

## 4. BASIC RESPONSES

Jump raises - minors	Limit, 10-12 TP or 8 losers
Jump raises - Majors	Limit, 10-12 TP or 8 losers
Jump shifts after minor opening	Single = Weak in suit bid, Double / Triple Jumps = Splinters
Jump shifts after Major opening	Single = mini / Mega Splinters, Double = Maxi Splinters
Responses to strong 2 suit open.	2C (controls) - 2D = 0/1, 2H = 2, 2S = 3, 2N = 4, 3C = 5+.
Responses to 2NT opening	(2C - 2D, 2N or 2D - 2H, 2N - 3C = Stayman; 3R = Jacoby

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Underlead AQ-Attitude, K-Count	King = Unblock or Count
Four or more with an honour	4ths	
From 4 small	2nd	Top or 2nd
From 3 cards (no honour)	2nd	Top or 2nd
In partner's suit	as above but **	
<b>Discards</b>	1st is *** Odd / Even then RPC	
<b>Count</b>	Reverse Present Count (RPC)	
<b>Signal</b> on partner's lead:	Low Like / McKenny may apply	
<b>Signal</b> on declarer's lead:	Count but McKenny in Trump suit may apply	
<b>Notes</b> ** with 3+ small, Top if supported, 3 <sup>d</sup> if Not		
*** An Odd card is Encouraging with an Even Card being M <sup>c</sup> Kenny / Suit Preference		
Underlead = the J / T / 9 promise the next lowest card and an unspecified higher card		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 30 14	4♣ Gerber <input type="checkbox"/>	when? Never
<b>Slam Notes</b>	4m = minorwood if it is a raise or bid is strong and not in competition		
Cue Bids <input checked="" type="checkbox"/>	Italian Style: 1 <sup>st</sup> or 2 <sup>nd</sup> below game		
Asking Bids <input type="checkbox"/>	Long Suit Trials		

## 7. OTHER CONVENTIONS

Crowhurst (1y - 1z, 1NT - 2C = checkback)	DOPI / ROPI after RKCB or mW
System ON over our 1NT overcall	DOPI / ROPI after Strong 2C opening
Pre-emptive and Cue Raises in competition	
Truscott over opponents Take Out Double	
Long suit trials	

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123 X's 1<sup>st</sup> = Values; 2<sup>nd</sup> = Take Out; 3<sup>rd</sup> = Penalties

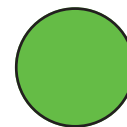
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	172 057	Attilio De Luca
& Names:	199 273	John Smith
Basic System:	Acol, Multi Twos	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

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## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-20, 3	1♥ 11-20, 4
1♦ 11-20, 4	1♠ 11-20, 5
1NT (11) 12-14	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ Simple Stayman, does not promise a 4 card Major, with checkback **
2♦ --> 2H with SA	2♠ Baron
2♥ --> 2S with SA	2NT Weak ♣ or ♦, Str ♣ or ♦, Str ♣ & ♦
other 3m = 6 cards with 2/3 top honours, 3M = 6+ Major with Slam interest	

2♣ 20+ flat OR 8+ PT - Control responses: 2D = 0/1; 2H = 2; etc. (2C - 2D, 2H = Kokish)	
2♦ Weak Two in a Major: 2N asks 3C = ♥, 3D = ♠; 4C = --> into Major; 4H = correct.	
2♥ 6-10, 5+♥ with 5♠ or a 4+minor	
2♠ 6-10, 5+♠ with a 4+minor	
2NT 6-10 both minors	3NT Gambling 1st / 2nd otherwise to play
other ** 1N - 2C, 2H: 2S = 12 ish with 4♠ and Invitational; 2N = 12 ish not 4♠.	

## 2. PRE-ALERTS

TWERB over a Forcing Club	
South African Texas Transfers	Single Weak Jump Shifts (WJS)
	over one of our minor suit openings

