

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.	2♦ waiting; 2♥ less than 4 points	
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	top or bottom depend if raised	same
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 with 3 small in partners overcalled or implied suit lead small if not supported,
 Don't have to give count in all situations; 10 is an honour; lead of 9 shows 8 or doubleton
 If they splinter X says lead next higher suit;

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? after 1NT opening
Slam Notes	DOPI/ROPI, Exclusion B/W resp 3041; after Q Ask & yes - kings up the line		
Cue Bids <input checked="" type="checkbox"/>	first and seconds; if they x our cue then xx shows cue in next suit up the line		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

voidwood - 5NT even & void, bid at 6 level odd	After interference over our 1M of 2NT:
After multi 2♦ - 2NT rebid - 3♣ puppet, 3♦♥ tfr	3♣ invite in M; 3♦ invite in other M
3♠ minors; 3NT 5♠/4♥; 4♦♥/♠/4NT tfrs	3M weak; 3OM droppable; 3NT raise
After 2♣ 2♥ 2NT 23+ bids as above however	After reverse; either 4 suit or 2NT weakest bid
2♣-2♦-2NT: 4m minorwood, 4M do not exist	If responder can rebid suit is weak too

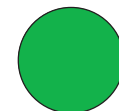
www.abf.com.au

PDF Form Rev. 13F21 by RoL
 MyRev. December 2016 v3
 Copyright © ABF 2013

4NT specific A ask - 5♣ none; 5NT 2 aces; all other bids that A



**AUSTRALIAN BRIDGE
 FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	227374	Eva Caplan
& 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 (3)	1♥ 4
1♦ 4	1♠ 4
1NT 11-14 1st 2nd & 4th 15-17 in 3rd	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other:
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other bid below m after t/f = 3 to H; 4 card fits after M transfer are shown by opener (min or max)		

2♣ 23+	
2♦ Multi - weak 2 in major or 20-22 balanced	
2♥ ♥ & Another less than opening hand (can be slightly stronger in 3rd)	
2♠ ♠ & minor less than opening hand (can be slightly stronger in 3rd)	
2NT Minors weak or slam going	3NT 4 level preempt in a minor
other 4♣/4♦ = ♥/♠ (Ace or King outside suit)	

2. PRE-ALERTS

Leaping Michaels over weak 2 openings only	NAMYATS
Fit showing jumps after doubles	cue first and second
2 over 1 by responder promises 2 bids	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest suits
1NT overcall - immediate	15-17	Immediate cue of minor	michaels - highest & another
1NT overcall - re-opening	10-14	Immediate cue of Major	michaels - highest & another
Over weak twos	X & lebensohl; leaping michaels	Over opening threes	X
Over opponent's 1NT	2♣ majors; 2♦ single M; 2♥/♠ M & minor;	after strong NT x is minors or diam.	
X over weak NT is penalty			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ natural	2♦ splinter mini	3♦ splinter game values
1♥ 5+ natural	2♥ splinter mini	3♥ splinter game values
1♠ 5+ natural	2♠ splinter mini	3♠ splinter game values
1NT 8-10 flat	2NT limit or slam raise	3NT game value raise
2♣ simple raise 5-9	3♣ weak raise	4♣ minorwood
other		
1♦ 1♥ 5+ natural	2♥ Splinter mini	3♥ splinter game values
1♠ 5+ natural	2♠ Splinter mini	3♠ splinter game values
1NT 5-10 no major	2NT limit or slam raise	3NT game value raise
2♣ 11+ natural	3♣ splinter mini	4♣ splinter
2♦ raise 5-9	3♦ weak raise	4♦ minorwood
other		
1♥ 1♠ 5+ natural	2♥ raise 5-9	3♦ mini splinter
1NT 5-10	2♠ splinter mini	3♥ weak raise
2♣ 11+ natural	2NT limit or slam raise	3♠ splinter game value
2♦ 11+ natural	3♣ mini splinter	3NT game value raise
other 4♣/4♦ game force splinter		
1♠ 1NT 5-10	2♠ raise	3♥ splinter mini
2♣ 11+ natural	2NT limit or slam raise	3♠ weak raise
2♦ 11+ natural	3♣ splinter mini	3NT game value raise
2♥ 11+ natural	3♦ splinter mini	4♣ splinter
other 4♦/4♥ game force splinter		
1NT 3♣ asks for 5 card minor	3♠ short ♠ force, 3♥	4♦ transfer to ♥
3♦ 5/5 minors slam going	3NT to play	4♥ transfer to ♠
3♥ short ♥ force, 3♠	4♣ gerber	4♠ minors (game going)
other		
2♣ 2♦ waiting (4+ points)	2NT ♠ positive	3♥ short ♥ force, 3♠ 4-7
2♥ less than 4 points	3♣ positive natural	3♠ short ♠ force, 3♥ 4-7
2♠ ♥ positive	3♦ positive natural	3NT
other after 2♣-2♠/2NT any suit by opener sets suit asks for cue. retransfers after 2NT rebid		
2♦ 2♥ correct	3♣ natural	3♠ invite ♥ to play ♠
2♠ to play ♠ invite if ♥	3♦ both majors invite	3NT to play
2NT ask	3♥ to play	4♣ bid suit below your suit
other 4♦ bid your suit; 2♦ X 3♦ invite in M		

Notes

If they double our NT; XX shows single suiter, suit bid is lower of two four cards, 2♠ is to play;

2♥ 2♠ pass or correct	3♦ correctible some values	3NT to play
2NT ask	3♥ to play	4♣ splinter
3♣ natural one round force	3♠ natural one round force	4♥ to play
other 2♥ - 4♠ is natural to play only; To force in ♠ go through 2NT		
2♠ 2NT ask	3♥ to play	4♣ & 4♦ are splinters
3♣ correctible	3♠ to play	4♥ splinter
3♦ correctible some values	3NT to play	4♠ to play
other 2♠ - 5♣ is correctible; to force in ♥ go through 2NT		
2NT 3♣ to play	3♠ force asks for doubleton	4♦ minorwood
3♦ to play	3NT to play	4♥ 6 card + minor tolerance
3♥ force asks for doubleton	4♣ minorwood	4♠ 6 card + minor tolerance
other 5♣/♦ are to play; 4NT game values in either minor		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ invite forces 2♦; 2♦ game force and bid features up line

Defence to 3NT opening 4♣ longer ♥; 4♦ longer ♠; Direct X is penalty

Defence to Opening Twos 2NT 14-17 with puppet etc; X is takeout if natural

Multi 2♦ 123 doubles; 3♦ natural; 3M intermediate; 2NT 14-17

RCO style 2-s 123 doubles, pass then x is takeout;

Other 2-s x takeout or 123 depending on meaning

Defence 1♣ double is majors 1NT is minors (same for 1♣ P 1♦)

to 2♣ is blacks, 2♦ is reds

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 - 5NT is odd and void bid at 6 level is even if can bid below trump;

after short 1♣ (not polish) 2♣ is michaels, if polish then natural; after short ♦ 2♦ is michaels

If opps shown two known suits then cue shows; if shown one known suit then cue asks for stopper

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