

4. BASIC RESPONSES

Jump raises - minors	Pre-empt 0-5 hcp, 5+ suit (♣s), 4+ suit (♦s)
Jump raises - Majors	Pre-empt 0-5 hcp, 4+ suit
Jump shifts after minor opening	2 major is 6 card suit, 3-6 hcp. Jump other minor is limit raise
Jump shifts after Major opening	Splinter, 4+ support, mini mega maxi style
Responses to strong 2 suit open.	Control responses, 2♦ = 0-1 2♥ = 2 etc
Responses to 2NT opening	Puppet Stayman, transfers, minor suit Stayman

5. PLAY CONVENTIONS

Show priorities

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

Leads	Sequences:	Second highest	
	Four or more with an honour	4th highest	
	From 4 small	2nd highest	
	From 3 cards (no honour)	Middle	
	In partner's suit	Low from 3 if suit not supported	
Discards		Odd=Enc., Even=McKenney	
Count		Low-High = Even	
Signal	on partner's lead:	Count	
Signal	on declarer's lead:	Count	
Notes	Odds & evens applies on 1st discard only, thereafter reverse count Count is always present count		

6. SLAM CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
	Slam Notes	Kickback is RKCB (4 agreed suit +1)	
Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd round control	
Asking Bids	<input type="checkbox"/>		

7. OTHER CONVENTIONS

Support Xs & redoubles	Blackout after reverse
Leaping Michaels over weak 2 openings	2 way checkback after 1NT rebid (15-18)
PODI & PORI	Long suit trials (may be done on 3)

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After 2NT response to 1m, 3♣ = minimum, all else non minimum, NS, LS, MS, HS.

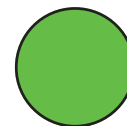
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	197025	Russel Harms
& Names:	199575	Jeff Travis
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♣ 10+ hcp, 3+♣s	1♥ 10+ hcp, 4+♥s
1♦ 10+ hcp, 4+♦s	1♠ 10+ hcp, 5+♠s
1NT 11-14 hcp (1st & 2nd), 14-16 hcp (3rd & 4th), balanced may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman (does not guarantee a major)
2♦ Transfer to ♥s	2♠ Transfer to ♣s
2♥ Transfer to ♠s	2NT Transfer to ♦s
other Transfers may be weak, invit or strong. Super accepts used. See Other Notes	

2♣ 23+ Balanced or any game force
2♦ 4+♦s & 4+♠s, less than 10hcp (1st & 2nd seat), Weak 2 in ♦s (3rd & 4th)
2♥ 4+♥s & 4+♠s, less than 10hcp (1st & 2nd seat), Weak 2 in ♥s (3rd & 4th)
2♠ 4+♣s & 4+♠s, less than 10hcp (1st & 2nd seat), Weak 2 in ♠s (3rd & 4th)
2NT 20-22 balanced 3NT Gambling, solid minor, no side A or K
other

2. PRE-ALERTS

2 openings may be very weak	2 openings change in 3rd & 4th seats
Jump bids are splinters if suit below forcing	3♣ o/call -v- suit (except 1♦) = 2 highest
Pre-emptive raises	1NT range changes in 3rd & 4th seats

