

4. BASIC RESPONSES

Jump raises - minors	Pre-empt 0-5 hcp, 5+ suit (♣s), 4+ suit (♦s)
Jump raises - Majors	Pre-empt 0-5 hcp, 4+ suit
Jump shifts after minor opening	2 major is 6 card suit, 3-6 hcp. Jump other minor is limit raise
Jump shifts after Major opening	Splinter, 4+ support, mini mega maxi style
Responses to strong 2 suit open.	Control responses, 2♦ = 0-1 2♥ = 2 etc
Responses to 2NT opening	Puppet Stayman, transfers, minor suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Second highest	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from 3 if suit not supported	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count	
Notes	Odds & evens applies on 1st discard only, thereafter reverse count Count is always present count	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st round control then 2nd round control	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Support Xs & redoubles	Blackout after reverse
Leaping Michaels over weak 2 openings	2 way checkback after 1NT rebid (15-18)
PODI & PORI	Long suit trials (may be done on 3)

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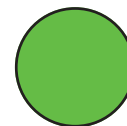
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	197025	Russel Harms
& Names:	199575	Jeff Travis
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♣ 10+ hcp, 3+♣s	1♥ 10+ hcp, 4+♥s	
1♦ 10+ hcp, 4+♦s	1♠ 10+ hcp, 5+♠s	
1NT 11-14 hcp (1st & 2nd), 14-16 hcp (3rd & 4th), balanced		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman (does not guarantee a major)		
2♦ Transfer to ♥s	2♠ Transfer to ♣s	
2♥ Transfer to ♠s	2NT Transfer to ♦s	
other Transfers may be weak, invit or strong. Super accepts used. See Other Notes		
2♣ 23+ Balanced or any game force or Acol 2		
2♦ 4+♦s & 4+♠s, less than 10hcp (1st & 2nd seat), Weak 2 in ♦s (3rd & 4th)		
2♥ 4+♥s & 4+♠s, less than 10hcp (1st & 2nd seat), Weak 2 in ♥s (3rd & 4th)		
2♠ 4+♣s & 4+♠s, less than 10hcp (1st & 2nd seat), Weak 2 in ♠s (3rd & 4th)		
2NT 20-22 balanced	3NT Gambling, solid minor, no side A or K	
other		

2. PRE-ALERTS

2 openings may be very weak	2 openings change in 3rd & 4th seats
Jump bids are splinters if suit below forcing	3♣ o/call -v- suit (except 1♦) = 2 highest
Pre-emptive raises	1NT range changes in 3rd & 4th seats

