

4. BASIC RESPONSES

Jump raises - minors	Limit, 1m - 3m, 8-11, HCP 4+ trumps, 8 loser
Jump raises - Majors	Limit, 1M - 3M, 8-11, HCP, 4+ trumps, 8 Loser
Jump shifts after minor opening	fit jumps, 4+ trumps, 10+ HCP, or splinters 4+ trumps 11+ HCP
Jump shifts after Major opening	fit jumps, 4+ trumps, 10+ HCP, or splinters 4+ trumps 11+ HCP
Responses to strong 2 suit open.	2D 0-7 HCP, else natural 8+ HCP natural
Responses to 2NT opening	3C strong enquiry, else XH or XD to play

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	McKenney	McKenney
Count	High/Low even	High/Low even
Signal on partner's lead:	Odd encourage even McKenney	Odd encourage even McKenney
Signal on declarer's lead:	N/A	
Notes	We discard a card that we don't want for the McKenney signal, the suit used is irrelevant	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when?

Slam Notes

Cue Bids Cue first round controls usually.

Asking Bids For trump queen and outside kings

7. OTHER CONVENTIONS

Rubinsol	Unusual NT, LUBS
2C checkback	4th Suit Forcing
Fit Jumps	PODI/PORI
Truscott XX	Michaels Cue Bids
Anchored Multi 2's	

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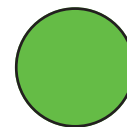
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	645680	IAN LISLE
& Names:	679097	VICKY LISLE
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♣	11+ HCP, 4+C	1♥	11+ HCP, 4+H
1♦	11+ HCP, 4+D	1♠	11+ HCP, 4+S
1NT	12-14 HCP	may contain 5 card Major <input type="checkbox"/>	

1NT Responses 2♣ Simple Stayman, 0+ HCP

2♦	TRF 5+H	2♠	TRF 5+C
2♥	TRF 5+S	2NT	TRF 5+D
other			

2♣	21+ HCP, 3L or better unbalanced, 23+ HCP balanced
2♦	Multi, either 5-9(10) HCP, 6 card Major, or 21-22 HCP Balanced
2♥	Multi, 4-11 HCP, 5+H/5+S, or 5+H/5+C
2♠	Multi, 4-11HCP, 5+S/5+minor
2NT	Multi, 4-11 HCP, 5+H/5+D
3NT	Specific Ace Ask, answers are CRO
other	

2. PRE-ALERTS

Uncontested auction 1A raise to 2A, either 0-4 HCP 4+ trumps or 5-9 HCP 3+ trumps

