

4. BASIC RESPONSES

Jump raises - minors	less than limit, 4+ support
Jump raises - Majors	limit raise 8 losers, weak after interference
Jump shifts after minor opening	6-card suit, 3-7 HCP
Jump shifts after Major opening	splinter (except 1♥-2♠ is weak 6-card suit)
Responses to strong 2 suit open.	Controls: 2♦ 0-1; 2♥ 2; 2♠ 3; 2NT AKK; 3♣ AA [OFF after interference]
Responses to 2NT opening	3♣ puppet Stayman; transfers; 3♠ minor suit Stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all incl internal sequences	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	top
In partner's suit	low from 3+	
Discards	low to encourage	
Count	reverse	
Signal on partner's lead:	low encourage	[then current reverse count or McKenney]
Signal on declarer's lead:	reverse count	
Notes		

At 5 level or after pre-emptive bidding:

king lead asks for reverse count, ace lead for attitude

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? after NT openings & NT rebids

Slam Notes Exclusion Blackwood

Cue Bids 1st/2nd control

Asking Bids

7. OTHER CONVENTIONS

4th suit game force	Jacoby extended responses
checkback Stayman always in ♣	inverted minors
Help suit trial bids; DOPI & ROPI	- extended responses
DONT style after 1NT - (DBL) -	Lebensohl; Blackout
	Support DBLs & RDBLs

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After 2♣-2#-3NT: 4♣ Baron and transfers

PDF Form Rev. 17121 by RoL

Jump shift rebid by opener is 5+ 5+ GF

MyRev. **JULY 2024**

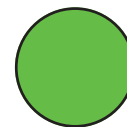
NT rebids at 2 level: 2NT 15-17; 3NT 18-19

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OR 2NT 15+ to 19 opposite passed partner



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	100153	THERESE TULLY [270]
& Names:	107964	RICHARD WARD [721]
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♣ 4+♣, 10+ HCP 1♥ 4+♥, 10+ HCP

1♦ 4+♦, 10+ HCP 1♠ 4+♠, 10+ HCP

1NT **(11) 12 - 14 HCP** may contain 5 card Major

1NT Responses 2♣ simple Stayman

2♦ transfer to ♥s 2♠ transfer to ♣s

2♥ transfer to ♠s 2NT transfer to ♦s

other super accepts after transfers not mandatory; 3♣, 3♦, 3♥, 3♠ sets suit then cues

2♣ GAME FORCE or 23-24 HCP balanced, control responses

2♦ at least 5-4 or 4-5 in majors, 6-10 HCP

2♥ at least 5♥s + at least 4 minor, 6-10 HCP

2♠ at least 5♠s + at least 4 minor, 6-10 HCP

2NT 20-22 HCP **3NT** Specific ace ask, 4NT = 0 aces

other

2. PRE-ALERTS

***Re-opening 1NT may not have a stopper**

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls **WEAK**

Responsive doubles through 4♥ Unusual NT lower unbid suits

1NT overcall - immediate 15-18HCP, SYS ON Immediate cue of minor Michaels, any strength

1NT overcall - re-opening *10-14HCP, SYS ON Immediate cue of Major Michaels, any strength

Over weak twos DBL & Lebensohl Over opening threes DBL

Over opponent's 1NT ****DONT** [DBL single suiter, suit is at least 4-4 in that suit plus a higher]

