

#### 4. BASIC RESPONSES

Jump raises - minors	~9-12 4 card raise
Jump raises - Majors	~7-11 4 card raise
Jump shifts after minor opening	2♥/♠ weak; 2♦/3♣ splinter
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	n/a
Responses to 2NT opening	puppet stayman, 3♦/♥ transfers, 3♠ minor suit stayman

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead but A/K for att/count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
<b>Discards</b>	1st = (reverse) attitude	
<b>Count</b>	Reverse (original)	
<b>Signal</b> on partner's lead:	Reverse count	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	Reverse Smith vs NT	

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 03/14	4♣ Gerber <input type="checkbox"/>	when?	never ever
<b>Slam Notes</b>	PODI/PORI			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd			
Asking Bids <input type="checkbox"/>				

#### 7. OTHER CONVENTIONS

Non-serious 3NT when major agreed	

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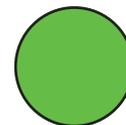
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## AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

ABF Nos.	332471	Phil Markey
& Names:	239224	Ben Thompson
Basic System:	Acol, aggressive openings	
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+♣, 9+	1♥ (4)5+♥, 9+ (only 4 if 4432)
1♦	4+♦, 9+	1♠ 5+♠, 9+
1NT	10-13 balish (maybe light nonvul, heavy vul/3rd/4th)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman (can be weak with both majors)		
2♦	Transfer to ♥	2♠ Baron
2♥	Transfer to ♠	2NT Transfer to a minor
other		
2♣	GF or 23+ BAL	
2♦	4+♦ 4+♠ less than opening, <6♠ if non vul [weak 2 in ♦ in 3rd/4th]	
2♥	4+♥ 4+♠ less than opening, <6♠ if non vul [weak 2 in ♥ in 3rd/4th]	
2♠	4+♣ 4+♠ less than opening, <6♠ if non vul [weak 2 in ♠ in 3rd/4th]	
2NT	20-22	3NT To play (gambling-ish, no restrictions)
other	Aggressive 3+ level preempts; 4NT=minors	

#### 2. PRE-ALERTS

3rd seat openings can be light, esp for lead	
2♠/♥/♠ openings in 1st/2nd	
Open most hands with 4+♠	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Inter'te but 1M-3♣ / 1m-3m=55+ 2 highest
Responsive doubles through	4♠	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18 (system on)	Immediate cue of minor	Ghestem - 55+ ♠ & om
1NT overcall - re-opening	10-14 (system on)	Immediate cue of Major	Ghestem: 55+ OM & ♣
Over weak twos	takeout X	Over opening threes	takeout X
Over opponent's 1NT	2♣=44+ majors; 2NT=minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat, 5+ HCP	2♦ Splinter (mini/mega)	3♦ Splinter (game values)
1♥ Nat, 5+ HCP	2♥ 6+♥, 2-7	3♥ Splinter (game values)
1♠ Nat, 5+ HCP	2♠ 6+♠, 2-7	3♠ Splinter (game values)
1NT 6-9 no major	2NT 16+ raise (no major)	3NT 12-15 raise (no major)
2♣ Nat, 5-8	3♣ ~9-12 raise	4♣ Weak
other 4♥/♠ to play		
1♦ 1♥ Nat, 5+ HCP	2♥ 6+♥, 2-7	3♥ Splinter (game values)
1♠ Nat, 5+ HCP	2♠ 6+♠, 2-7	3♠ Splinter (game values)
1NT 6-9 no major	2NT 16+ raise (no major)	3NT 12-15 raise (no major)
2♣ Nat, ~9+ HCP	3♣ Splinter (mini/mega)	4♣ Splinter (game values)
2♦ Nat, 5-8	3♦ ~9-12 raise	4♦ Weak
other 4♥/♠ to play		
1♥ 1♠ Nat, 5+ HCP	2♥ Nat, 5-8	3♦ Splinter (mini/mega)
1NT 6-9 nat / 10-11 4+♣	2♠ Splinter (mini/mega)	3♥ 7-11 4+♥
2♣ GF ♣/bal, or 9-12 3♥	2NT 16+ raise	3♠ Splinter (game values)
2♦ Nat, ~9+ HCP	3♣ Splinter (mini/mega)	3NT 12-15 raise
other		
1♠ 1NT 6-9 nat / 10-11 4+♣	2♠ Nat, 5-8	3♥ Splinter (mini/mega)
2♣ GF ♣/bal, or 9-12 3♣	2NT 16+ raise	3♠ 7-11 4+♠
2♦ Nat, ~9+ HCP	3♣ Splinter (mini/mega)	3NT 12-15 raise
2♥ Nat, ~9+ HCP	3♦ Splinter (mini/mega)	4♣ Splinter (game values)
other		
1NT 3♣ Nat slam try	3♠ Nat slam try	4♦ -
3♦ Nat slam try	3NT To play	4♥ To play
3♥ Nat slam try	4♣ -	4♠ To play
other 4NT=quant		
2♣ 2♦ 0/1 control	2NT 4 controls	3♥ 0-2 controls solid suit
2♥ 2 controls	3♣ 5 controls	3♠ 0-2 controls solid suit
2♠ 3 controls	3♦	3NT 0-1 ctrl, 9+, 4333/4432
other		
2♦ 2♥ To play	3♣ To play	3♠ To play
2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ To play	4♣ To play
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ To play	4♣ To play
3♣ To play	3♠ To play	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣ To play
3♣ To play	3♠ To play	4♥ To play
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ Minor suit stayman	4♦ Nat slam try
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Nat slam try	4♠ To play
other 4NT=quant		

## 9. CONVENTIONS

Unusual NT: 2 lowest unbid

4th Suit Forcing One round  Game force

NT Checkback  Priorities: Features up the line

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ CTP Xs; 2NT=15-18

RCO style 2-s CTP Xs; 2NT=15-18

Other 2-s

Defence 1♣ : X=majors, 1NT=minors (also over 1♣-P-1♦)

to

strong 2♣ : X=majors, 2NT=minors (also over 2♣-P-2♦)

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses none

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X & 4NT

## 10. OTHER NOTES

1NT rebid = 14(+)-18(-); 2NT rebid = 18(+)-20(-)

1M-2♣-2M = any hand rejecting invite

1NT-2♦/♥ superaccept almost all 4+ support (2NT=real max & retransfer on; 3M=min)

If they X our transfer, XX=max with 3 card support

2NT system on when we overcall 2NT

1NT-P-P-X: XX with any hand except min with long suit & preference for suit play