

#### 4. BASIC RESPONSES

Jump raises - minors	~ 5-8 HCP ,8 losers
Jump raises - Majors	~5-8 HCP, 8 losers
Jump shifts after minor opening	10-12 or 16+ fit showing with a singleton/void outside
Jump shifts after Major opening	10-12 or 16+ fit showing with a singleton/void outside
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ = Puppet Stayman, 3♠= m suit stayman

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (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=McKenney	Odd=ENCRG, Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low = Even	Low = Even
<b>Signal</b> on declarer's lead:	1. REV count 2. S/P 3. Smith Peters sometimres	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	4m is often Minorwood, DOP1/ROP (for numbers) & PEDO	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round CTRLs4SF FG	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

4SF FG	3rd siut FG
Swine	123Xs
Blackout	Mini splinters by opener
LEB	Invisible CUEs(when make at 3 level)

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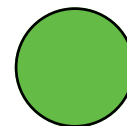
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	218790	Sean Mullamphy
& Names:	148911	Ian Thomson
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,	3+♣	1♥	11-20HCP 4+♥
1♦	11+HCP	4+♦	1♠	11-20HCP 5+♠
1NT	12-14 Balanced		may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman				
2♦ Transfer ♥		2♠ TRF ♣		
2♥ TRF ♠		2NT TRF ♦		
other				
2♣	23+ BAL or any game force or 8-playing tricks			
2♦	Weak Major 0-7HCP			
2♥	Weak, 8-11 HCP, 6♥			
2♠	Weak, 8-11 HCP, 6♠			
2NT	21-22 balanced	3NT Gambling, solid minor, no side A or K		
other				

#### 2. PRE-ALERTS

X by opener in comp shows 15-17 BAL	Toxic over OPPTs 1NT, STR 1♣ & STR 2♣
3NT can be a TRUMP CUE	NT Opening can be off shape
Sandwich 1NT - 5+4 +other 2 suits	

#### 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 BAL	Immediate cue of minor	Michaels 5/5 Majors 6-10
1NT overcall - re-opening	10-14	Immediate cue of Major	5 other Major & 5 minor 6-10
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	X= T/O
Over opponent's 1NT	X= PEN; 2♣=♦ or ♥ + ♠; 2♦ = ♥ or !s + ♣; 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		
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♦ -9 HCP, 3+♦, 9 losers	3♦ 5-8 HCP, 4+♦, 8 losers	4♦ Minorwood
other		
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		
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		
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		
2♣ 2♦ 0-3 or 10+HCPs	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 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(4♣/3♦RESP better)	3♥ P/C	4♣ TRF to opener's suit
other	4♦ asks opener to bid thier suit; 4♥/4♠ = to playN	

### Notes

2♥ 2♠ NAT, FI	3♦ NAT, FI	3NT tO PLAY
2NT INQ for shortage	3♥ to play	4♣ SPL
3♣ NAT, FI	3♠ SPL	4♥ To play
other		
2♠ 2NT INQ for shortage	3♥ NAT, FI	4♣ SPL
3♣ NAT, FI	3♠ To play	4♥ SPL
3♦ NAT, FI	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ m suit Stayman	4♦ NATMinorwoodRESPs
3♦ TRF TO ♥	3NT To play	4♥ NAT some slam interes
3♥ TRF to ♠	4♣ NATMinorwoodRESPs	4♠ NAT some slam interes
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

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

**Defence to 3NT opening** 123X; 4♣/4♦ = both Ms

**Defence to Opening Twos**

Multi 2♦ 123X; 2NTs and suits NAT

RCO style 2-s 123X; 2NTs and suits NAT

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

**Defence** (1♣) :TOXIC to INT

to

**strong** (2♣) :TOXIC to 2NT

1♣ / 2♣

**Over 1NT Interference** LEB and NAT

**Lebensohl - other uses** after T/O X TO 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 showing avoid or singleton outside

1M - INT - 2NT =ART FG

TOXIC as over 1NT

Invisible CUEs - eg 1♥- (2NT) - 3♣= L/R+ IN ♥

2♦ = 5+♠ NF

3♥ = L/R IN ♥

3♠ = 5+♠, FG