

4. BASIC RESPONSES

Jump raises - minors	less than limit, 4+ support
Jump raises - Majors	limit raise 8 losers, weak after interference
Jump shifts after minor opening	6-card suit, 3-7 HCP
Jump shifts after Major opening	splinter (except 1♥-2♠ is weak 6-card suit)
Responses to strong 2 suit open.	Controls
Responses to 2NT opening	3♣ puppet Stayman; transfers to M; 3♠ minor suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all incl internal sequences	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	top
In partner's suit	low from 3+	
Discards	low to encourage	
Count	reverse	
Signal on partner's lead:	low encourage	[then current reverse count or McKenney]
Signal on declarer's lead:	reverse count	
Notes		

At 5 level, or after pre-emptive bidding: King lead asks for reverse count, Ace lead for attitude

6. SLAM CONVENTIONS

4NT: Blackwood RKC 0314 4♣ Gerber when? after NT openings & NT rebids

Slam Notes Gerber: 04,1,2,3 then 4NT asks for specific kings; Exclusion

Cue Bids 1st/2nd control

Asking Bids

7. OTHER CONVENTIONS

4th suit game force	After 3♦/3♥/3♠ opening 4♣ = poormans RKC
checkback Stayman always in ♣	After 3♣ opening 4♦ = poormans RKC
Help suit trial bids	poormans RKC = 0, 1, 1+Q, 2, 2+Q
DONT style after 1NT - (DBL) -	Lebensohl; Blackout
Jump shift rebid by opener is strong	Support DBLs & RDBLs

www.abf.com.au

NT rebids:

PDF Form Rev. 17121 by RoL

after 1 level response: 15-17; 18-19, solid suit

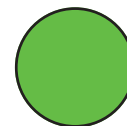
MyRev. **JULY2022**

after 2 level response: 15-17; 18-19 (15-19 opposite passed hand)

Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	100153	THERESE TULLY [270]
& Names:	264873	PAUL HOOYKAAS
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+♣, 10+ HCP	1♥ 4+♥, 10+ HCP
1♦ 4+♦, 10+ HCP	1♠ 4+♠, 10+ HCP
1NT 11 - 14 HCP	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ simple Stayman (then Smolen after 2♦ response)

2♦ transfer to ♥s	2♠ transfer to ♣s
2♥ transfer to ♠s	2NT transfer to ♦s

other after transfer to M super accept = 3M/2NT (Min/Max not mandatory); 3♣/♦/♥/♠ sets suit then cues

2♣	Game Force or 23-24 HCP balanced; control responses
2♦	at least 5-4 or 4-5 in majors, 6-10 HCP
2♥	at least 5♥s + at least 4 minor, 6-10 HCP
2♠	at least 5♠s + at least 4 minor, 6-10 HCP
2NT	20-22 HCP
3NT	Specific ace ask (4NT = 0 aces)
other	

