

4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	limit
Jump shifts after minor opening	Culbertson Ask
Jump shifts after Major opening	Culbertson Ask
Responses to strong 2 suit open.	Controls by steps
Responses to 2NT opening	3♣, Mod. Baron, 3♦ Flint, 3♥ 3♠ natural

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	Overlead, underlead interior seq
	Four or more with an honour	4th highest
	From 4 small	2nd highest
	From 3 cards (no honour)	MUD
	In partner's suit	Standard
Discards		odds and evens on 1st discard
Count		reverse attitude
Signal	on partner's lead:	Low encourage
Signal	on declarer's lead:	reverse count
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when? After NT opening or rebid

Slam Notes DOPI, ROPI

Cue Bids

Asking Bids Culbertson Asking Bids

7. OTHER CONVENTIONS

Walsh inquiry over our nv minor preempts	
Over their short 1♣ 1NT is Comic,	
Over their short 1♣ Roman Jumps.	

www.abf.com.au

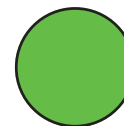
PDF Form Rev. 15F06 by RoL

MyRev. 23/03/2017

Copyright © ABF 2015



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	195804	David Cherry
& Names:	138843	John Horowitz
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♣	3+ 11-20 hcp	1♥	4+ 11-20 hcp
1♦	4+, 11-20 hcp	1♠	4+ 11-20 hcp
1NT	11-14 not vul, 13-15 vul.		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦	transfer to ♥, then 2♠ Baron 2♠ transfer to ♣
2♥	transfer to ♠ 2NT invite
other	2♣ followed by 3♣ transfer to diamonds

2♣	23+ balanced. or Game Force
2♦	Acol 2 in a suit or any weak 5-5
2♥	5-10 hcp, 5+ hearts,
2♠	5-10 hcp, 5+ spades,
2NT	20-22 balanced
3NT	Gambling
other	

2. PRE-ALERTS

Step response to one level suit opening .	
shows 4-8 hcp, any shape, t.	
not four card support.	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	2♠	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	minors
1NT overcall - immediate	15-19	Immediate cue of minor	both majors
1NT overcall - re-opening	10-14	Immediate cue of Major	other major + a minor
Over weak twos	X for takeout with values	Over opening threes	X for takeout (values)
Over opponent's 1NT	Transfer overcalls, 2♣	either diamonds or both majors	
3 level calls strong, natural			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ see other notes	2♦ Culbertson Ask	3♦ Heart Splinter, 10-14
1♥ 8+HCP (4+H)	2♥ Culbertson Ask	3♥ spade Splinter, 10-14
1♠ 8+HCP (4+S)	2♠ Culbertson Ask	3♠ diam. Splinter, 10-14
1NT 8-10HCP (4+ D)	2NT 4+clubs, 9-11 hcp	3NT 12-14 HCP support
2♣ 12-16, 4+clubs	3♣ 4-8 hcp, 4+clubs	4♣ Preemptive
other		
1♦ 1♥ weak relay, 4-8 hcp	2♥ Culbertson Ask	3♥ spade Splinter 10-14
1♠ natural, 8+hcp	2♠ Culbertson Ask	3♠ club Splinter 10-14
1NT 4+heartss, 8+hcp	2NT 4+ diamonds, 9-11 hcp	3NT 12-14HCP (D support)
2♣ 9+ hcp, natural	3♣ Culbertson Ask	4♣ heart Splinter 10-14
2♦ 12-16 hcp, diamonds	3♦ 4-8HCP (D support)	4♦ Preemptive
other		
1♥ 1♠ weak relay, 4-8 hcp	2♥ 5-9HCP 3C support	3♦ Culbertson Ask
1NT 8+hcp, 4+spades	2♠ Culbertson Ask	3♥ 15-16 4+support, bal.
2♣ 9+ hcp, natural	2NT 9+, (4+H sup)	3♠ club Splinter 10-14
2♦ 9+ hcp, natural	3♣ Culbertson Ask	3NT 12-14HCP (4♥ sup)
other		
1♠ 1NT weak relay, 4-8 hcp	2♠ 5-9 HCP 3♠	3♥ Culbertson Ask
2♣ 9+ hcp, natural	2NT 9+HCP(4+♠)	3♠ 15-16 s4+upport, bal.
2♦ 4-5♦9+ hcp, natural	3♣ Culbertson Ask	3NT 12-14HCP(4♠ sup)
2♥ 9+ hcp, natural	3♦ Culbertson Ask	4♣ ♦ Splinter
other		
1NT 3♣ Game values, slam try	3♠ Game values slam try	4♦
3♦ Game values, slam try	3NT To play	4♥ to play
3♥ Game values slam try	4♣ Gerber	4♠ to play
other		
2♣ 2♦ No controls	2NT 3 controls	3♥ Natural
2♥ 1 control	3♣ 4 controls	3♠ Natural
2♠ 2 controls	3♦ 5 controls	3NT
other 3♥, 3♠, 4♣, 4♦ all one loser suits		
2♦ 2♥ Correctable	3♣ To play	3♠ to play
2♠ 11-14, balanced	3♦ To Play	3NT To Play
2NT Strong enquiry	3♥ to play	4♣
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT Ogust	3♥ preemptive	4♣ Culbertson Ask
3♣ to play	3♠	4♥
other		
2♠ 2NT Enquiry	3♥ to play	4♣ Culbertson Ask
3♣ to play	3♠ preemptive	4♥
3♦ to play	3NT to play	4♠
other		
2NT 3♣ cmodified Baron	3♠ Natural, forcing	4♦
3♦ Flint	3NT To Play	4♥
3♥ Natural, forcing	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening double values, 4♣ for the majors

Defence to Opening Twos First X T/O, 2nd X Penalty

Multi 2♦ X Values, then t/o, then penalty

RCO style 2-s X Values, then t/o, then penalty

Other 2-s X Values, then t/o, then penalty

Defence 1♣ : X fpr Majors, 1NT any other two suiter

to 2♣ : X fpr Majors 2NT any other two suiter

strong

♣

Over 1NT Interference Lebensohl, X T/O Values

Lebensohl - other uses

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

4♥ Double 4♠ 4NT

10. OTHER NOTES

Step response to one level suit opening shows 4-8 hcp, any shape, not four card support.

All jump shifts are Culbertson asks

fourth suit forcing one round force