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18 balanced	Immediate cue of minor	♠s & other minor
1NT overcall - re-opening	11-14 balanced	Immediate cue of Major	Other major & ♣s
Over weak twos	2NT= 16-18, T/O X with leb	Over opening threes	X for takeout
Over opponent's 1NT 2♣ = ♥s & any, 2♦ = ♠s & minor, 2NT = minors			
After 2♣, 2♦ is non forcing enquiry. 2NT is forcing enquiry after 2♣ or 2♦.			
Double of strong NT shows a single suited minor hand.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ hcp, 4+♦s	2♦ Limit raise, 5+ ♣s	3♦ Splinter, FG
1♥ 6+ hcp, 4+♥s	2♥ 6 ♥s, 3-6 hcp	3♥ Splinter, FG
1♠ 6+ hcp, 4+♠s	2♠ 6 ♠s, 3-6 hcp	3♠ Splinter, FG
1NT 8-10 hcp bal, no major	2NT 16+ with fit, balanced	3NT 13-15 bal, no major
2♣ 6-9 hcp, 5 ♣s, no major	3♣ 0-5 hcp, 5+ ♣s	4♣ Pre-emptive
other Other 4 level to play		
1♦ 1♥ 6+ hcp, 4+♥s	2♥ 6 ♥s, 3-6 hcp	3♥ Splinter, FG
1♠ 6+ hcp, 4+♠s	2♠ 6 ♠s, 3-6 hcp	3♠ Splinter, FG
1NT 6-9 hcp, no major	2NT 16+ with fit, balanced	3NT 13-15 bal, no major
2♣ 4+ ♣s, 9+ hcp	3♣ Limit raise 4+ ♦s	4♣ Splinter, FG
2♦ 6-9 hcp, 4+ ♦s, no major	3♦ 0-5 hcp, 4+ ♦s	4♦ Pre-emptive
other Other 4 level to play		
1♥ 1♠ 6+ hcp, 4+♠s	2♥ 5-9 hcp, 3 or 4 ♥s	3♦ Splinter, 6-9 or 13+
1NT 6-9 hcp, not 4 ♠s	2♠ Splinter, 6-9 or 13+	3♥ 0-5 hcp, 4+ support
2♣ 4+ ♣s, 9+ hcp	2NT Bal raise, limit or 16+	3♠ Splinter, 10-12 hcp
2♦ 4+ ♦s, 9+ hcp	3♣ Splinter, 6-9 or 13+	3NT Balanced raise 13-15
other 4♣, 4♦ are splinters, 10-12 hcp, 4♠ to play		
1♠ 1NT 6-9 hcp, no support	2♠ 5-9 hcp, 3 or 4 ♠s	3♥ Splinter, 6-9 or 13+
2♣ 4+ ♣s, 9+ hcp	2NT Bal raise, limit or 16+	3♠ 0-5 hcp, 4+ support
2♦ 4+ ♦s, 9+ hcp	3♣ Splinter, 6-9 or 13+	3NT Balanced raise 13-15
2♥ 5+ ♥s, 9+ hcp	3♦ Splinter, 6-9 or 13+	4♣ Splinter, 10-12 hcp
other 4m, 4♥ are splinters, 10-12 hcp		
1NT 3♣ (45) minors, 3 ♥s, FG	3♠ Invitational, 6 card suit	4♦ Sets suit, demands cue
3♦ (45) minors, 3 ♠s, FG	3NT To play	4♥ To play
3♥ Invitational, 6 card suit	4♣ Sets suit, demands cue	4♠ To play
other 4NT is quantitative		
2♣ 2♦ 0-1 controls	2NT 4 controls	3♥ 0-1 control, 7 card suit
2♥ 2 controls	3♣ 5 controls	3♠ 0-1 control, 7 card suit
2♠ 3 controls	3♦ 6+ controls	3NT N/A
other		
2♦ 2♥ Natural, non forcing	3♣ Natural, non forcing	3♠ To play
2♠ To play	3♦ To play	3NT To play
2NT Enquiry - see notes	3♥ Natural, forcing	4♣ N/A
other 4NT = RKCB in ♦s, 2NT followed by 4NT = RKCB in ♠s		

Notes After 2NT enquiry (2♦ to 2♠ openings) 3♣ = poor hand, then 3♦ is further ask.

Responses with non-poor hands or after further enquiry shown in steps:

Lower suit longer, 4/4, ♠s longer, 5/5, 5/6, 6/5, 6/6

2♥ 2♠ To play	3♦ Natural, non forcing	3NT To play
2NT Enquiry - see notes	3♥ To play	4♣ N/A
3♣ Natural, non forcing	3♠ To play	4♥ To play
other 4NT = RKCB in ♥s, 2NT followed by 4NT = RKCB in ♠s		
2♠ 2NT Enquiry - see notes	3♥ Natural, non forcing	4♣ To play
3♣ To play	3♠ To play	4♥ To play
3♦ Natural, non forcing	3NT To play	4♠ To play
other 4NT = RKCB in ♣s, 2NT followed by 4NT = RKCB in ♠s		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ Sets suit, demands cue
3♦ Transfer to ♥s	3NT To play	4♥ To play
3♥ Transfer to ♠s	4♣ Sets suit, demands cue	4♠ To play
other 4NT is quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback, length & strength

Defence to 3NT opening X with values, otherwise natural

Defence to Opening Twos 2NT = 16-18, X for takeout

Multi 2♦ Immediate X = 16+, 2NT = 16-18 bal, otherwise natural

RCO style 2-s 2NT = 16-18 bal, X = values, otherwise natural

Other 2-s As above

Defence 1♣ : TWERB at all levels including after 1♣ - 1♦
to (bid shows suit immediately above or next 2, NT bids show non-touching suits)
strong Strong 2♣ : As against strong 1♣
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After X of weak 2

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ 4NT

10. OTHER NOTES

Splinters, pre-emptive raises and balanced raises continue to apply in competition

Further Notes on 1NT Opening:

New suit after transfer & no super accept is natural & GF

Major transfer is super accepted by bidding 3 of suit (min) or 2M+1 (max). After latter responder can re-transfer (3M-1) or show shortage in steps (low, mid, high).

Minor transfer super accepted by bidding step after which new suit is shortage.

3 of minor after Stayman & response shows 6 card suit + 4 card major, FG