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP	2♦ 6-card suit, 3-7 HCP	3♦ splinter
1♥ 5+ HCP	2♥ 6-card suit, 3-7 HCP	3♥ splinter
1♠ 5+ HCP	2♠ 6-card suit, 3-7 HCP	3♠ splinter
1NT 8-10HCP 4+♠s	2NT 11-12 HCP, 4+♠s	3NT 13-15 HCP 4+♠s
2♣ NOTE inverted	3♣ weak, 6-9 HCP	4♣ pre-emptive
other 1♣-2♣ forcing to 2NT or 3♣. range responses , then shortage ask , then fragments for NT		
1♦ 1♥ 5+ HCP	2♥ 6-card suit, 3-7 HCP	3♥ splinter
1♠ 5+ HCP	2♠ 6-card suit, 3-7 HCP	3♠ splinter
1NT 5-8HCP	2NT 11-12 HCP, 4+♦s	3NT 13-15 HCP 4+♦s
2♣ 9+ HCP, ♠s	3♣ splinter	4♣ void splinter
2♦ NOTE inverted	3♦ weak	4♦ pre-emptive
other as for 1♣-2♣		
1♥ 1♠ 5+ HCP	2♥ 9 losers, 4+♥s	3♦ splinter
1NT 5-8 HCP	2♠ 6-card suit, 3-7 HCP	3♥ 8 losers, 4+♥s
2♣ 9+ HCP	2NT Jacoby extended responses	3♠ splinter,
2♦ 9+ HCP	3♣ splinter	3NT 13-15 HCP
other Jacoby responses: range, then shortage, then controls, then RKC; 1♥-4♠ natural, to play		
1♠ 1NT 5-8 HCP	2♠ 9 losers, 4+♠s	3♥ splinter
2♣ 9+ HCP	2NT Jacoby extended responses	3♠ 8 losers, 4+♠s
2♦ 9+ HCP	3♣ splinter	3NT 13-15 HCP
2♥ 9+ HCP, 5+♥s	3♦ splinter	4♣ void splinter
other 1♠ - 4♣,♦ is void splinter. 1♠ - 4♥ is natural, to play		
1NT 3♣ 6 cards, sets suit cues	3♠ 6 cards, sets suit, cues	4♦ -
3♦ 6 cards, sets suit. cues	3NT 12+ HCP	4♥ natural, to play
3♥ 6 cards, sets suit, cues	4♣ Gerber	4♠ natural, to play
other Gerber: after aces shown, 4NT asks for specific kings		
2♣ 2♦ 0-1 controls	2NT 4 controls, AKK	3♥ 1 loser suit opp. void
2♥ 2 controls	3♣ 4 controls AA	3♠ as above, also 4♣/4♦
2♠ 3 controls	3♦ 5 controls	3NT -
other control responses are OFF after suit interference		
2♦ 2♥ natural, to play, NF	3♣ natural, NF	3♠ natural, NF, pre-empive
2♠ natural, to play, NF	3♦ natural, NF	3NT natural, to play
2NT NOTE	3♥ natural, NF, pre-emptive	4♣ natural, GF sets suit
other 3♣,♦ MIN 5+4 / 4-5+; 3♥,♠ MAX 5+4 / 4-5+; 3NT 5-5 MIN; 4♣ MAX 5-5 then transfer to ♥♠		

Notes After we open 2♦, 2♥ or 2♠ all our doubles are penalties

2♥ 2♠ natural, NF	3♦ natural, NF	3NT natural, to play
2NT minor enquiry	3♥ pre-emptive	4♣ natural, GF, sets suit
3♣ natural, NF not correctable	3♠ natural, GF	4♥ to play
other		
2♠ 2NT minor enquiry	3♥ natural, NF	4♣ natural, GF sets suit
3♣ natural, NF not correctable	3♠ pre-emptive	4♥ natural, to play
3♦ natural, NF	3NT natural, to play	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ minor suit Stayman	4♦ -
3♦ transfer to ♥s NOTE	3NT to play	4♥ -
3♥ transfer to ♠s NOTE	4♣ Gerber	4♠ -
other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: at least invitational, show lowest major option available

Defence to 3NT opening DBL "values"

Defence to Opening Twos DBL takeout

Multi 2♦ immediate DBL shows general values 16+HCP [1-2-3- doubles]

RCO style 2-s

Other 2-s

Defence (1♣) : DBL for majors, 1NT for minors [also in passout]

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference after suit interference 1-2-3- doubles

Lebensohl - other uses

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

4♥ DBL 4♠ 4NT usually 2-suiter, DBL is "values"

10. OTHER NOTES

1♣/♦/♠-4♥ is a suit, to play; **NO Minorwood, Drury, Bourke relay**

Super accepts - 2NT crisp (eg AKK) maximum

In general, system ON after DBLs

After 3NT: 4NT= 0 aces; with 2 aces bid lowest, then next suit up asks for more

RKC: After Q ask 1 step = no Q, slam suit = Q and no Ks below slam suit

RKC: 5NT asks for lowest K, 6 of suit = no Ks below slam suit