

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	limit raise, 4 card support
Jump shifts after minor opening	weak 6+ suit (0-5)
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	2♣>2♦ waiting, others natural +ve (5HCP with A & K in hand)
Responses to 2NT opening	puppet Stayman, transfers, 3♠ Baron 4♣ Gerber, 4♦ minorwood

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead except AQ att, K count	lead of 10 promises honour >J
Four or more with an honour	4th	lead of J denies higher honour
From 4 small	2nd	
From 3 cards (no honour)	middle	
In partner's suit	lowest from 3 small unsupported	
Discards	odd encourages, even=McKenne	
Count	reverse	
Signal on partner's lead:	reverse attitude/count	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 03/14	4♣ Gerber <input type="checkbox"/>	when? king card after NT bid
Slam Notes	5NT=asks for outside kings after RKCB		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input checked="" type="checkbox"/>	qsueen ask		

7. OTHER CONVENTIONS

minorwood	Drury
splinters	long suit try
puppet Stayman	123 doubles
check back (features up the line)	
cue raises	

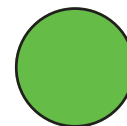
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	292354	Angela Norris
& Names:	247601	Rosemary Grund
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

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

1NT Responses 2♣ Stayman	
2♦ transfer to ♥	2♠ Baron
2♥ transfer to ♠	2NT transfer to minor
other 3♥/♠ slam interest, 4♦ minorwood	

2♣ 23+ balanced, or 20+ unbalanced	
2♦ weak 6 card Major, 6-10	
2♥ 5/5 ♥ and another, 6-10	
2♠ 5/5 ♠ and minor, 6-10	
2NT 21-22 balanced	3NT gambling
other	

2. PRE-ALERTS

4NT opening is specific ace ask

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (favourable), Int (equal), Strong (unfav)
Responsive doubles through	4♥	Unusual NT	2 suits, opposite rank
1NT overcall - immediate	15-18 system on	Immediate cue of minor	other m and a M, <10 or 15+
1NT overcall - re-opening	10-14 system on	Immediate cue of Major	other M and a m, <10 or 15+
Over weak twos	t/o X, 2NT =15-18	Over opening threes	X t/o, 3NT to play
Over opponent's 1NT	2♣=MM, 2NT=mm, others natural		

