

4. BASIC RESPONSES

Jump raises - minors	9-11 4+cards
Jump raises - Majors	9-11 4+cards
Jump shifts after minor opening	0-5HCP 6+cards to 2 level 3 level= splinter
Jump shifts after Major opening	9-11 Singleton with 4card fit
Responses to strong 2 suit open.	2♦ neg or waiting 2♥/♠ =7+HCP
Responses to 2NT opening	3♣ asking 3♥/♠ to play 4♥/♠ to play

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except AK	Journalist
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	as above	as above
Discards	McKenny	McKenny
Count	Natural	Natural
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	Count when necessary	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? Never
Slam Notes	Over NT 4NT is Roman Blackwood		
Cue Bids <input checked="" type="checkbox"/>	First round control		
Asking Bids <input checked="" type="checkbox"/>	Minorwood		

7. OTHER CONVENTIONS

Splinter - void or singleton (Not A)	Unassuming Cues
Skewed Cues	Treatment over 1NTX
Crowhurst	DOPI ROPI
Lebensohl	Jacoby

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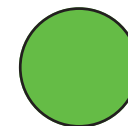
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	269451	Dallas Cooper
& Names:	863556	Maruta Boyd
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♣	10 4	1♥	10 4
1♦	10 4	1♠	10 4
1NT	12-14	may contain 5 card Major <input type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
other	

2♣	Game Force or 23-24 or 27+
2♦	Multi: Weak 6 card major 5-9 or Bal 21-22 or 25-26 (May contain a 5 card major)
2♥	At least 5/5 ♥ and a minor 5-9
2♠	At least 5/5 ♠ and a minor 5-9
2NT	5/5 Both majors 5-9
3NT	Gambling
other	

2. PRE-ALERTS

Weak support over X	
Jump O/C inter when Vul or 3rd & 4th seat	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3♠	Jump overcalls	Weak 2nd seat not vul (see pre alerts)
Responsive doubles through	3♠	Unusual NT	Any 2 unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both majors
1NT overcall - re-opening	12+	Immediate cue of Major	Other major & a minor
Over weak twos	Michaels and LM* Lebensohl	Over opening threes	Non Leaping Michaels
Over opponent's 1NT	Weak X= Pen 2♣=Single suit 2♦= Majors 2♥/♠= ♥/♠ and a minor		
Over Strong :	X=single Suit 2♣= ♣&♥ 2♦= D&♥ 2♥=♥&♠ 2♠=♠&minor 2NT = both minors		
Over weak 2's LM	= Leaping Michaels		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ 4	2♦ 0-5 6+	3♦
1♥ 5+ 4	2♥ 0-5 6+	3♥
1♠ 5+ 4	2♠ 0-5 6+	3♠
1NT 8-10 3334	2NT 12+ 4+	3NT To play
2♣ 5-7 4	3♣ 9-11 4+	4♣ Minorwood
other		
1♦ 1♥ 5+ 4	2♥ 0-5 6+	3♥
1♠ 5+ 4	2♠ 0-5 6+	3♠
1NT 7-9 No 4c M	2NT 12+ 4+	3NT To play
2♣ 9+ 4	3♣ 9-11 Single 1♣ 4+♦	4♣ Splinter
2♦ 5-8 4	3♦ 9-11 4	4♦ Minorwood
other		
1♥ 1♠ 5+ 4	2♥ 6-8 4	3♦ 9-11 single/void ♦ 4=♥
1NT 6-8 no 4♠	2♠ 0-5 6+	3♥ 9-11 4+♥
2♣ 9+ 4	2NT 12 4+	3♠
2♦ 9+ 4	3♣ 9-11 single/void ♣ 4+	3NT To Play
other		
1♠ 1NT 6-8	2♠ 6-8 4	3♥ 9-11 4
2♣ 9+ 4	2NT 12+ 4	3♠
2♦ 9+ 4	3♣ 9-11 single/void ♣ 4+♥	3NT NT to play
2♥ 9+ 5	3♦ 9-11 single/void ♦ 4+♥	4♣ Splinter
other		
1NT 3♣ Slam interest 6+	3♠ Slam interest	4♦ Minorwood
3♦ Slam Interest 6+	3NT To play	4♥ To play
3♥ Slam interest 6+	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT	3♥
2♥ 7+ 4=♥	3♣ 7+ 4+♣	3♠
2♠ 7+ 4+♠	3♦ 7+ 4+♦	3NT
other		
2♦ 2♥ Pass or correct	3♣	3♠
2♠ Invitational with ♥	3♦	3NT
2NT 15+	3♥	4♣
other		

Notes

2♥ 2♠ 6+♠ void in ♥	3♦	3NT To play
2NT Minor enquiry	3♥ Invitational	4♣
3♣ Pass or correct	3♠	4♥ To play
other		
2♠ 2NT Minor enquiry	3♥	4♣
3♣ Pass or correct	3♠ Invitational	4♥
3♦	3NT To play	4♠ To play
other		
2NT 3♣ Enquiry	3♠ To play	4♦
3♦	3NT	4♥ To play
3♥ To play	4♣	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Any 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3card ♥ support before 4card ♠ suit

Defence to 3NT opening X=T/O

Defence to Opening Twos

Multi 2♦ X=12+with ♦ 2♥/♠ T/O of that suit

RCO style 2-s Immediate X = that suit X coming back is T/O

Other 2-s Weak 2s Leaping Michaels Non Leaping Michaels Lebensohl

Defence (1♣) : x= ♣+♥ 1D=♦+♥ 1♥= ♥+♠ 1♠= ♠+ a minor 1NT+ both minors

to

strong (2♣) : Natural

1♣/2♣ Natural 6+

Over 1NT Interference Lebensohl

Lebensohl - other uses When partner doubles weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X= Penalty 4NT = T/O

10. OTHER NOTES

Over our 1NTX XX= single suit Bid of a suit = lower of any 2 suits (4+cards)
