

4. BASIC RESPONSES

Jump raises - minors	1m-3m = PRE
Jump raises - Majors	1M-3M PRE
Jump shifts after minor opening	FSJ
Jump shifts after Major opening	FSJ
Responses to strong 2 suit open.	2♦ shows a K, 2♥ denies a K, suit is N and FG
Responses to 2NT opening	Puppet Stayman, transfers to major, 3♠ is Minor Suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A=rev att, K=rev count	A+Q asks for unblock/count
Four or more with an honour	4th	K =rev count (unblock J or A)
From 4 small	varies	9 and 10 show 0 or 2 higher
From 3 cards (no honour)	varies	
In partner's suit	lowest from 3 or 4	
Discards	reverse attitude (then count)	
Count	reverse count	
Signal on partner's lead:	Lo encourage	
Signal on declarer's lead:	reverse count	
Notes	10 is singleton, doubleton or any interior sequence	
	At 5 level or higher: A asks about K, K is from AK or KQ and asks for count	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes	After 4NT, 5NT guarantees all 5 Aces and asks for O/s Ks		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls		
Asking Bids <input type="checkbox"/>	If RKCB resp. is 5♣ or 5♦, 5 of agreed suit is forcing if resp has higher no.		

7. OTHER CONVENTIONS

cue raise after interference	1any-2NT 10-12 or 16+, FG raise
After 2/1. rebid of suit shows minimum	1any-3NT 13-15 flat (maybe 3M)
Blackout after reverse, is 4th suit or NT	Gazzilli, after 1M-1NT-2C maybe 16+, 2D = 8+
but 1c-1h-2d-2h is f1, showing 5+	D1P2, R1P2
Leaping and Non-Leaping Michaels	Redwood at 4 level after strong NT

www.abf.com.au

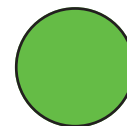
Conventions not used

PDF Form Rev. 15F06 by RoL
MyRev.

Copyright © ABF 2015



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	889237	Dee Harley
& Names:	135471	Phillip Fent
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 4+♣	1♥	11+hcp 4+♥
1♦	11+hcp, 4+♦	1♠	11+hcp 4+♠
1NT	11-14	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ simple Stayman (NB if 1NT-2C-2M 3C NF)			
2♦	->♥	2♠	Range probe, 2NT is min
2♥	->♠	2NT	->♣
other	3♣ - Tfrer to ♦, other 3 level and 4♣ SingSuit cue demand, unless weak dblton		
2♣	23+ GF (except 2♣-2♦-2NT = 23-24)		
2♦	Weak, 6-10		
2♥	Weak, 6-10		
2♠	Weak, 6-10		
2NT	20-22 flat	3NT	gambling
other			

