

4. BASIC RESPONSES

Jump raises - minors	Inverted - 5+ suit, 5-9 pts
Jump raises - Majors	Over 1♥ = limit raise 4 hearts, Over 1♠=4spades 3-6pts
Jump shifts after minor opening	bid of major shows 6+ suit 3-6 pts
Jump shifts after Major opening	Over 1♠ Bergen responses, over 1♥ weak 6/7 card suit 3-6pts
Responses to strong 2 suit open.	Show controls over 2♣, 2♦=0-1 controls, 2♥=2 etc
Responses to 2NT opening	3♣,3♦,3NT to play, 3♥,3♠ forcing and natural, 4♣,4♦ RKCB

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A/Q attitude, K count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	same	
Discards	High encourage	
Count	Natural - High-Low = Even	
Signal on partner's lead:	Attitude - natural	
Signal on declarer's lead:	Natural count	
Notes	Ten or Jack lead can show interior sequence against NT	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes DOPI/ROPI			
Cue Bids <input checked="" type="checkbox"/>	Cue 1st round controls up line		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Ghestem 2 suited overcalls	Namyats (opening 4♣ and 4♦)
SWINE after 1NT-X	Jacoby 2NT over 1M = game force
Bergen over 1♠ opening	
Support X and XX to 2 level	

www.abf.com.au

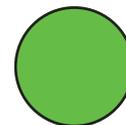
PDF Form Rev. 15F06 by RoL

MyRev. 14 Feb 2016

Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	24211	Les Grewcock
& Names:	5355	Steven Bock
Basic System:	ACOL with variations	
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♣ 3+♣, 11+	1♥ 4+♥, 11+	
1♦ 4+♦, 11+	1♠ 5+♠, 11+	
1NT 12-14 NV, 15-18 VUL	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman over weak NT, Lavings over Strong NT	
2♦ Transfer to ♥	2♠ Range chk weakNT, Trf to ♣ strong NT	
2♥ Transfer to ♠	2NT Trf minor weak NT, Trf to ♦ strong NT	
other		

2♣ Strong balanced 23+ or game force
2♦ Multi: 6 card M 6-10; or 21-22 bal; or 8 playing tricks any suit (4th seat 8 play tricks in ♦)
2♥ 5+♥ 5+ another suit, 6-10 pts (4th seat 8 playing tricks in ♥)
2♠ 5+♠ 5+ minor, 6-10 pts (4th seat 8 playing tricks in ♠)
2NT Minors 5+5+, 6-10pts (4th seat 21-22bal) 3NT Solid minor, max K outside
other Note changes in 4th seat to 2♦/2♥/2♠ openings

2. PRE-ALERTS

Inverted minors	X over strong NT shows single suited minor
Variable NT openings depending on Vul	
Bergen over 1♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠	Jump overcalls	weak when single suiter
Responsive doubles through 3♠	Unusual NT	Two lowest unbid suits
1NT overcall - immediate 15-18, system on	Immediate cue of minor	5-5 in ♠ + unbid minor
1NT overcall - re-opening 11-14, system on	Immediate cue of Major	5-5 in ♣ + unbid major
Over weak twos normal	Over opening threes normal	
Over opponent's 1NT X of weak NT = 15+, X strong NT = a minor		
Others: 2♣ = both majors min 4-4, 2♦ = a major, 2♥ = ♥ + minor, 2♠ = ♠ + minor, 2NT = minors		