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Weak
Responsive doubles through	4H	Unusual NT	5:5 lowest unbid suits
1NT overcall - immediate	15-18, System ON	Immediate cue of minor	♠ and another
1NT overcall - re-opening	** see below S ON	Immediate cue of Major	Other Major and a minor
Over weak twos	X = TO with 123	Over opening threes	X = TO with 123
Over opponent's 1NT	Modified Cappelletti: 2C = Majors; 2D = Single Major; 2M = M + minor		
** 1S -P-P-1NT = 14-17 HCP, X then 2NT = 17-19 HCP;			
** 1C, 1D, 1H-P-P-1NT = 10-14 HCP, X then: min NT = 15-18 HCP, Jump NT = 18-20 HCP			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4	2♦ 0-6, 6 WJS	3♦ GF Splinter
1♥ 6+, 4	2♥ 0-6, 6 WJS	3♥ GF Splinter
1♠ 6+, 4	2♠ 0-6, 6 WJS	3♠ GF Splinter
1NT 8-10, 4+♣	2NT 16+, 4+♣	3NT To Play
2♣ 6-9, 5+♣	3♣ 10-11, 5+♣	4♣ pre-emptive
other 1C - 2NT, ? - 4C = minorwood		
1♦ 1♥ 6+, 4	2♥ 0-6, 6 WJS	3♥ GF Splinter
1♠ 6+, 4	2♠ 0-6, 6 WJS	3♠ GF Splinter
1NT 6-9, NO 4M	2NT 16+, 4+♦	3NT To Play
2♣ 9+, 3	3♣ GF Splinter	4♣
2♦ 6-9, 4	3♦ 10-11, 4+♦	4♦ pre-emptive
other 1D - 2NT, ? - 4D = minorwood		
1♥ 1♠ 5+, 4	2♥ 6-9, 3	3♦ mini / Mega Splinter
1NT 6-9	2♠ mini / Mega Splinter	3♥ Limit
2♣ 9+, 3	2NT 16+, 4+♥, no shortage	3♠ Maxi Splinter 11-14 TP
2♦ 9+, 3	3♣ mini / Mega Splinter	3NT 12-15, fit
other 4C / 4D = Maxi Splinter 11-14 TP		
1♠ 1NT 6-9	2♠ 6-9, 3	3♥ mini / Mega Splinter
2♣ 9+, 3	2NT 16+, 3+♠, no shortage	3♠ Limit
2♦ 9+, 3	3♣ mini / Mega Splinter	3NT 12-15, fit
2♥ 9+, 5	3♦ mini / Mega Splinter	4♣ Maxi Splinter 11-14 TP
other 4D / 4H = Maxi Splinter 11-14 TP		
1NT 3♣ Invitational, broken 6♣	3♠ 16+, 6+♠, Slam try	4♦ --> 4S
3♦ Invitational, broken 6♦	3NT To Play	4♥ To Play
3♥ 16+, 6+♥, Slam try	4♣ --> 4H	4♠ To Play
other 1N - 2R, 2M - : 4NT = 5M, 19-20; 5NT = 5M, 21-24, Forcing to 6M / 6NT		
2♣ 2♦ 0-1 Controls	2NT 4 Controls	3♥ not used
2♥ 2 Controls	3♣ 5+ Controls	3♠ not used
2♠ 3 Controls	3♦ not used	3NT not used
other Kokish Relay, see Other Notes		
2♦ 2♥ pass / correct	3♣ Forcing	3♠ pass / correct
2♠ pass / correct	3♦ Forcing	3NT To Play
2NT Forcing, Enquiry	3♥ + 4♥ = pass / correct	4♣ not used
other 2D - 2NT, 3C = 6♥, 3D = 6♠ (no min or Max shown) see ** below		

**Notes** \*\* 2D - 2NT: 3C - 3H = invitational in ♥; 3D - 3S = invitational in ♠

Splinter Types: mini = 6-10 TP; Maxi = 11-14 TP; Mega = 15+ TP.

1M - 2NT: 3M = minimum hand; 4M = junk; 3y = Italian style cue bid; 3NT = 15-18 flat

2♥ 2♠ pass / correct	3♦ pass / correct	3NT To Play
2NT Forcing, Enquiry	3♥ pre-emptive	4♣
3♣ pass / correct	3♠	4♥ To Play
other		
2♠ 2NT Forcing, Enquiry	3♥ Natural, Forcing	4♣ pass / correct
3♣ pass / correct	3♠ pre-emptive	4♥ To Play
3♦ pass / correct	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ Natural, Forcing	4♦ minorwood if unpassed
3♦ To Play	3NT To Play	4♥ To Play
3♥ Natural, forcing	4♣ minorwood if unpassed	4♠ To Play
other 5♣ and 5♦ = To Play		

## 9. CONVENTIONS

**Unusual NT:** two lowest suits

**4th Suit Forcing** One round  by a passed hand, otherwise GF Game force

**NT Checkback**  Priorities: Crowhurst, lowest feature at appropriate level

**Defence to 3NT opening** X = values, suit bid is natural

**Defence to Opening Twos** 2NT = 15-18, X = take out

Multi 2♦ 2NT = 15-18, X = 123

RCO style 2-s as above

Other 2-s as above, over weak 4/4 opening 2NT = 14-18, System On

**Defence** 1C - TWERB applies up to but not including 3NT

**to** 1C - pass - 1D: TWERB applies as above

**strong** (2C) :

1♣ / 2♣

**Over 1NT Interference** lebensohl, 123Xs

**Lebensohl - other uses** over weak 2: 2y - X - p - 2NT = < 8 HCP, 4NT = any two suiter

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

4♥ X = values 4♠ X = stronger, 4NT = any two suiter

## 10. OTHER NOTES

1y - 1z, then: 1NT rebid = 15-18, 2NT rebid = 19-20, 3NT rebid = 18-20, 6y

1z - 2y, 2NT = 19-20, 3NT = 15-18

1y - 1NT, 2 new suit = non forcing

Sort of SWINE 1NT - X - : pass = to play; XX = bid 2C, correctable; 2? = lower of 2 suits

1N-2N=-->3C minor(s) Weak/Strong, then 3H=VS♣, 3S=VS♦, 3NT=VSminors, 4m = mW

Kokish Strong flat hands: 2C - 2D: 2NT = 20-22; 3NT = 25-26.

2C - 2D, 2H - 2S: 2NT = 23-24; 3NT = 27-28.