

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Mini splinter	
Jump shifts after Major opening	Mini splinter	
Responses to strong 2 suit open.	after 2NT opening 4NT game in either minor, 4 minor is Minorwood	
Responses to 2NT opening	4NT game in either minor, 4 minor is minorwood	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
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
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	reverse count	

Notes Journalist leads 10 from broken sequence such as AJ10x, KJ10x, Lead of J/Q denies higher McKenney if singleton in dummy, count if can't beat dummy. A for attitude, K for count
5NT K ask 0123. Q ask: next step Y, no K, No - back to trump suit

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? after 1 NT opening

Slam Notes Exclusion B/W resp 3041 below 5-level in trump suit.

Cue Bids first and seconds; Voidwood - 5NT even and void, bid at 6-level odd

Asking Bids If opp bid 2 suits then cue of either suit shows or if bid one suit then cue asks

7. OTHER CONVENTIONS

2-way c/bk over 1NT rebid: 2♣ forces 2♦	after interference over our major of 2NT
2♦ g/f checkback	3♣ longer ♥ inv, 3♦ ♠ and inv
Long suit trials	3♥ preemptive, 3♠ droppable
4NT specific A ask: 5♣ none	1♠ - 2♣ - 2♠ force to 2NT
after 2D & 2NT rebid: 3S 5♠/4♥, 3NT minors,	4♣ Gerber 4♦, 4♥, 4♠ transfers, 4NT Quant

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After reverse either 4th suit or 2NT weak (Blackout), also rebid of 5-card suit
5NT K ask 0123. Q ask: next step Y, no K, N - bid trump suit otherwise bid lowest King



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	118966	Cynthia Belonogoff
& Names:	147664	Jenny Thompson
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, 11+hcp	1♥ 4, 11+hcp
1♦ 4, 11+hcp	1♠ 4, 11+hcp
1NT 12-14 1st/2nd/4th 15-17 3rd	rarely may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple stayman	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other s/a M -4 cards:with max & small dbltn bid side suit, 2NT max, 3M min; m s/a Qxx or better		

2♣ GF 23+	
2♦ multi - weak 2 in major, 20-22 27-28 balanced	
2♥ ♥ and another less than opening hand	
2♠ ♠ and a minor less than opening hand	
2NT Minors weak or slam going 5-5	3NT 4-level preempt in a minor
other 4♣/4♦ Namyats transfer to ♥/♠ solid suit	

2. PRE-ALERTS

Fit showing jumps over doubles 5/3-card supp inv	Cue first and second
Double jump shift game vals 3-card supp	NAMYATS, Cue raises
Leaping Michaels(minor 5+, other major 4+	Blackout over reverse

