

## 4. BASIC RESPONSES

Jump raises - minors	10-11 HCP 4+ card raise
Jump raises - Majors	10-11 HCP 4+ card raise
Jump shifts after minor opening	FG solid or near solid single 6+ suiter w 1+ outside control (A/K)
Jump shifts after Major opening	FG solid or near solid single 6+ suiter w 1+ outside control (A/K)
Responses to strong 2 suit open.	next suit = neg/wait, oth suits NAT, NT usually ART
Responses to 2NT opening	3/4/5 of minor to play; 3H = enquiry

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all; top interior seq	A asks for unblock
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	lowest	
<b>Discards</b>	natural count	
<b>Count</b>	NAT (hi-low = even)	
<b>Signal</b> on partner's lead:	natural count	
<b>Signal</b> on declarer's lead:	natural count often given	
<b>Notes</b> against NT when an honour is led at trick 1, partner plays 2nd highest card (FOSTER ECHO).		
against NT, 4th highest from 6 small		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3014	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT opening
<b>Slam Notes</b>	McCance NT trump cues		
Cue Bids <input checked="" type="checkbox"/>	As bid before Ks; NT bids show/deny trump features		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

splinters & mini splinters	opener 3NT rebid = 7+ pl tricks, often unbal
4th suit F: 1 rnd F at 2 level, GF at 3 level	long suit trials
cuebid raise of overcalls, direct raise weaker	many 1st rnd responder Xs = PEN
fit-showing jumps after overcalls (only)	SNAP 1NT response to 3rd seat opening
4 card suits bid upwards, no suit bypassed	4NT opening = asks for specific Aces

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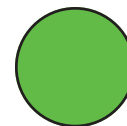
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1NT overcall is WK TO if both opps have bid  
1NT opener rebid is 15-18 in 1st, 2nd & 4th seat  
Leaping Michaels over opp WK 2 opening



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	130966	Felicity Beale
& Names:	149497	Robbie van Riel
Basic System:	ACOL with change of suit F	
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♣ 4+ suit, 11-20 HCP	1♥ 4+ suit, 11-20 HCP	
1♦ 4+ suit, 11-20 HCP	1♠ 4+ suit, 11-20 HCP	
1NT 12-14 HCP 1st, 2nd, 4th; 15-18 HCP 3rd	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>		
2♣ Puppet Stayman	2♥ TRF to S	2♠ TRF to C
2♦ TRF to H	2NT invitational	
other 2C is either wk TRF to D or invit+ usually with one or both 4-card M		
2♣ one round F; either 21-22 or 25-26 HCP bal, or 8-9 playing tricks in undisclosed suit/s		
2♦ GF except 23-24 HCP bal		
2♥ NAT, 6 card suit, 6-10 HCP. May be weaker, stronger, or shorter in 3rd/4th seat		
2♠ as for 2H		
2NT both minors, 5-5+ shape, 6-10 HCP	3NT Gambling (solid minor)	
other		

