

## 4. BASIC RESPONSES

Jump raises - minors	5-8 HCP or thereabouts, 8 losers
Jump raises - Majors	5-8 HCP or thereabouts, 8 losers
Jump shifts after minor opening	10-12 or 16+ HCP fit showing with singleton/void outside
Jump shifts after Major opening	10-12 or 16+ HCP fit showing with singleton/void outside
Responses to strong 2 suit open.	Not applicable
Responses to 2NT opening	3♣ = INQ, (then 3♥ = no M, 3NT = 5♥). 3♠ = m suit Stayman

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead	Overlead (but see *notes below)
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>	1:REV count; (2:**Low ENCRG)	1:REV count; (2:**Low ENCRG)
<b>Count</b>	REV	REV
<b>Signal</b> on partner's lead:	REV count	REV count (*Low ENCRG)
<b>Signal</b> on declarer's lead:	1:REV count;2:S/Psometimes;3:REV Smith Peters in NTsometimes	
<b>Notes</b>	*Versus NT, Ace or Queen asks for REV ATT, King asks for unblock/ REV count	
** Low ENCRG discards in cash out situations		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 41/30	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	4m is often Minorwood, D0P1/R0P1 (for numbers) & PEDO	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round CTRLs in ascending order	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Drury over 3rd/4th seat 1S openings	4SF FG
Swine	3rd suit FG
Blackout	Mini splinters by opener (5+ control points)
LEB	Invisible CUEs (apply when made at 3 level)
D0P1, R0P1 (for numbers) & PEDO	Slam save convention

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Fit showing single & double jump shifts (note 10)

PDF Form Rev. 15F06 by RoL

123 Xs

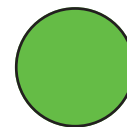
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Toxic over OPPTs 1NT, STR 1♣ & STR 2♣ (note 10)

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	196134	Arjuna de Livera
& Names:	157351	Elizabeth Havas
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(3) 11-20	1♥ 4 11-20
1♦ 4 11-20	1♠ 5(4) 11-20
1NT 12-14	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b> 2♣ Simple Stayman	
2♦ TRF to ♥	2♠ TRF to ♣ (2NT = super accept)
2♥ TRF to ♠	2NT TRF to ♦ (3C = super accept)
other 2NT= Super accept of TRF to M. Lavings INQ after our 1NT O/C.	

2♣ Acol 2 any suit or any Game Force or 22+ BAL/semi-BAL	
2♦ 4-7 HCP WK 2 in either M, 5/6 card suit	
2♥ 8-11 HCP 6 card ♥	
2♠ 8-11 HCP 6 card ♠	
2NT 20-21 HCP BAL/semi-BAL	3NT Solid 7 card m, at most a queen outside
other	

## 2. PRE-ALERTS

Xs by opener in COMP (see note 10)	Invisible CUEs at the 3 level in COMP
3NT can be trump CUE	Toxic over OPPTs 1NT, STR 1♣ & STR 2♣
Drury over our 3rd/4th seat 1♠ opening	NT opening can be off-shape

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower 2 unbid suits, 5+/5+ weak or very strong
1NT overcall - immediate	15-17	Immediate cue of minor	Both M, 5+/5+,WK or very STR
1NT overcall - re-opening	11-14	Immediate cue of Major	OM+m, 5+/5+,WK or very STR
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	X = PEN; 2♣ = ♦ or ♥+♠; 2♦ = ♥ or ♠+♣; 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 2NT & 3NT are BAL raises with 4+card SUPP. For FSJ see note 10.		
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♦ 6-9 HCP, 3+♦, 9 losers	3♦ 5-8 HCP, 4+♦, 8 losers	4♦ Minorwood
other 2NT & 3NT are BAL raises with 4+ card SUPP. For FSJ see note 10.		
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 2NT & 3NT are BAL raises with 4+card SUPP. For FSJ see note 10.		
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 2NT & 3NT are BAL raises with 4+card SUPP. For FSJ see note 10. Note Drury		
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 4♣/4♦ can be definite slam going. TRF to M at 2 level can have mild slam interest		
2♣ 2♦ 0-3 or 10+ HCP	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 HCP 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(3♣/♦RESP better)	3♥ P/C	4♣ TRF to opener's suit
other 4♦ = asks opener to bid their suit; 4♥/4♠ = To play		

### Notes

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT To play
2NT INQ for shortage	3♥ To play	4♣ SPL
3♣ NAT, F1	3♠ SPL	4♥ To play
other		
2♠ 2NT INQ for shortage	3♥ NAT, F1	4♣ SPL
3♣ NAT, F1	3♠ To play	4♥ SPL
3♦ NAT, F1	3NT To play	4♠ To play
other		
2NT 3♣ INQ (3NT RESP=5♥)	3♠ m suit Stayman	4♦ NATMinorwood RESPs
3♦ TRF to ♥	3NT To play	4♥ NATsome slam interest
3♥ TRF to ♠	4♣ NATMinorwood RESPs	4♠ NATsome slam interest
other TRF to M and raise = no slam interest		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits, 5+/5+, weak or very strong

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

**NT Checkback**  Priorities: 2♣ PUP to ♦ or INV; 2♦ FG; 2NT PUP to 3♣ or INV

**Defence to 3NT opening** 123 Xs; 4♣/4♦ = Both Ms

**Defence to Opening Twos**

Multi 2♦ 123 Xs; 2NT and suits NAT

RCO style 2-s 123 Xs; 2NT and suits NAT

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

**Defence** 1♣ : Toxic to 1NT inclusive (see note 10)

to

**strong** 2♣ : Toxic to 2NT inclusive (see note 10)

♣

**Over 1NT Interference** LEB and NAT

**Lebensohl - other uses** After T/O Xs of 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 and Fit showing, has singleton or void outside

Toxic = Bid shows suit above, or the following 2 suits generally. ♠=2 suiters in ♣+♥ or ♦+♠

Xs by opener in competition have special meanings, eg various 15+ HCP hands

Sandwich 1NT = weak 5+/4+ 2 suiters

Invisible CUES - an eg. is 1♥ - (2NT) - 3♣ = L/R+ in ♥

- 3♦ = 5+♠, NF

- 3♥ = less than L/R in ♥, and 3♠ = 5+♠, FG