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lowest 2 suits weak or strong
1NT overcall - immediate	15-17 system on	Immediate cue of minor	♠ and another
1NT overcall - re-opening	10-14 system on	Immediate cue of Major	other major + minor
Over weak twos	X, Lebensohl, Leaping Michaels	Over opening threes	X
Over opponent's 1NT	2♣ majors, 2♦ single M, 2♥/♠ M + m,	after strong NT X is single suited minor	
1NT (2H) X VTP; 1NT (X) XX - 5-card suit, suit bid - that suit and a higher, 2♠ to play, P forces XX			
X of stopper ask by opponent shows 3 to an honour or better.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+hcp natural	2♦ mini splinter	3♦ splinter game values
1♥ 5+hcp natural	2♥ mini splinter	3♥ splinter game values
1♠ 5+hcp natural	2♠ mini splinter	3♠ splinter game values
1NT 5-9 hcp bal	2NT limit or slam raise	3NT game values
2♣ simple raise 5-9 hcp	3♣ preempt 5+♣ 0-6	4♣ minorwood
other 1♣ - 1♦ - 1♥ - 1S one round force		
1♦ 1♥ 5+hcp natural	2♥ mini splinter	3♥ splinter game values
1♠ 5+hcp natural	2♠ mini splinter	3♠ splinter game values
1NT 5-10 hcp	2NT limit or slam raise	3NT game value raise
2♣ 11+ natural	3♣ mini splinter	4♣ splinter
2♦ simple raise 5-9 hcp	3♦ preempt 5+♦ 0-6	4♦ minorwood
other 4♣ game force splinter		
1♥ 1♠ 5+hcp natural	2♥ raise 5-9 hcp	3♦ mini splinter
1NT 5-10	2♠ mini splinter	3♥ preemptive raise
2♣ 11+ natural	2NT limit or slam raise	3♠ splinter game values
2♦ 11+ natural	3♣ splinter	3NT game value raise
other 4♣/4♦ game force splinter		
1♠ 1NT 5-10	2♠ simple raise	3♥ mini splinter
2♣ 11+ natural	2NT limit or slam raise	3♠ preemptive raise
2♦ 11+ natural	3♣ mini splinter	3NT game value raise
2♥ 11+ natural	3♦ mini splinter	4♣ splinter
other 4♦/4♥ game force splinter		
1NT 3♣ Natural and forcing	3♠ 1♠/3♥ Ms, forcing	4♦ transfer to ♥
3♦ Natural and forcing	3NT to play	4♥ transfer to ♠
3♥ 3/♠1♥ M, forcing	4♣ gerber	4♠ minors
other Lebensohl after int. 1NT (2♥) 3♥ - 4♠ no stopper		
2♣ 2♦ waiting	2NT ♠ positive	3♥
2♥ less than 4 pts	3♣ positive natural	3♠
2♠ ♥ positive	3♦ positive natural	3NT
other after 2♣/2NT response bid of of suit by opener sets suit asks for cue		
2♦ 2♥ correct	3♣ natural, forcing	3♠ to play or bid 4♥ if suit
2♠ to play ♠ invite ♥	3♦ inv in either major	3NT to play
2NT asking	3♥ POC	4♣ transfer to suit/4♦ bid suit
other 2♦ x 3♦ invitational in M		

Notes 1NT: super-accept in M with 4 cards: with max bid small dblton in side suit or 2NT, 3M min; super-accept in m bid the suit below - shows at least 3 to Q or better
1NT(X) XX single suiter, suit bid is lower of two four cards, 2S is to play, P forces XX

2♥ 2♠ pass or correct	3♦ Natural, one-round force	3NT to play
2NT asking	3♥ to play	4♣ splinter
3♣ natural, one-round force	3♠ natural, one-round force	4♥ to play
other		
2♠ 2NT asking	3♥ natural, one-round force	4♣ & 4♦ splinters
3♣ correctible	3♠ to play	4♥ splinter
3♦ natural, one-round force	3NT to play	4♠ to play
other 2♠ - 5♣ correctible		
2NT 3♣ to play	3♠ 6-card suit 1 round force	4♦ minorwood
3♦ to play	3NT to play	4♥ 6-card + minor tolerance
3♥ 6-card suit 1 round force	4♣ minorwood	4♠ 6-card + minor tolerance
other 5♣/5♦ to play		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/>	Priorities: 2♣ invit. forces 2♦; 2♦ game force bid features up line
Defence to 3NT opening	4♣ longer ♥; 4♦ longer ♠	
Defence to Opening Twos	2NT 14-16, X is t/o if natural	
Multi 2♦	123 doubles	
RCO style 2-s	123 doubles	
Other 2-s	X is t/o or 123 depending on meaning	
Defence	1♣ X is majors, 1NT is minors (same for 1♣ P 1♦)	
to	after short club 2♣ is michael, after short D 2♦ is michaels	
strong	2♣ : X is majors, NT is minors	
♣		

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts	4♣/4♦	X
4♥	X	4♠ 4NT

10. OTHER NOTES

void bidding - odd and void bid at 6 level if can otherwise trump suit; bid 4NT/5NT if even and void
after (X) 2NT&3NT are system on, jump shifts are fit-showing. Jump cue at 3-level is stopper ask
After take out double by partner if you do not have to bid then 2NT is natural if you have to bid
2NT shows two places to play

After 2♦ - 2♥ - 2NT - 3♥ - 3♠ - 4♣/♦ would be natural only a cue if have agreement of suit.

After 2♣/2♦ natural by them then cue is any two suiter and good hand.

If they have shown 2 suits - cue shows stopper; if they have only shown one then cue is stopper ask