4. BASIC RESPONSES Jump raises - minors Limit 10-12 Other: Jump raises - Majors Limit 10-12 Other: Weak 0 - 5 HCP NF Jump shifts after minor opening Weak 0 - 5 HCP NF Jump shifts after Major opening Responses to strong 2 suit open. next suit up is -ve Responses to 2NT opening Baron & transfers; 3S = 4H + 5S5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus NoTrump (if different) (or both) Sequences: Leads Overlead All interior sequence Four or more with an honour 4th highest 2nd highest 4th highest From 4 small Top From 3 cards (no honour) Middle low from A,K,Q,J or 10 from 3 In partner's suit normal Discards Revolving High-Low = Even Count high encourage Signal on partner's lead: on declarer's lead: count Signal **Notes** 6. SLAM CONVENTIONS Blackwood **RKCB 3014** 4♣ Gerber X when? over NT only Slam Notes exclusion RKCB X Cue Bids Asking Bids X 7. OTHER CONVENTIONS Crowhurst Lebensohl Unassuming cue bid Trial Bids **ROPI & DOPI Splinters** Exit transfers over 1NT [X] Ogust [modified] 4th suit forcing Truscott www.abf.com.au Lightner Double PDF Form Rev. 13F21 by RoL Skew Cue Bid MyRev. 23 May 2016 Copyright © ABF 2013



AUSTRALIAN BRIDGE FEDERATION INC.



		STA	NDARI	D SY	S1	CEM (CAF	RD	
ABF Nos.	1008	321 R	ichard Cod	ke					
& Names:	1618	329 M	argaret Gi	bbs					
Basic System:	Acol								
Brown Sticker		Classificati	on: Gr	een 🗶		Blue		Red	Yellow
			1. OP	ENIN	G	BIDS	•		
Describe stren	gth, min	imum leng	th, or specif	fic meani	ng				Canape
1♣ 3+ 11 - 20	HCP			1	4	+ 11 - 20	HCP		
1 4+ 11 - 20	HCP			14	5	+ 11 - 20	HCP		
1NT 12 - 14 H	ICP [ba	lanced]						may contain 5 d	card Major
1NT Responses	2 4 5	Simple Sta	ayman		Ot	ther:			
2♦ transfe	er to 💙	[super acc	ept]	2	2	transfer	to 3🙅	[super acce	pt]
2♥ transfe	er to 🛧 [super acce	ept]	2	2NT	transfer	to 3♦	[super acce	ept]
other									
2 4 23 - 24 ba	lanced	or 8 - playi	ng tricks						
2♦ Game For	ce or 25	5 -26 HCP	Balanced						
2♥ 6-card ♥ :	suit & 6	-10 HCP							
2♠ 6-card ♠ s	suit & 6	-10 HCP							
2NT 21-22 HC	P balar	nced		31	IT	Gambling	9		
other									
			2. PF	RE-AL	E	RTS			
x = penalties of	ver pre	-empts to 3	3 level						
Exit transfers	over '1N	IT X'							
		3. CON	/IPETITI\	/E BID	S	OVEF	RCAL	LS	
Negative doubles to	hrough	3♠	Jump overca			card suit			
Responsive double	·	3♠	Unusual NT	both	mir	nors or otl	her mi	nor with a ma	ajor 5/5
1NT overcall - imm			P balanced	Immediate	e cue	e of minor	5:5 m	•	
1NT overcall - re-opening 9 - 11 HCP Im					e of Major	5:5 ot	her major &	a minor	
Over weak twos Lower minor t/o			Over o	peni	ng threes	Lowe	r minor t/o		
Over opponent's 1	VT Ca	ppalletti [x	= pen; 2 🗫	= single s	suit;	2 ♦ = bot	h maj	5/4; 2H/S = r	major+minor]

