

#### 4. BASIC RESPONSES

|                                  |  |
|----------------------------------|--|
| Jump raises - minors             | 5-8 HCP or thereabouts, 8 losers                         |
| Jump raises - Majors             | 5-8 HCP or thereabouts, 8 losers                         |
| Jump shifts after minor opening  | 10-12 or 16+ HCP fit showing with singleton/void outside |
| Jump shifts after Major opening  | 10-12 or 16+ HCP fit showing with singleton/void outside |
| Responses to strong 2 suit open. | Not applicable   |
| Responses to 2NT opening         | 3♣ = Puppet Stayman. 3♠ = m suit Stayman                 |

#### 5. PLAY CONVENTIONS Show priorities

|                                   | Versus Suit (or both)  | Versus NoTrump (if different) |
|-----------------------------------|--|-------------------------------|
| <b>Leads</b> Sequences:           | Overlead All   | Overlead All                  |
| Four or more with an honour       | 4th highest  | 4th highest                   |
| From 4 small                      | 2nd highest  | 2nd highest                   |
| From 3 cards (no honour)          | Middle   | Middle                        |
| In partner's suit                 | As above   | As above                      |
| <b>Discards</b>                   | Odd=ENCRG, Even=S/P  | Odd=ENCRG, Even=S/P           |
| <b>Count</b>                      | REV  | REV                           |
| <b>Signal</b> on partner's lead:  | REV count  | REV count                     |
| <b>Signal</b> on declarer's lead: | 1:REV count;2:S/Psometimes;3:Smith Peters in NTsometimes                     |                               |
| <b>Notes</b>                      | In cash out situations, low ENCRG to partner's honour lead/odd ENCRG discard |                               |

#### 6. SLAM CONVENTIONS

|  |   |  |
|--|---|--|
| 4NT: Blackwood <input type="checkbox"/>      | RKCB 41/30  | 4♣ Gerber <input type="checkbox"/> when? |
| <b>Slam Notes</b>                            | 4m is often Minorwood, D0P1/R0P1 (for numbers) & PEDO |  |
| Cue Bids <input checked="" type="checkbox"/> | 1st/2nd round CTRLs in ascending order                |  |
| Asking Bids <input type="checkbox"/>         |   |  |

#### 7. OTHER CONVENTIONS

|                                 |   |
|---------------------------------|---|
| 4SF FG                          | 3rd suit FG                                 |
| Swine                           | 123 Xs                                      |
| Blackout                        | Mini splinters by opener                    |
| LEB                             | Invisible CUEs (apply when made at 3 level) |
| D0P1, R0P1 (for numbers) & PEDO |   |

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Fit showing single & double jump shifts (note 10)

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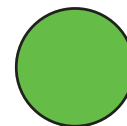
Toxic over OPPTs 1NT, STR 1♣ & STR 2♣ (note 10)

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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

|  |                 |  |
|--|-----------------|--|
| ABF Nos.                               | 218790          | Sean Mullamphy   |
| & Names:                               | 196134          | Arjuna de Livera   |
| 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♣ 4(3) 11-20   | 1♥ 4 11-20   |   |
| 1♦ 4 11-20  | 1♠ 5(4) 11-20  |   |
| 1NT 12-14   | may contain 5 card Major <input checked="" type="checkbox"/> |   |
| <b>1NT Responses</b> 2♣ Simple Stayman, then Smolen .<br>2♦ TRF to ♥ (can be mild S/T)      2♠ TRF to ♣ (2NT = super accept)<br>2♥ TRF to ♠ (can be mild S/T)      2NT TRF to ♦ (3♣ = super accept)<br>other 2NT= Super accept of TRF to M. |  |   |
| 2♣  | Acol 2 any suit or any Game Force or 22+ BAL/semi-BAL        |   |
| 2♦  | 4-7 HCP 6♥ or 6♠   |   |
| 2♥  | 8-11 HCP 6♥  |   |
| 2♠  | 8-11 HCP 6♠  |   |
| 2NT   | 20-21 HCP BAL/semi-BAL                                       | 3NT Solid 7 card m, at most a queen outside other |

