

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12HCP, 4+
Jump raises - Majors	limit 10-12HCP, 4+
Jump shifts after minor opening	Forcing 16+HCP
Jump shifts after Major opening	Forcing 16+HCP
Responses to strong 2 suit open.	Controls 0/1,2,3 etc
Responses to 2NT opening	3C/D to play, 3H/S Forcing

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	top	
Discards	low encourage	
Count	Low-high=even	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3014	4♣ Gerber <input checked="" type="checkbox"/> when?	after NT 0,1,2,3
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	After agreeing suit; 3S,4C/D/H		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Check back Stayman	Swine
Truscott Raises	Minorwood
2H:2NT	DOPI ROPI
3H 6-7HCP, 5/5H&S	Lebensohl
3S 8-9HCP, 5/5S&H	Puppet Stayman

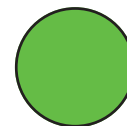
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	690880	Jackie Ward
& Names:	11681	Susan Phillips
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+HCP 4+	1♥ 11+HCP 4+	
1♦ 11+HCP 4+	1♠ 11+HCP 4+	
1NT 12-14HCP	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Stayman Simple		
2♦ Tsfr to H	2♠ 11HCP	
2♥ Tsfr to S	2NT Tsfr to minor	
other		
2♣ 23-24Bal or 27+Bal or 9PT		
2♦ Multi: weak Major or 21-22Bal or 25-26Bal		
2♥ Multi: 5+H & 5/4any other suit, 6-10HCP		
2♠ Multi: 5+s & 5/4Minor, 6-10HCP		
2NT 5/5 Minors 6-10HCP	3NT Gambling	
other		

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	weak
Responsive doubles through		Unusual NT	minors or majors
1NT overcall - immediate	15-18HCP	Immediate cue of minor	5-5/4other minor & major
1NT overcall - re-opening	12-14HCP	Immediate cue of Major	5-5/4 other major & minor
Over weak twos	X take out	Over opening threes	X take out
Over opponent's 1NT	2C=5/4+Majors,2D=long major,2h=5/4+H&minor,2S=5/4+S&minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+D	2♦ 16+, 5+D	3♦ Pre-emptive
1♥ 6+HCP, 4+H	2♥ 16+,5=H	3♥ Pre-emptive
1♠ 6+HCP, 4+S	2♠ 16+, 5+S	3♠ Pre-emptive
1NT 6-9HCP, no major	2NT 10-12HCP, no major	3NT 13-15HCP, no major
2♣ 6-9TP 4+C	3♣ 10-12TP, 4+C	4♣ Minorwood
other		
1♦ 1♥ 6+HCP, 4+H	2♥ 16+, 5+H	3♥ Pre-emptive
1♠ 6+HCP, 4+S	2♠ 16+, 5=S	3♠ Pre-emptive
1NT 6-9HCP, no major	2NT 10-12HCP, no major	3NT 13-15HCP, no major
2♣ 10+HCP, 4+C	3♣ 16+, 5+C	4♣ Splinter
2♦ 6-9TP, 4+D	3♦ 10-12TP, 4+D	4♦ Minorwood
other		
1♥ 1♠ 6+HCP, 4+H	2♥ 6-9TP, 4+H	3♦ 16+, 5+D
1NT 6-9HCP, no major	2♠ 16+,5+S	3♥ 10-12TP, 4+H
2♣ 10+HCP, 4+C	2NT 10-12HCP, no major	3♠ Splinter
2♦ 10+HCP, 4+D	3♣ 16+, 5+C	3NT 13-15HCP, no major
other		
1♠ 1NT 6-9HCP	2♠ 6-9TP, 4+S	3♥ 16+, 5+H
2♣ 10+HCP, 4+C	2NT 10-12HCP, no major	3♠ 10-12TP,4+S
2♦ 10+HCP, 4+D	3♣ 16+, 5+C	3NT 13-15HCP, no major
2♥ 10+HCP, 5+H	3♦ 16+, 5+D	4♣ Splinter
other		
1NT 3♣ 6+C, 2 top honours	3♠ slam Interest	4♦
3♦ 6+D, 2 top honours	3NT 13HCP, no major	4♥ To play
3♥ slam interest	4♣ Gerber	4♠ To play
other		
2♣ 2♦ 0/1 controls	2NT 4 controls	3♥
2♥ 2 controls	3♣ 5 controls	3♠
2♠ 3 controls	3♦	3NT
other		
2♦ 2♥ pass or correct	3♣ Forcing, 1 round	3♠ Invitational
2♠ pass or correct	3♦ Forcing 1 round	3NT To play
2NT 15+HCP, enquiry	3♥ Invitational	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦	3NT To play
2NT enquiry	3♥ Competitive	4♣ Splinter
3♣ pass or correct	3♠	4♥ To Play
other		
2♠ 2NT enquiry	3♥	4♣ Splinter
3♣ pass or correct	3♠ Competitive	4♥
3♦ pass or correct	3NT To play	4♠ to play
other		
2NT 3♣ To play	3♠ Forcing	4♦ Splinter
3♦ to play	3NT To play	4♥ Splinter
3♥ Forcing	4♣ Gerber	4♠ Splinter
other		

9. CONVENTIONS

Unusual NT: 2x5 card minors

4th Suit Forcing One round Game force

NT Checkback Priorities: Up line

Defence to 3NT opening 4C=better H than S,4D= better S than H,X=pen.2nd seat,T/O 4th

Defence to Opening Twos X = T/O , 2NT toplay, 3H/S game force

Multi 2♦ X in 2nd seat 16+HCP, In 4th seat =13-15HCP, 2NT=15-18HCP with stopper

RCO style 2-s

Other 2-s

Defence 1C :X=5,5majors,1D=long major,1H=5,5H&minor,1S=5S,5minor

to

strong 2♣ : Natural

♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x=T/O

4♥ X=T/O

4♠ X=penalties, 4NT=T/O

10. OTHER NOTES

2C: 2NT rebid : 3S = 5S,4H