

4. BASIC RESPONSES

Jump raises - minors	Limit	10-12 HCP, 4+ cards
Jump raises - Majors	Bergen	
Jump shifts after minor opening	0-5HCP , NAT	6+suit
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	2♦=0-7, 2♥/2♠/3♣/3♦ =positive 5card suit	
Responses to 2NT opening	3♣ =puppet stayman, 3♦=TRF ♥, 3♥=TRF ♠, 3♠=minor ask	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead except AKx(+)	Overlead except AKx(+)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Top/Middle	Top/Middle
In partner's suit	Top/Middle, more likely middle	Top/Middle, more likely middle
Discards	Count, 2nd count card suit pref	Count, 2nd count card suit pref
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Ace =attitude otherwise Count	Ace =attitude otherwise Count
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 30/41	4♣ Gerber <input checked="" type="checkbox"/> when?	over 1nt
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

SPLINTERS	POR1;POD1 over interfer after 4NT enquiry
Long Suit Trials by opener	Over DONTX, their XX: P=NF, 2♣=p/c
1x-2m-3m by opener FG or 4m	4NT=Specific Ace ask
over our NTX, XX=no 5card suit	Exclusion RCK
Cue Raises	

RESP to partners overcall:new suit is 8+HCP and 5+, also 1NT is8-11; forced2NT is 11-12 and Jump to 2NT is unlimited

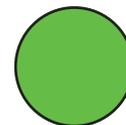
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	122874	Kate Smith
& Names:	214078	Jill Del Piccolo
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♣	4+♣, very occ 3 11+ HCP	1♥ 4+♥, 11+HCP
1♦	4+♦, 11+HCP	1♠ 4+♠, 11+HCP
1NT	12-14 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses		
2♣	Simple Stayman	
2♦	Transfer ♥	2♠ TRF ♣
2♥	TRF ♠	2NT TRF ♦
other	3♣ =puppet stayman	
2♣	23+ BAL or any game force in minors, near FG in majors	
2♦	weak 5-7 card♦, 4-10HCP (may contain ♣ as well)	
2♥	weak 5-7 card♥, 4-10HCP (may contain a minor suit as well)	
2♠	weak 5-7 card♠, 4-10HCP (may contain a minor suit as well)	
2NT	(20)21-22 balanced	3NT 6/5 in minors, weak
other		