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Obstructive 6 card or longer suit, 4-11 HCP
Responsive doubles through	4H	Unusual NT	Lower of unbid suits
1NT overcall - immediate	16-18 HCP	Immediate cue of minor	5+/5+ M, 6+ HCP
1NT overcall - re-opening	11-14 HCP	Immediate cue of Major	+5 Other M/5+ minor, 6+ HCP
Over weak twos	X=T/O, 12+ HCP else natura	Over opening threes	X=T/O Usually 14+ HCP else f
Over opponent's 1NT	X= penalty else ASPTRO, 2C=9+cards two suits min of 4H		
2D= 9+ cards two suits min 4S, 2H and 2S natural, 2NT minors.			
ASPTR0 not strong enough to double for penalties.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+D	2♦ 4+C, 10+ HCP, 5+D	3♦ 4+C, 11+ HCP, splinter
1♥ 6+ HCP, 4+H	2♥ 4+C, 10+ HCP, 5+H	3♥ 4+C, 11+ HCP, splinter
1♠ 6+ HCP, 4+S	2♠ 4+C, 10+ HCP, 5+S	3♠ 4+C, 11+ HCP, splinter
1NT 6-9(10)HCP, not 4M	2NT 4+C, 10+ HCP usu bal	3NT 6+C, 12+ HCP, no spl
2♣ 0-9 HCP, 3+C, 9L/10L	3♣ 4+C, 8-11 HCP,	4♣ 7L, 5+C, 8-10 HCP
other 3 card raise can be made with shortage.		
1♦ 1♥ 6+ HCP, 4+H, not 4D	2♥ 4+D, 10+ HCP, 5+H	3♥ 4+D, 11+ HCP, splinter
1♠ 6+ HCP, 4+S, not 4D	2♠ 4+D, 10+ HCP, 5+S	3♠ 4+D, 11+ HCP, splinter
1NT 6-9(10)HCP, not 4M	2NT 4+D, 10+ HCP usu bal	3NT 6+D, 12+ HCP, no spl
2♣ 10+ HCP, 4+C, not 4D	3♣ 4+D, 10+ HCP, 5+C	4♣ 4+D, 11+ HCP, splinter
2♦ 0-9 HCP, 3+D, 9L/10L	3♦ 4+C, 8-11 HCP,	4♦ 7L, 5+D, 8-10 HCP
other 3 card raise can be made with shortage.		
1♥ 1♠ 6+ HCP, 4+S, not 4H	2♥ 0-9 HCP, 3+H 9L/10L	3♦ 4+H, 10+ HCP, 5+D
1NT 6-9(10)HCP, not 4M	2♠ 4+H, 10+ HCP, 5+S	3♥ 4+H, 8-11 HCP,
2♣ 10+ HCP, 4+C, not 4H	2NT 4+H, 10+ HCP usu bal	3♠ 4+H, 11+ HCP, splinter
2♦ 10+ HCP, 4+D, not 4H	3♣ 4+H, 10+ HCP, 5+C	3NT 6+H, 12+ HCP, no spl
other 3 card raise can be made with shortage.		
1♠ 1NT 6-9(10)HCP, not 4S	2♠ 0-9 HCP, 3+S, 9L/10L	3♥ 4+S, 10+ HCP, 5+H
2♣ 10+ HCP, 4+C, not 4S	2NT 4+S, 10+ HCP usu bal	3♠ 4+S, 8-11 HCP,
2♦ 10+ HCP, 4+D, not 4S	3♣ 4+S, 10+ HCP, 5+C	3NT 6+S, 12+ HCP, no spl
2♥ 10+ HCP, 5+H, not 4S	3♦ 4+S, 10+ HCP, 5+D	4♣ 4+S, 11+ HCP, splinter
other 3 card raise can be made with shortage.		
1NT 3♣ N/A	3♠ N/A	4♦ N/A
3♦ N/A	3NT To play	4♥ To play 6+H
3♥ N/A	4♣ N/A	4♠ To play 6+S
other 2C stayman is 0+ HCP		
2♣ 2♦ 0-7 HCP,	2NT Balanced 8+ HCP	3♥ N/A
2♥ 8+ HCP, 5+H	3♣ 8+ HCP, 6+C	3♠ N/A
2♠ 8+ HCP 5+S	3♦ 8+ HCP, 6+D	3NT N/A
other		
2♦ 2♥ POC	3♣ Natural, F1, 6+C	3♠ POC, 2+S 3+H
2♠ POC	3♦ Natural, F1, 6+D	3NT 4+H/4+S 0-12 HCP
2NT Strong enq, 14+ HCP	3♥ POC, 1+H, 3+S	4♣ N/A
other		

Notes

2♥ 2♠ POC	3♦ Natural F1, 6+D	3NT To play
2NT Strong enq, 14+ HCP	3♥ Obstructive, 3+H	4♣ N/A
3♣ Natural F1, 6+C	3♠ Natural F1, 5+S	4♥ N/A
other		
2♠ 2NT Strong enq, 14+ HCP	3♥ Natural F1, 5+H	4♣ N/A
3♣ POC	3♠ Obstructive, 3+S	4♥ To play
3♦ Natural F1, 6+D	3NT To play	4♠ To play
other		
2NT 3♣ Strong enq, 14+ HCP	3♠ Natural F1, 5+S	4♦ N/A
3♦ To play	3NT To Play	4♥ To play
3♥ To play	4♣ POC	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits, 5+/5+, 6+ HCP

4th Suit Forcing One round Shows game values Game force

NT Checkback Priorities:

Defence to 3NT opening X=T/O, Major based, 15+ usually

Defence to Opening Twos X=T/O, 12-15 HCP balanced, or 16+, elase natural

Multi 2♦ X=T/O, 12-15 HCP balanced, or 16+, elase natural

RCO style 2-s X=T/O, 12-15 HCP balanced, or 16+, elase natural

Other 2-s X=T/O, 12-15 HCP balanced, or 16+, elase natural

Defence (1♣) :X=15+ HCP, 1A=natural, 2C/2D =ASPTRO, 2H, 2S, 3C, 3D preemptive

to

strong (2♣) : Natural, obstructive, 6+ HCP, usually 6 + card suit

1♣ / 2♣

Over 1NT Interference Rubinsol

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O 15+ HCP, Majors

4♥ X=T/O, 15+ HCP, S/minor 4♠ X=penalty, 4NT= 2 suit T/O 15+ HCP

10. OTHER NOTES

UCB (Unassuming cue bid) used by Opener/responder, Strong going forward, asks for more information does not deny support.

Cue Raises used by Overcaller/Advancer. Indicate strong raise of suit.