#### 2. PRE-ALERTS

|                                    |                                       |
|------------------------------------|---------------------------------------|
| Xs by opener in COMP (see note 10) | Invisible CUEs at the 3 level in COMP |
| 3NT can be trump CUE               | Toxic over OPPTs 1NT, STR 1♣ & STR 2♣ |
| Sandwich 1NT = 5+/4+ other 2 suits | NT opening can be off-shape           |

#### 3. COMPETITIVE BIDS / OVERCALLS

|                            |   |                        |                            |
|----------------------------|---|------------------------|----------------------------|
| Negative doubles through   | 4♥  | Jump overcalls         | Weak                       |
| Responsive doubles through | 4♥  | Unusual NT             | Lower 2 unbid suits, 5+/5+ |
| 1NT overcall - immediate   | 15-17   | Immediate cue of minor | Both M, 5+/5+              |
| 1NT overcall - re-opening  | 11-14   | Immediate cue of Major | OM+m, 5+/5+                |
| Over weak twos             | X = T/O   | Over opening threes    | X = T/O                    |
| Over opponent's 1NT        | X = PEN; 2♣ = ♥ or ♥+♠; 2♦ = ♥ or ♠ + ♣; 2♥ = ♠ or ♣ + ♦; 2♠ = ♣ + ♥ or ♦ + ♠; 2NT = ♣ or ♦ + ♥ |                        |                            |

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

|  |                           |                           |
|--|---------------------------|---------------------------|
| 1♣ 1♦ 6+ HCP, 4+♦  | 2♦ 10-12 or 16+ HCP FSJ   | 3♦ 13-15 HCP FSJ          |
| 1♥ 6+ HCP, 4+♥   | 2♥ 10-12 or 16+ HCP FSJ   | 3♥ 13-15 HCP FSJ          |
| 1♠ 6+ HCP, 4+♠   | 2♠ 10-12 or 16+ HCP FSJ   | 3♠ 13-15 HCP FSJ          |
| 1NT 6-9 HCP NAT  | 2NT 10-12 or 16+ HCP BAL  | 3NT 13-15 HCP, BAL        |
| 2♣ 6-9 HCP, 3+♣, 9 losers  | 3♣ 5-8 HCP, 4+♣, 8 losers | 4♣ Minorwood              |
| other 2NT & 3NT are BAL raises with 4+card SUPP. For FSJ see note 10.            |                           |                           |
| 1♦ 1♥ 6+ HCP, 4+♥  | 2♥ 10-12 or 16+ HCP FSJ   | 3♥ 13-15 HCP FSJ          |
| 1♠ 6+ HCP, 4+♠   | 2♠ 10-12 or 16+ HCP FSJ   | 3♠ 13-15 HCP FSJ          |
| 1NT 6-9 HCP NAT  | 2NT 10-12 or 16+ HCP BAL  | 3NT 13-15 HCP BAL         |
| 2♣ 9+ HCP, 4+♣   | 3♣ 10-12 or 16+ HCP FSJ   | 4♣ 13-15 HCP FSJ          |
| 2♦ 6-9 HCP, 3+♦, 9 losers  | 3♦ 5-8 HCP, 4+♦, 8 losers | 4♦ Minorwood              |
| other 2NT & 3NT are BAL raises with 4+ card SUPP. For FSJ see note 10.           |                           |                           |
| 1♥ 1♠ 6+ HCP, 4+♠  | 2♥ 6-9 HCP, 3+♥, 9 losers | 3♦ 10-12 or 16+ HCP FSJ   |
| 1NT 6-9 HCP NAT  | 2♠ 10-12 or 16+ HCP FSJ   | 3♥ 5-8 HCP, 4+♥, 8 losers |
| 2♣ 9+ HCP, 4+♣   | 2NT 10-12 or 16+ HCP BAL  | 3♠ 13-15 HCP FSJ          |
| 2♦ 9+ HCP, 4+♦   | 3♣ 10-12 or 16+ HCP FSJ   | 3NT 13-15 HCP BAL         |
| other 2NT & 3NT are BAL raises with 4+card SUPP. For FSJ see note 10.            |                           |                           |
| 1♠ 1NT 6-9 HCP NAT   | 2♠ 6-9 HCP, 3+♠, 9 losers | 3♥ 10-12 or 16+ HCP FSJ   |
| 2♣ 9+ HCP, 4+♣   | 2NT 10-12 or 16+ HCP BAL  | 3♠ 5-8 HCP, 4+♠, 8 losers |
| 2♦ 9+ HCP, 4+♦   | 3♣ 10-12 or 16+ HCP FSJ   | 3NT 13-15 HCP BAL         |
| 2♥ 9+ HCP, 5+♥   | 3♦ 10-12 or 16+ HCP FSJ   | 4♣ 13-15 HCP FSJ          |
| other 2NT & 3NT are BAL raises with 4+card SUPP. For FSJ see note 10. Note Drury |                           |                           |
| 1NT 3♣ FG, SPL in ♣  | 3♠ FG, SPL in ♠           | 4♦ TRF to ♠               |
| 3♦ FG, SPL in ♦  | 3NT To play               | 4♥ To play                |
| 3♥ FG, SPL in ♥  | 4♣ TRF to ♥               | 4♠ To play                |
| other TRF to M at 2 level can have mild slam interest. 4NT = Quantitative        |                           |                           |
| 2♣ 2♦ 0-3 or 10+ HCP   | 2NT 7-9 HCP, 5+♣          | 3♥ 7-9 HCP, 5+♠           |
| 2♥ 4-6 HCP any shape   | 3♣ 7-9 HCP, 5+♦           | 3♠ 7-9 HCP, 5♠/4♥         |
| 2♠ 7-9 HCP BAL   | 3♦ 7-9 HCP, 5+♥           | 3NT 7-9 HCP, 5♦/4♣        |
| other  |                           |                           |
| 2♦ 2♥ P/C  | 3♣ NAT, F1                | 3♠ P/C                    |
| 2♠ P/C   | 3♦ NAT, F1                | 3NT To play               |
| 2NT INQ(3♣/♦RESP better)   | 3♥ P/C                    | 4♣ TRF to opener's suit   |
| other 4♦ = asks opener to bid their suit; 4♥/4♠ = To play                        |                           |                           |