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		<i>J</i>	minimum length, or specific		3
1♣ 1♦	5+ HCP 4+	2	0 - 5 HCP 6-card suit NF	3	Splinter
1♥	5+ HCP 4+	2	0 - 5 HCP 6-card suit NF	3	Splinter
1♠	5+ HCP 4+	2	0 - 5 HCP 6-card suit NF	3 ♠	Splinter
1NT	6 - 9 HCP no 4-card maj	2NT	11-12 HCP no 4-card maj	3NT	13 - 15 HCP to play
2♣	6 - 9 HCP 4+ no maj	3♣	10 - 12 HCP 4+	4	Minorwood
other					
1♦ 1♥	5+ HCP 4+	2	0 - 5 HCP 6-card suit NF	3 💙	Splinter
1♠	5+ HCP 4+	2	0 - 5 HCP 6-card suit NF	3 ♠	Splinter
1NT	6 - 9 HCP no 4-card maj	2NT	11-12 HCP no 4-card maj	3NT	13 - 15 HCP to play
2	10+ HCP 4+	3 -	0 - 5 HCP 6-card suit NF	4	Splinter
2	5 - 9 HCP 4+ no maj	3	10 - 12 HCP 4+	4	Minorwood
other					
1♥ 1♠	5+ HCP 4+	2	5 - 9 HCP 4+	3	0 - 5 HCP 6-card suit NF
1NT	5 - 9 HCP	2♠	0 - 5 HCP 6-card suit NF	3 Y	10 - 12 HCP 4+
2♣	10+ HCP 4+	2NT	11-12 HCP w 3♥	3 ♠	splinter bid
2	10+ HCP 4+	3 -	0 - 5 HCP 6-card suit NF	3NT	13 - 15 HCP w 3♥
other	4♣/4♦ splinter bid				
1 ♠ 1NT	5 - 9 HCP	2	5 - 9 HCP 3+	3	0 - 5 HCP 6-card suit NF
2♣	10+ HCP 4+	2NT	11-12 HCP w 3♠	3♠	10 - 12 HCP 3+
2	10+ HCP 4+	3♣	0 - 5 HCP 6-card suit NF	3NT	13 - 15 HCP w 3♠
2	10+ HCP 5+	3◆	0 - 5 HCP 6-card suit NF	4♣	splinter bid
other	4♦/4♥splinter bid				
1NT 3♣	6-card AKQxxx F	3	6-card suit - forcing	4	
3	6-card suit AKQxxx F	3NT	To play	4	To play
3	6-card suit - forcing	4 ♣	Gerber	4	To play
other	2♠ transfer to 3♣ %	2NT	transfer to 3♦ % % = sup	er-a	ccept
2♣ 2♦	Neg	2NT	8 - 10 Balanced	3 💙	7+ HCP 6 cards +
2	7+ HCP 5 cards	3 -	7+ HCP 5 cards	3 ♠	7+ HCP 6 cards +
2♠	7+ HCP 5 cards	3	7+ HCP 5 cards	3NT	11 - 13 Balanced
other					
2♦ 2♥	Neg	3	7+ HCP 5 cards	3	7+ HCP 6 cards +
2♠	7+ HCP 5 cards	3			11-12 Bal
_	8 - 10 Bal	3	7+ HCP 5 cards	4	
other					
lotes					

N	-	
N	O	ies

2	2	6+ ♠ NF	3	6+ ♦ NF	3NT	To play
	2NT	15+ HCP Ogust	3	NF	4	
	3 -	6+ ♣ NF	3	To play	4	To play
	other	Lebensohl after X				
2	2NT	15+ HCP Ogust	3♥	6+ ♥ NF	4	
	3 -	6+ ♣ NF	3	NF	4	
	3	6+ ♦ NF	3NT	To play	4	To play
	other	Lebensohl after X				
2NT	3 ♣	Baron	3	5♠ + 4♥ Forcing	4	
	3	Trans to ♥	3NT	To play	4	To play
	3	Trans to ♠	4	Gerber	4	To play
	other					

Unusual NT:	Other suits								
4th Suit Ford	cing One round X	Game force							
NT Checkback									
Defence to 3NT opening									
Defence to Opening Twos Lower minor t/o over weak 2's & 3's									
Multi 2◆	Bid shorter major = t/o; X = ♦ w 12+ HCP								
RCO style 2-s									
Other 2-s									
Defence 1	Defence 1♣: natural; 1NT = minors; 2♣ = majors								
to									
strong 2♣: natural									
•									
Over 1NT Inte	erference Lebensohl exit transfers over 1NT	X							

4**♠** 4NT **10. OTHER NOTES**

4♣/4♦

Lebensohl - other uses

Take out of 4 level pre-empts 4♥ X or 4NT