

4. BASIC RESPONSES

Jump raises - minors	limit
Jump raises - Majors	limit
Jump shifts after minor opening	splinters
Jump shifts after Major opening	splinters
Responses to strong 2 suit open.	controls, 2D=0, 2H=1, etc, 2NT not a step
Responses to 2NT opening	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all except A, Q= att K=Co	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit		
Discards	odd/even	
Count	Low/high=even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT/2NT rebid
Slam Notes	King card Gerber		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

DOPI and ROPI	
After NT overcall, stayman and transfers	
Puppet stayman	
Gladiator	

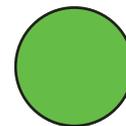
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	Sue Emerson
& Names:	Rosemary Grund
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♣ 3+, 11+	1♥ 4+, 11+
1♦ 3+, 11+	1♠ 5+, 11+
1NT 12 - 14	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ relay	
2♦ 2H	2♠ Baron
2♥ 2S	2NT 12 pts bal
other	

2♣ 23-24 balanced or 8/9 pt	
2♦ multi weak 6 card major	
2♥ hearts and another 6-10 hcp 5-5 (may be 5-4 at fav vul)	
2♠ spades and a minor 6 - 10 (may be 5-4 at fav vul)	
2NT 20 - 22	3NT
other gambling (no outside ace or king)	

2. PRE-ALERTS

All jump responses splinters , except 4C/D	Tverb over strong 1C: single suited in next
After 1H/1S, 4C/D shows fit and strength	suit or the other 2 suits
Changes of suit forcing unless passed hand	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3S	Jump overcalls	weak
Responsive doubles through 3S	Unusual NT	opposite rank
1NT overcall - immediate 15-18	Immediate cue of minor	other minor and a major 6-10
1NT overcall - re-opening 11-14	Immediate cue of Major	other major and a minor 6-10
Over weak twos x= t/o 16+, suit=12	Over opening threes	x= t/o
Over opponent's 1NT	mod cap	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+hcp,4+C	2♦ splinter	3♦ splinter
1♥ 6+hcp, 4+H	2♥ "	3♥ "
1♠ 6+ hcp,4+S	2♠ "	3♠ "
1NT 8-10, bal, no major	2NT 16+, no maj, bal	3NT 13-15 hcp, no maj
2♣ 6-7,4+C	3♣ 11-12,5+ C	4♣
other		
1♦ 1♥ 6+ hcp,4+H	2♥ splinter	3♥ "
1♠ "	2♠ splinter	3♠ "
1NT 6-9 hcp,no maj	2NT 16+,no maj	3NT 13-15
2♣ 9+hcp,4+C	3♣ splinter	4♣
2♦ 6-9hcp,4+D	3♦ "	4♦ minorwood
other		
1♥ 1♠ 6+hcp,4+S	2♥ 6-9 support	3♦ "
1NT 6-9 hcp,no maj	2♠ splinter	3♥ 11-12 support
2♣ 9+hcp,4+C	2NT 16+ no maj	3♠ splinter
2♦ 9+hcp,4+D	3♣ splinter	3NT 13-15 to play no maj,bal
other 4D=13-15,fit,bal		
1♠ 1NT 6-9 hcp,bo maj	2♠ 6-9, support	3♥ "
2♣ 9+ 4+C	2NT 16+ no maj	3♠ 11 -12 support
2♦ 9+,4+D	3♣ splinter	3NT 13-15 to play
2♥ 9+,4+H	3♦ "	4♣ 16+,fit,bal
other 4D=13-15,fit,bal		
1NT 3♣ slam try	3♠ 13+pts and 4S	4♦
3♦ "	3NT	4♥ to play
3♥ 13 +pts and 4H	4♣ Gerber	4♠ to play
other 2C= relay		
2♣ 2♦ 0 control	2NT -	3♥
2♥ 1 control	3♣ 3 controls etc	3♠
2♠ 2 controls	3♦	3NT
other		
2♦ 2♥ pass or correct	3♣ -	3♠ pass or correct
2♠ "	3♦ -	3NT to play
2NT forcing enquiry	3♥ Pass or correct	4♣
other 4H= pass/correct		

Notes

2♥ 2♠ pass or correct	3♦ nf	3NT to play
2NT forcing enquiry	3♥ to play	4♣ -
3♣ nf	3♠ -	4♥ -
other		
2♠ 2NT forcing enquiry	3♥ -	4♣ -
3♣ pass or correct	3♠ -	4♥ -
3♦ nf	3NT to play	4♠ -
other		
2NT 3♣ puppet stayman	3♠ Baron for minors	4♦ minorwood
3♦ transfer	3NT to play	4♥ to play
3♥ transfer	4♣ Gerber	4♠ to play
other		

9. CONVENTIONS

Unusual NT: opposite rank

4th Suit Forcing One round game force at 3 level Game force

NT Checkback Priorities:

Defence to 3NT opening 4C/D= both majors, better H/S, 6 losers,also over 2NT

Defence to Opening Twos

Multi 2♦ X=16+2nd seat,13-15 4th seat.2NT=16-18 bal and stoppers

RCO style 2-s

Other 2-s

Defence 1♣ : {Replace with your defence to strong 1♣ openings}

to Tverb. Also over 1C-P-1D

strong 2♣ : {Replace with your defence to strong 2♣ openings}

♣

Over 1NT Interference Lebensohl over natural interference.1,2,3x over unnatural interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ x= t/o

4♥ x= S,4NT = 2 suits

4♠ x= penalty, 4NT=2 suits

10. OTHER NOTES

Minorwood - generally after no interference

Splinters can be 3 or 4 card support

After opponents bid 2 suits, 1NT= other 2 suits and weak

Cue raises after overcalls.

1NT rebid=15-16, 2NT=17-18

After NT:2C:2D;Pass=weak and D;2H/S=4H/S&11pts;3C=weak;3D=6D,9-11 pts&2 of topops

3hons;3H/S=4H/S&12pts,doesn't deny a major