2. PRE-ALERTS

Re-opening 1NT may not have a stopper	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18 HCP, SYS ON	Immediate cue of minor	Michaels, any strength
1NT overcall - re-opening	10-14 HCP, SYS ON	Immediate cue of Major	Michaels, any strength
Over weak twos	DBL & Lebensohl	Over opening threes	DBL
Over opponent's 1NT	DONT [DBL single suiter, suit is at least 4-4 in that suit plus a higher]		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP	2♦ 6-card suit, 3-7 HCP	3♦ splinter
1♥ 5+ HCP	2♥ 6-card suit, 3-7 HCP	3♥ splinter
1♠ 5+ HCP	2♠ 6-card suit, 3-7 HCP	3♠ splinter
1NT 8-10HCP 4+♠s	2NT 11-12 HCP, 4+♠s	3NT 13-15 HCP 4+♠s
2♣ Inverted (see below)	3♣ weak, 6-9 HCP	4♣ pre-emptive
other 1♣-2♣ forcing to 2NT or 3♣: range responses, then shortage ask, then fragments for NT		
1♦ 1♥ 5+ HCP	2♥ 6-card suit, 3-7 HCP	3♥ splinter
1♠ 5+ HCP	2♠ 6-card suit, 3-7 HCP	3♠ splinter
1NT 5-8HCP	2NT 11-12 HCP, 4+♦s	3NT 13-15 HCP 4+♦s
2♣ 9+ HCP, ♠s	3♣ splinter	4♣ void splinter
2♦ Inverted (see below)	3♦ weak	4♦ pre-emptive
other as for 1♣-2♣ Inverted minors OFF as passed hand & after overcalls		
1♥ 1♠ 5+ HCP	2♥ 9 losers, 4+♥s	3♦ splinter
1NT 5-8 HCP	2♠ 6-card suit, 3-7 HCP	3♥ 8 losers, 4+♥s
2♣ 9+ HCP	2NT Jacoby (see below)	3♠ splinter,
2♦ 9+ HCP	3♣ splinter	3NT 13-15 HCP
other Jacoby responses: range, then shortage, then controls. OFF after overcall; 1♥ - 4♠ = natural, to play		
1♠ 1NT 5-8 HCP	2♠ 9 losers, 4+♠s	3♥ splinter
2♣ 9+ HCP	2NT Jacoby (see above)	3♠ 8 losers, 4+♠s
2♦ 9+ HCP	3♣ splinter	3NT 13-15 HCP
2♥ 9+ HCP, 5+♥s	3♦ splinter	4♣ void splinter
other 1♠ - 4♣/♦ = void splinter. 1♠ - 4♥ is natural, to play		
1NT 3♣ 6 cards, sets suit cues	3♠ 6 cards, sets suit, cues	4♦ transfer to♥s
3♦ 6 cards, sets suit, cues	3NT 12+ HCP	4♥ transfer to♠s
3♥ 6 cards, sets suit, cues	4♣ Gerber	4♠
other		
2♣ 2♦ 0-1 controls	2NT 4 controls, AKK	3♥ 1 loser suit opp. void
2♥ 2 controls	3♣ 4 controls AA	3♠ as above, also 4♣/4♦
2♠ 3 controls	3♦ 5 controls	3NT -
other control responses OFF after suit interference. Opener rebids 3NT: 4♠ = Baron; 4♦/♥/♠ = transfers		
2♦ 2♥ natural, to play, NF	3♣ natural, NF	3♠ natural, NF, pre-emptive
2♠ natural, to play, NF	3♦ natural, NF, pre-emptive	3NT natural, to play
2NT Enquiry (see below)	3♥ natural, NF, pre-emptive	4♣ natural, GF sets suit
other 3♠,♦ MIN 5+4 / 4-5+; 3♥,♠ MAX 5+4 / 4-5+; 3NT 5-5 MIN; 4♣ MAX 5-5 then transfer to♥♠		

Notes After we open 2♦, 2♥ or 2♠ all our doubles are penalties

2♥ 2♠ natural, NF	3♦ natural, NF	3NT natural, to play
2NT minor enquiry	3♥ pre-emptive	4♣ natural, GF, sets suit
3♣ natural, NF (not correctable)	3♠ natural, GF	4♥ to play
other		
2♠ 2NT minor enquiry	3♥ natural, NF	4♣ natural, GF sets suit
3♣ natural, NF (not correctable)	3♠ pre-emptive	4♥ natural, to play
3♦ natural, NF	3NT natural, to play	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ minor suit Stayman	4♦ transfer to♥s
3♦ transfer to♥s	3NT to play	4♥ transfer to♠s
3♥ transfer to♠s	4♣ Gerber	4♠
other After 3 level transfer to M: step = 2 card support; step+1 = 3 card support; etc		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: at least invitational, show lowest major option available

Defence to 3NT opening DBL "values"

Defence to Opening Twos DBL takeout

Multi 2♦ immediate DBL shows general values 16+HCP [1-2-3- doubles]

RCO style 2-s

Other 2-s

Defence (1♣) : DBL for majors, 1NT for minors [also in passout]

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ 4NT usually 2-suiter, DBL is "values"

10. OTHER NOTES

In general, system ON after DBLs

RKC: After Q ask 1 step = no Q, slam suit = Q and no Ks below slam suit

RKC: 5NT asks for lowest K, 6 of suit = no Ks below slam suit

After 3NT ace ask:

0 = 4NT; 3 = bid suit below missing ace at 5 level

1 or 2 = 4♣/♦/♥/(♠) then step asks for possible higher ace; 4NT = only one ace; 5♣ = ace in step suit.