

4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	At 2 level:= 4-8 6 card suit; at 3level= splinter; FSJ after interv'tion
Jump shifts after Major opening	At 2 level:= 4-8 6 card suit; at 3level= splinter; FSJ after interv'tion
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Muppet with retransfer

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead; A=attitude; K=count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Third if unsupported	
Discards	Low encourage	
Count	Reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count (reverse)	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Minorwood, Exclusion Blackwood; "Moppy asks" for control in suit	
Cue Bids <input checked="" type="checkbox"/>	including substitute cue bids	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Cue raises	Jacoby 2NT raises
Splinter bids	Lebensohl
Crowhurst	Michaels + Leaping Michaels
DOPI, ROPI	
Long suit trials	System on after 1NT and 2NT overcall
Fit showing Jumps in competition	

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	130311	Sam Arber
& Names:	137431	Richard Greenfield
Basic System:	Acol (1st/2nd and 4th); Standard (3rd)	
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♣ 11+, (3)4	1♥ 11+, 4 (5 in 3rd)	
1♦ 11+,4 (3 in 3rd)	1♠ 11+, 4 (5 in 3rd)	
1NT 11-14 (12-14 vul); 15-18 in 3rd	may contain 5 card Major <input type="checkbox"/>	
1NT Responses	2♣ Extended Stayman	
2♦ Relay ♥ - not necessarily transfer	2♠ Transfer ♣	
2♥ Transfer ♠	2NT Transfer ♦	
other		
2♣ Semi game force +; any shape		
2♦ Weak 2♥ or 2♠		
2♥ 5+♥ and 4+ minor; weak		
2♠ 5+♠ and 4+ minor; weak		
2NT 20-22 balanced	3NT Preempt ♣ or ♦	
other 4♣/♦=minorwood		

2. PRE-ALERTS

3NT opening	1NT 2♦ relay not necessarily transfer
4♣/♦ opening=minorwood	
4NT=5+♣ and 5+♦	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥ Jump overcalls	Weak (non-vul)/Intermediate (6+;10-15) (vul)
Responsive doubles through	4♥ Unusual NT	Lower 2 suits
1NT overcall - immediate	15-18/Sandwich	Immediate cue of minor Both majors; 5+/5+
1NT overcall - re-opening	15-18	Immediate cue of Major Other major + minor; 5+/5+
Over weak twos	X plus Lebensohl	Over opening threes X
Over opponent's 1NT	2♣= majors; 2♦= single suited hand undisclosed suit;	
2♥=5♥ & 4+minor; 2♠=5♠ & 4+minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+	2♦ 4-8, 6+	3♦ Splinter
1♥ 6+, 4+	2♥ 4-8, 6+	3♥ Splinter
1♠ 6+, 4+	2♠ 4-8, 6+	3♠ Splinter
1NT 8-10, 4+♣	2NT 10-12 or 16+; 4+♣	3NT 13-15, 4+♣
2♣ 6-9, 4+	3♣ Preemptive	4♣ RKCB
other 4♦=exclusion Blackwood		
1♦ 1♥ 6+, 4+	2♥ 4-8, 6+	3♥ Splinter
1♠ 6+, 4+	2♠ 4-8, 6+	3♠ Splinter
1NT 6-9	2NT 10-12 or 16+; 4+♦	3NT 13-15, 4+♦
2♣ 10+, 4+	3♣ Splinter	4♣ Splinter
2♦ 6-9, (3)4+	3♦ Preemptive	4♦ RKCB
other 4♣=exclusion Blackwood		
1♥ 1♠ 6+, 4+	2♥ 6-9, (3)4+	3♦ Splinter
1NT 6-9	2♠ 4-8, 6+	3♥ Preemptive
2♣ 10+, 4+	2NT 10-12 or 16+; 4+♥	3♠ Splinter
2♦ 10+, 4+	3♣ Splinter	3NT 13-15, 4+♥
other 4♣/♦/♠=exclusion Blackwood		
1♠ 1NT 6-9	2♠ 6-9, (3)4+	3♥ Splinter
2♣ 10+, (3) 4+	2NT 10-12 or 16+; 4+♠	3♠ Preemptive
2♦ 10+, 4+	3♣ Splinter	3NT 13-15, 4+♠
2♥ 10+, 5+	3♦ Splinter	4♣ Splinter
other 4♣/♦/♥=exclusion Blackwood		
1NT 3♣ Conditional RKCB*	3♠ Conditional RKCB*	4♦ RKCB
3♦ Conditional RKCB*	3NT To play	4♥ To play
3♥ Conditional RKCB*	4♣ RKCB	4♠ To play
other		
2♣ 2♦ 0/1 c'ls/waiting (4+ c'ls)	2NT 3+ c'ls; 5+♥	3♥
2♥ 2/3 c'ls; no 5+ suit	3♣ 3+ c'ls; 5+	3♠
2♠ 3+ c'ls; 5+	3♦ 3+ c'ls; 5+	3NT 4+ c'ls; no 5 card suit
other		
2♦ 2♥ Pass or correct	3♣ 6+; forcing	3♠ Pass or correct
2♠ Pass or correct	3♦ 6+; forcing	3NT 4+♥ +♠; weak
2NT Enquiry	3♥ Pass or correct	4♣
other		

Notes *Conditional RKCB = bid RKCB if 3 card support (but 1st step= min); else 3NT

2♥ 2♠ 6+ inv'l	3♦ 6+ ♠ gf (non-passed)	3NT To play
2NT Enquiry	3♥ Preemptive	4♣ Splinter
3♣ Pass or correct	3♠ Splinter	4♥ To play
other		
2♠ 2NT Enquiry	3♥ (5)6+ invitational	4♣ Splinter
3♣ Pass or correct	3♠ Preemptive	4♥ Splinter
3♦ 6+ ♠ gf (non-passed)	3NT To play	4♠ To play
other		
2NT 3♣ Enquiry (Muppet Staym)	3♠ Minor suit enquiry	4♦ Minorwood
3♦ Transfer	3NT To play	4♥ RKCB ♥
3♥ Transfer	4♣ Minorwood	4♠ RKCB ♠
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Up the line (but no check back after 3rd in hand opening)

Defence to 3NT opening 4♣=5+♥/5♠; 4♦=5♥/6+♠

Defence to Opening Twos

Multi 2♦ X=takeout of ♠; 2♥= takeout of ♥

RCO style 2-s 2NT=19-21; 3NT=22-24; X=any other 16+; otherwise pass and wait

Other 2-s

Defence 1♣ :X=♣s; 1♦/1♥/♠=weak 5+; 2♣=weak majors; 2♦=weak 6+♥ or ♠;
to 2♥=5+♥/4+m; 2♠= 5+♠/4+m; 1NT or 2NT= minors; 3♣/♦= weak♣/♦
strong 2♣ : Natural
 ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over our 1NT overcall; after takeout of weak 2 or single raise

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X 4♠ X=values; 4NT= any 2 suiter

10. OTHER NOTES

Fit showing Jumps in competition: after fit showing jump, new suit=strength enquiry (M agreed); shows stopper (m sgreed)