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak if NV, intermediate if Vul
Responsive doubles through	4♥	Unusual NT	2 lowest
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	2♦=majors; 2♣=natural
1NT overcall - re-opening	10-14 sys on	Immediate cue of Major	5+OM & 5+m, 8+
Over weak twos	2NT 15-18, T/O X with leb	Over opening threes	T/O X
Over opponent's 1NT	TWERB, X=♣+♥ or ♦+♠, 2♣=♦ OR ♥+♠, 2♦=♥ OR ♠+♣, etc		
Over Weak NT, DBL is penalty, and 2♣ by advancer then is scrambling			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 5+hcp	2♦ FSJ	3♦ SPL
1♥ 4+♥, 5+hcp	2♥ FSJ	3♥ SPL
1♠ 4+♠, 5+hcp	2♠ FSJ	3♠ SPL
1NT 6-9, flat, no 4cM	2NT Flat 11-12	3NT 13-15, flat
2♣ 4+♣, 12+	3♣ 4+♣, PRE	4♣ PRE
other After 1m-2m(inv) 3m=CAB i.e. 1st step 0-2 controls, 2nd step 3 controls, etc		
1♦ 1♥ 4+♥, 5+hcp	2♥ FSJ	3♥ SPL
1♠ 4+♠, 5+hcp	2♠ FSJ	3♠ SPL
1NT no 4M, 5-10	2NT Flat 11-12	3NT 13-15, flat
2♣ 2+♣, 11+, F2NT	3♣ FSJ	4♣ SPL
2♦ 4+♦, 12+	3♦ 4+♦, PRE	4♦ PRE
other 4♥ & 4♠ are to play		
1♥ 1♠ 4+♠, 5+hcp	2♥ 3+♥, 5-9	3♦ FSJ
1NT 5-10, NF, not 4c♣	2♠ FSJ	3♥ 4+♥, less than 8
2♣ 4+♣, 11+, F2NT	2NT 8+, Jacoby	3♠ SPL, 12-15
2♦ 4+♦, 11+hcp	3♣ FSJ	3NT 13-15 flat (3M?)
other 4♣ = SPL, 4♦ = SPL		
1♠ 1NT 5-10, NF	2♠ 3+♠, 5-9	3♥ FSJ
2♣ 2+♣, 11+, F2NT	2NT 8+, Jacoby	3♠ 4+♠, less than 8
2♦ 4+♦, 11+hcp	3♣ FSJ	3NT 13-15 flat (3M?)
2♥ 4+♥, 11+hcp	3♦ FSJ	4♣ SPL, 12-15
other 4♦ = SPL, 4♥ = SPL		
1NT 3♣ SS Game force	3♠ SS Game force	4♦
3♦ SS Game force	3NT to play	4♥ to play
3♥ SS Game force	4♣ minorwood in ♣	4♠ to play
other 4♥, 4♠ to play		
2♣ 2♦ Positive at least a K	2NT	3♥ 6+♥, 1 loser suit
2♥ Neg No A nor K	3♣ 6+♣, 1 loser suit	3♠
2♠ 6+♠, 1 loser suit	3♦ 6+♦, 1 loser suit	3NT
other		
2♦ 2♥ Natural and Forcing	3♣ Natural and Forcing	3♠
2♠ Natural and Forcing	3♦ to play	3NT to play
2NT Enquiry- feature if max	3♥	4♣
other		

Notes Jacoby - 3♣=GF slam try, 3♦=Good opening Game try, 3 suit = min
3 other Maj=15-17 usually only 4 card opening, 3NT- 18-19 def. Only 4 card Opening

2♥ 2♠ Natural and Forcing	3♦ Natural and Forcing	3NT to play
2NT Enquiry-shortage if Max	3♥ 3+♥, PRE	4♣
3♣ Natural and Forcing	3♠	4♥ to play
other		
2♠ 2NT Enquiry-shortage if max	3♥ 5+♥, F1	4♣ SPL
3♣ 5+♣, F1	3♠ PRE	4♥ SPL
3♦ 5+♦, F1	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Suit Stayman	4♦ ♦ SInv 4N declines
3♦ ->♥	3NT to play	4♥ to play
3♥ ->♠	4♣ ♣ sl Inv-4NT declines	4♠ to play
other		

9. CONVENTIONS

Unusual NT: minors (occasionally any 2 unbid suits)

4th Suit Forcing One round Game force

NT Checkback Priorities: unbid Minor, up the line

Defence to 3NT opening 4♣ = 5+♥&5+♠, ♥>=♠, 4♦=5+♥&5+♠, ♠>♥

Defence to Opening Twos T/O X and lebensohl, Leaping Michaels

Multi 2♦ VTP, doubles are 16+/TO/ Penalty

RCO style 2-s VTP, doubles are 16+/TO/ Penalty

Other 2-s VTP, doubles are 16+/TO/ Penalty

Defence TWERB

to over both 1♣ and after 1♣-P-1♦

strong same over 2♣ and 2♣-P-2♦

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses after T/O X of weak 2 (and analogues)

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X and or 4NT 4♠ 4NT 2 places to play

10. OTHER NOTES

Running from 1NX: Swine, Bid Non-Touching, Pass Touching

RDBL = any single suiter, puppet to 2♣ (Pass/correct)

after (3any) 3NT (p) 4♣ is 5 card stayman, 4♦ and 4♥ are xfers and 4♠ is Minors

after 1m (p) 1any (p) 2NT (p) 3♣ is enquiry. Respond Up the Line, incl 3 card Partner Suit

After partner doubles 1NT (pen) 2♣ is scrambling, 2 other is good 5 card suit but weak

If we bid 3NT or 4NT naturally, ♣ is stayman, ♦ and ♥ are transfers, and ♠ is mss