2. PRE-ALERTS

3NT= 6/5 in minors, weak	
Weak twos usually 5+suit nonvul and may	
have a minor suit	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Same as opening twoss
Responsive doubles through	4♥	Unusual NT	Lowest 2, 11-15
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels ♥/♠ 11-15
1NT overcall - re-opening	15-18 BAL	Immediate cue of Major	Michaels other M&minor 11-15
Over weak twos	DBL=T/O; 2NT=15-18(14-16)	Over opening threes	DBL=T/O; 3NT=NAT
Over opponent's 1NT	DONT: DBL=single suit(not♠) or 16+; 2♣= ♣+another; 2♦= ♦ +Major		
	; 2♥ = ♥+♠; 2♠= ♠		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ (5)6+ HCP, 4+♦	2♦ 0-5HCP, 6+♦	3♦ SPL, FG
1♥ (5)6+ HCP, 4+♥	2♥ 0-5HCP, 6+♥	3♥ SPL, FG
1♠ (5)6+ HCP, 4+♠	2♠ 0-5HCP, 6+♠	3♠ SPL, FG
1NT 8-10,4+♣,no other suit	2NT FG 13+,BAL,4+♣,<4M	3NT To Play
2♣ 6-7HCP, 4+♣	3♣ 10-12HCP, 4+♣	4♣ PRE
other 4♥/4♠=natural		
1♦ 1♥ (5)6+ HCP, 4+♥	2♥ 0-5HCP, 6+♥	3♥ SPL, FG
1♠ (5)6+ HCP, 4+♠	2♠ 0-5HCP, 6+♠	3♠ SPL, FG
1NT 6-10HCP, <4M	2NT FG 13+,BAL,4+♦,<4M	3NT To Play
2♣ 10+HCP, 4+♣	3♣ 0-5HCP, 6+♣	4♣ SPL, FG
2♦ 6-9HCP, 4+♦	3♦ 10-12HCP, 4+♦	4♦ PRE
other 4♥/4♠=natural		
1♥ 1♠ (5)6+ HCP, 4+♠	2♥ 6-9HCP, 3♥	3♦ 10-12HCP, 4+♥
1NT 6-10HCP, NF	2♠ 10-12HCP, 3♥	3♥ PRE
2♣ 10+HCP, 4+♣	2NT FG 13+,BAL,4+♥	3♠ SPL, FG
2♦ 10+HCP, 4+♦	3♣ 6-9HCP, 4+♥	3NT To Play
other 4♣/♦= SPL, FG		
1♠ 1NT 6-10HCP, NF	2♠ 6-9HCP, 3♠	3♥ 10-12HCP, 3♠
2♣ 10+HCP, 4+♣	2NT FG 13+,BAL,4+♠	3♠ PRE
2♦ 10+HCP, 4+♦	3♣ 6-9HCP, 4+♠	3NT To Play
2♥ 10+HCP, 5+♥	3♦ 10-12HCP, 4+♠	4♣ SPL, FG
other 4♦/♥= SPL, FG		
1NT 3♣ Puppet Staymen	3♠ NAT, slam try	4♦
3♦ NAT, slam try	3NT To Play	4♥ To Play
3♥ NAT, slam try	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 0-7HCP, DeniesA=K	2NT positive, no 5card suit	3♥
2♥ positive, 5+♥	3♣ positive, 5+♣	3♠
2♠ positive, 5+♠	3♦ positive, 5+♦	3NT
other		
2♦ 2♥ NAT, invitational, NF	3♣ NAT, invitational, NF	3♠ SPL
2♠ NAT, invitational, NF	3♦ To Play	3NT To Play
2NT 15+HCP, enquiry	3♥ SPL	4♣ SPL
other		

Notes

2♥ 2♠ NAT, invitational, NF	3♦ NAT, invitational, NF	3NT To Play
2NT 15+HCP, enquiry	3♥ To Play	4♣ SPL, FG
3♣ NAT, invitational, NF	3♠ SPL	4♥ To Play
other 4♦= SPL, FG		
2♠ 2NT 15+HCP, enquiry	3♥ NAT, invitational, NF	4♣ SPL, FG
3♣ NAT, invitational, NF	3♠ To Play	4♥ SPL, FG
3♦ NAT, invitational, NF	3NT To Play	4♠ To Play
other 4♦= SPL, FG		
2NT 3♣ Puppet Staymen	3♠ minor suit enquiry, FG	4♦ NAT, RKCB RESP if fit
3♦ TRF ♥	3NT To Play	4♥ NAT
3♥ TRF ♠	4♣ NAT, RKCB RESP if fit	4♠ NAT
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♦=minimum, Other=MAX FG& shape up line

Defence to 3NT opening 4♣=♥/♠, 4♦=♠/♥

Defence to Opening Twos

Multi 2♦ DBL=16+; 2x/3x=Nat; 2NT=15-18BAL; 3NT=To Play

RCO style 2-s As for Multi

Other 2-s DBL=T/O of anchor suit; 2NT=15-18BAL

Defence 1♣ : 1x=NAT; DBL= weak Majors 4=/4+; 1NT= weak minors 4=/4+,
to 2x and up is PRE 5+cards
strong 2♣ : NAT
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over weak twos

Take out of 4 level pre-empts 4♣/4♦ DBL (4NT=NAT)

4♥ DBL; 4NT=♣/♦ 4♠ 4NT; DBL=PEN/Flat

10. OTHER NOTES

Over 1NT superaccept in M's with 4+fit, raise suit with min; 2NT with max, no doubleton
 also new suit means max and doubleton in bit suit

1m-2NT: 3m =min; 3other =singleton/void; 3Nt = 16+BAL; 4other =16+singleton/void

1♥-2NT-4♥(16+, singleton ♠

1NT rebid after no response is:17-20; reopening 2NT(4th seat):19-21:jump in 4th seat(inv)