	2	10-12HCP (3C supper	3	3-5HCP (4♥ support
2♣	4-5 Clubs (11+HCP)	2NT	15+HCP (4+H sup)	3 ♠	Splinter
2	4-5 D (11+HCP)	3	6-8HCP 4C sup	3NT	12-14HCP (4♥ sup)
other					
1 ♠ 1NT	6-10 HCP)	2	5-10HCP 3♠	3 💙	10-12HCP(3♠ sup)
2	4-5♣	2NT	15+HCP(4+♠)	3♠	3-6HCP(4♠ sup)
2	4-5♦	3	6-8(9)HCP (4 ♠)	3NT	12-14HCP(4♠ sup)
2	5+ ♥ (11+HCP)	3◆	9-11HCP(4♠)	4	Splinter
other					
1NT 3♣	Game values, slam try	3	Game values slam try	4	Texas Transfer
3	Game values,slam try	3NT	Game	4	Texas Transfer
3 Y	Game values slam try	4 ♣	Gerber	4	
other					
2♣ 2♦	Negative	2NT	No Suit Positive	3 💙	
2	Positive, 5+♥(8+)	3 -	Positive 5+♣	3 ♠	
2	Positive, 5+ ♠	3◆	Positive 5+♦	3NT	
other					
2♦ 2♥	To play	3♣	To play	3	Invitational
2♠	to play	3	To Play	3NT	To Play
2NT	Strong enquiry	3 V	Invitational	4	
other					
lotes					

2♥ 2♠ t	to play	3◆	to play		3NT	to play	
2NT	Enquiry	3 Y	preemptiv	e	4 ♣		
3♣	to play				4		
other							
2 ♠ 2NT	Enquiry	3 Y			4 ♣		
3♣			preemptiv	e	4		
3◆		3NT	to play		4		
other							
2NT 3♣ 1	to play	3	Natural, fo	orcing	4	Invitational	
3◆	to play	3NT	To Play		4♥		
3♥	Natural, forcing	4	Invitationa	al	4 ♠		
other							
	9	. C	ONVEN	ITIONS			
Unusual							
4th Suit	Forcing One round	7				Game force X	
NT Chec							
		le va	lues. 4♣ fo	r the maiors			
	Defence to 3NT opening double values, 4♣ for the majors Defence to Opening Twos First X T/O, 2nd X Penalty						
Multi 2 X Values, then t/o, then penalty							
•	,						
	Other 2-s X Values, then t/o, then penalty						
	Defence 1♣ : X for Majors NT for minors						
	to						
_	strong 2♣ : X for Majors NT for minors						
*							
Over 1NT Interference Lebensohl, X T/O Values							
Lebensohl - other uses							
Take out of 4 level pre-empts 4♣/4◆			4♣/4 ♦	double			
4♥ Double 4♠ double							
10. OTHER NOTES							