## 2. PRE-ALERTS

Few NEG Xs (after M overcall of 1m open)	2NT opening
2C puppet Stayman - can be weak D TRF	Michaels cuebids either WK or STRG
FOSTER eches when defending against NT	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	WK except vul against not
Responsive doubles through	3S	Unusual NT	Michaels cuebid, either WK or STRG
1NT overcall - immediate	15-18 see 7 excpt	Immediate cue of minor	both M, 5-5+, WK or STRG
1NT overcall - re-opening	11-14 usually stop	Immediate cue of Major	oth M & m, 5-5+, wk or strng
Over weak twos X (2NT Lebensohl response)	Over opening threes	X	
Over opponent's 1NT	over weak NT: 2C = both M, < Xing strength; 2NT = good 2 suiter		
over Strong NT = immediate 2C = both M; in 4th/5th seat, X = both M			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ suit 5+ HCP	2♦ FG strong one suiter	3♦ splinter
1♥ 4+ suit 5+ HCP	2♥ FG strong one suiter	3♥ splinter
1♠ 4+ suit 5+ HCP	2♠ FG strong one suiter	3♠ splinter
1NT 8-10 BAL 4+ supp	2NT 16+ HCP raise	3NT 12-15 BAL 4+ supp
2♣ 6-9, 4+ support	3♣ 10-11 HCP raise	4♣ preempt raise
other after 2NT response opener shows singleton		
1♦ 1♥ 4+ suit 5+ HCP	2♥ FG strong one suiter	3♥ splinter
1♠ 4+ suit 5+ HCP	2♠ FG strong one suiter	3♠ splinter
1NT 6-9 usually BAL	2NT 16+ HCP raise	3NT 12-15 BAL 4+ supp
2♣ 10+ HCP, 4+ suit	3♣ FG strong one suiter	4♣ splinter
2♦ 6-9, 4+ support	3♦ 10-11 HCP raise	4♦ preempt raise
other after 2NT response opener shows singleton		
1♥ 1♠ 4+ suit 5+ HCP	2♥ 6-9, 4+ support	3♦ FG strong one suiter
1NT 6-9 usually BAL	2♠ FG strong one suiter	3♥ 10-11 HCP raise
2♣ 10+ HCP, 4+ suit	2NT 16+ HCP BAL	3♠ splinter
2♦ 10+ HCP, 4+ suit	3♣ FG strong one suiter	3NT 12-14 BAL raise
other 4C/4D = splinter		
1♠ 1NT 6-9 usually BAL	2♠ 6-9, 4+ support	3♥ FG strong one suiter
2♣ 10+ HCP, 4+ suit	2NT 16+ HCP BAL	3♠ 10-11 HCP raise
2♦ 10+ HCP, 4+ suit	3♣ FG strong one suiter	3NT 12-14 BAL raise
2♥ 10+ HCP, 5+ suit	3♦ FG strong one suiter	4♣ splinter
other 4D = splinter		
1NT 3♣ NAT slam try	3♠ NAT slam try	4♦
3♦ NAT slam try	3NT NAT	4♥ NAT
3♥ NAT slam try	4♣ Gerber	4♠ NAT
other resp 2C then 3C = FG 5-4 ms, 3-1 Ms; Many bids ART after opener's 2D to 2C		
2♣ 2♦ negative/waiting	2NT 10+ HCP, both minors	3♥ semi-pos, 7+ suit
2♥ 8+ HCP, 5+ suit	3♣ 8+ HCP, 5+ suit	3♠ semi-pos, 7+ suit
2♠ 8+ HCP, 5+ suit	3♦ 8+ HCP, 5+ suit	3NT
other Puppet Stayman & TRF after opener 2NT rebid; Baron & TRF after 3NT rebid		
2♦ 2♥ negative/waiting	3♣ 6+ HCP, 5+ suit	3♠ semi-pos, 7+ suit
2♠ 5-8 BAL, ART	3♦ 6+ HCP, 5+ suit	3NT
2NT 5+ major, 6+ HCP	3♥ semi-pos, 7+ suit	4♣
other Puppet Stayman & TRF after opener 2NT rebid; Baron & TRF after 3NT rebid		

Notes

2♥ 2♠ NAT, F	3♦ NAT F	3NT NAT
2NT OGUST enquiry	3♥ NAT no game interest	4♣
3♣ NAT F	3♠	4♥ to play, wide range
other change of suit NF after X		
2♠ 2NT OGUST enquiry	3♥ NAT F	4♣
3♣ NAT F	3♠ NAT no game interest	4♥
3♦ NAT F	3NT NAT	4♠ to play, wide range
other change of suit NF after X		
2NT 3♣ to play	3♠ NAT F	4♦ to play
3♦ to play	3NT NAT	4♥ to play
3♥ enquiry	4♣ to play	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** both minors after M; other minor and M after m opening

**4th Suit Forcing** One round  at 2 level Game force

**NT Checkback**  Priorities: up the line

**Defence to 3NT opening** A asks for attitude

**Defence to Opening Twos**

Multi 2♦ X = strng NT+, may be unbal; strng jump overcalls; leaping Michaels

RCO style 2-s X = TO (2NT Lebensohl); 2NT = NAT; strng jump overcalls, leaping Michaels

Other 2-s X = TO (2NT Lebensohl); 2NT = NAT; strng jump overcalls, leaping Michaels

**Defence** 1♣: X = PEN or TO for oth 3 suits; 1 level overcall = NAT or TO for oth 3 suits;  
**to** 1NT = both Ms; 2C/2D = the suit bid & a M; 2H/2S = nat, weak; 2NT = minors  
**strong** 2♣: WJOs; NAT overcalls; 2NT = 2 suiter; 3NT & 4NT = minors  
 ♣

**Over 1NT Interference** Swine after X; PEN Xs; 2NT Lebensohl after wk NT (not strng NT)

**Lebensohl - other uses** in response to TO X of weak 2

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ X = cards

## 10. OTHER NOTES

reverse DOPI after interference over our 4NT Ace ask