### Notes

|   |                       |                          |
|---|-----------------------|--------------------------|
| 2♥ 2♠ NAT, F1   | 3♦ NAT, F1            | 3NT To play              |
| 2NT INQ for shortage  | 3♥ To play            | 4♣ SPL                   |
| 3♣ NAT, F1  | 3♠ SPL                | 4♥ To play               |
| other   |                       |                          |
| 2♠ 2NT INQ for shortage   | 3♥ NAT, F1            | 4♣ SPL                   |
| 3♣ NAT, F1  | 3♠ To play            | 4♥ SPL                   |
| 3♦ NAT, F1  | 3NT To play           | 4♠ To play               |
| other   |                       |                          |
| 2NT 3♣ Puppet Stayman   | 3♠ m suit Stayman     | 4♦ NATMinorwood RESPs    |
| 3♦ TRF to ♥   | 3NT To play           | 4♥ NATsome slam interest |
| 3♥ TRF to ♠   | 4♣ NATMinorwood RESPs | 4♠ NATsome slam interest |
| other TRF to M and raise = no slam interest. 4NT = Quantitative |                       |                          |

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits, 5+/5+

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ PUP to ♦ or INV; 2♦ FG

**Defence to 3NT opening** 123 Xs; 4♣/4♦ = Both Ms

**Defence to Opening Twos**

Multi 2♦ 123 Xs; 2NT and suits NAT

RCO style 2-s 123 Xs; 2NT and suits NAT

Other 2-s X = T/O; 2NT and suits NAT

**Defence** 1♣ : Toxic to 1NT inclusive (see note 10)

to

**strong** 2♣ : Toxic to 2NT inclusive (see note 10)

♣

**Over 1NT Interference** LEB and NAT

**Lebensohl - other uses** After T/O Xs of OPPTs weak 2s

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

4♥ X

4♠ X = cards; 4NT = T/O

## 10. OTHER NOTES

FSJ = NAT and Fit showing, has singleton or void outside

Toxic = Bid shows suit above, or the following 2 suits generally. ♠=2 suiters in ♣+♥ or ♦+♠

Xs by opener in competition have special meanings, eg various 15+ HCP hands

1M - 1NT - 2NT = ART FG

Invisible CUEs - an eg. is 1♥ - (2NT) - 3♣ = L/R+ in ♥

- 3♦ = 5+♠, NF

- 3♥ = less than L/R in ♥, and 3♠ = 5+♠, FG