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18 balanced	Immediate cue of minor	♠s & other minor
1NT overcall - re-opening	11-14 balanced	Immediate cue of Major	Other major & ♣s
Over weak twos	2NT= 16-18, T/O X with leb	Over opening threes	X for takeout
Over opponent's 1NT	2♣ = ♥s & any, 2♦ = ♠s & minor, 2NT = minors		
After 2♣, 2♦ is non forcing enquiry. 2NT is forcing enquiry after 2♣ or 2♦.			
Double of strong NT shows a single suited minor hand.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ hcp, 4+♦s 1♥ 6+ hcp, 4+♥s 1♠ 6+ hcp, 4+♠s 1NT 8-10 hcp bal, no major 2♣ 6-9 hcp, 5♣s, no major other Other 4 level to play	2♦ Limit raise, 5+ ♣s 2♥ 6♥s, 3-6 hcp 2♠ 6♠s, 3-6 hcp 2NT 16+ with fit, balanced 3♣ 0-5 hcp, 5+ ♣s	3♦ Splinter, FG 3♥ Splinter, FG 3♠ Splinter, FG 3NT 13-15 bal, no major 4♣ Pre-emptive
1♦ 1♥ 6+ hcp, 4+♥s 1♠ 6+ hcp, 4+♠s 1NT 6-9 hcp, no major 2♣ 4+ ♣s, 9+ hcp 2♦ 6-9 hcp, 4+♦s, no major other Other 4 level to play	2♥ 6♥s, 3-6 hcp 2♠ 6♠s, 3-6 hcp 2NT 16+ with fit, balanced 3♣ Limit raise 4+♦s 3♦ 0-5 hcp, 4+♦s	3♥ Splinter, FG 3♠ Splinter, FG 3NT 13-15 bal, no major 4♣ Splinter, FG 4♦ Pre-emptive
1♥ 1♠ 6+ hcp, 4+♠s 1NT 6-9 hcp, not 4♠s 2♣ 4+ ♣s, 9+ hcp 2♦ 4+♦s, 9+ hcp other 4♣, 4♦ are splinters, 10-12 hcp, 4♠ to play	2♥ 5-9 hcp, 3 or 4♥s 2♠ Splinter, 6-9 or 13+ 2NT Bal raise, limit or 16+ 3♣ Splinter, 6-9 or 13+ 3♦ Splinter, 6-9 or 13+	3♦ Splinter, 6-9 or 13+ 3♥ 0-5 hcp, 4+ support 3♠ Splinter, 10-12 hcp 3NT Balanced raise 13-15
1♠ 1NT 6-9 hcp, no support 2♣ 4+ ♣s, 9+ hcp 2♦ 4+♦s, 9+ hcp 2♥ 5+♥s, 9+ hcp other 4m, 4♥ are splinters, 10-12 hcp	2♠ 5-9 hcp, 3 or 4♠s 2NT Bal raise, limit or 16+ 3♣ Splinter, 6-9 or 13+ 3♦ Splinter, 6-9 or 13+	3♥ Splinter, 6-9 or 13+ 3♠ 0-5 hcp, 4+ support 3NT Balanced raise 13-15 4♣ Splinter, 10-12 hcp
1NT 3♣ (45) minors, 3♥s, FG 3♦ (45) minors, 3♠s, FG 3♥ Invitational, 6 card suit other 4NT is quantitative	3♠ Invitational, 6 card suit 3NT To play 4♣ Sets suit, demands cue	4♦ Sets suit, demands cue 4♥ To play 4♠ To play
2♣ 2♦ 0-1 controls 2♥ 2 controls 2♠ 3 controls other	2NT 4 controls 3♣ 5 controls 3♦ 6+ controls	3♥ 0-1 control, 7 card suit 3♠ 0-1 control, 7 card suit 3NT N/A
2♦ 2♥ Natural, non forcing 2♠ To play 2NT Enquiry - see notes other 4♥ = RKCB in♦s, 4NT = RKCB in♠s	3♣ Natural, non forcing 3♦ To play 3♥ Natural, forcing	3♠ To play 3NT To play 4♣ N/A

Notes After 2NT enquiry (2♦ to 2♠ openings) 3♣ = poor hand, then 3♦ is further ask.
Responses with non-poor hands or after further enquiry shown in steps:
Lower suit longer, 4/4, ♠s longer, 5/5, 5/6, 6/5, 6/6

2♥ 2♠ To play 2NT Enquiry - see notes 3♣ Natural, non forcing other 4NT = RKCB in♥s, 2NT followed by 4NT = RKCB in♠s	3♦ Natural, non forcing 3♥ To play 3♠ To play	3NT To play 4♣ N/A 4♥ To play
2♠ 2NT Enquiry - see notes 3♣ To play 3♦ Natural, non forcing other 4♦ = RKCB in♣s, 4NT = RKCB in♠s	3♥ Natural, non forcing 3♠ To play 3NT To play	4♣ To play 4♥ To play 4♠ To play
2NT 3♣ Puppet Stayman 3♦ Transfer to♥s 3♥ Transfer to♠s other 4NT is quantitative	3♠ Minor suit Stayman 3NT To play 4♣ Sets suit, demands cue	4♦ Sets suit, demands cue 4♥ To play 4♠ To play

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2 way checkback, length & strength

Defence to 3NT opening X with values, otherwise natural

Defence to Opening Twos 2NT = 16-18, X for takeout

Multi 2♦ Immediate X = 16+, 2NT = 16-18 bal, otherwise natural

RCO style 2-s 2NT = 16-18 bal, X = values, otherwise natural

Other 2-s As above

Defence 1♣ : TWERB at all levels including after 1♣ - 1♦
to (bid shows suit immediately above or next 2, NT bids show non-touching suits)
strong Strong 2♣ : As against strong 1♣
♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After X of weak 2

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

4♥ Double 4♠ 4NT

10. OTHER NOTES

Splinters, pre-emptive raises and balanced raises continue to apply in competition

Further Notes on 1NT Opening:

New suit after M tfr & no super accept is natural & GF, after m tfr is shortage

Major transfer is super accepted by bidding 3 of suit (min) or 2M+1 (max). After latter responder can re-transfer (3M-1) or show shortage in steps (low, mid, high).

Minor transfer super accepted by bidding step after which new suit is cue.

3 of minor after Stayman & response shows 6 card suit + 4 card major, FG