

4. BASIC RESPONSES

Jump raises - minors	preempt LOTT	Other:
Jump raises - Majors	preempt LOTT	Other:
Jump shifts after minor opening	Fit showing Jump	
Jump shifts after Major opening	Fit showing Jump	
Responses to strong 2 suit open.	See inside Left for responses to 2C opening	
Responses to 2NT opening	See inside Right	

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	Top
In partner's suit	As Above	
Discards	Odd=Enc., Even=McKenney	
Count	High/Low even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? After 1NT
Slam Notes	Also RCB (minor)	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

15-18 1NT rebid; checkback Stayman	Dopi after interference. eg. key card 4NT suit
Puppett Sayman 3C after 2D-2NT rebid	x= 0/3; pass =1/4; next suit= 2 no Q etc
Fit showing jumps	Ropi after interference of Key cad 4NT X
Splinters	xx=0/3; pass =1/4; suit= 2 no Q; next suit 2+ Q
Cue raises	

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	146439	EVA SAMUEL
& Names:	58635F8	LAURA GINAN
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 <input type="checkbox"/>
1♣ 11+ 3	1♥ 11+ 4+	
1♦ 11+ 4+	1♠ 11+ 5	
1NT 11-14	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman Other:		
2♦ TRF H	2♠ TRF C*	
2♥ TRF S	2NT TRF D*	
other *Burke Variation		
2♣ GF or 23+ balanced		
2♦ weak in H or S or 20-22 balanced		
2♥ weak 5H an 5 other		
2♠ weak 5S and 5 minor		
2NT *weak 5+ C and 5+ D	3NT Gambling	
other *strong in 4th position		

2. PRE-ALERTS

4NT 6/5 IN MINORS	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Wide Range
Responsive doubles through	3D	Unusual NT	Lowest 2 unbid suit 6-11 or 16 +
1NT overcall - immediate	15-18	Immediate cue of minor	5H & 5S 6-11 or 16+
1NT overcall - re-opening	10-14	Immediate cue of Major	5/5 other M & m 6-11 or 16+
Over weak twos	T/O X & Lebensohl 2NT=15-18	Over opening threes	Takeout double
Over opponent's 1NT	Weak X= top of range	Multi Landy; 2C=4+ H& 4+S; 2D= 5+H or 5+S:	
	2NT 5+C & 5+D; 2Major= 4+ Major & 5+ minor; 3C/D= natural ; 3H/S=preempt		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+D	2♦ FSJ	3♦ splinter
1♥ 5+ HCP 4+H	2♥ FSJ	3♥ splinter
1♠ 5+ HCP 4+S	2♠ FSJ	3♠ splinter
1NT 6-9 HCP no 4 card major	2NT 10-12 or 16+ bal 4+C	3NT 13-15 HCP 4+C
2♣ 6-9 HCP 4+C	3♣ 4-9 HCP 5+C	4♣ preemptive LOTT
other 4H/S to play		
1♦ 1♥ 5+ HCP 4+H	2♥ FSJ	3♥ splinter
1♠ 5+ HCP 4+S	2♠ FSJ	3♠ splinter
1NT 6-9 HCP 3+D	2NT 10-12 or 16+ bal 4+D	3NT 13-15 HCP 4+D
2♣ 10+ HCP 4+C	3♣ FSJ	4♣ splinter
2♦ 6-9 HCP 4+D	3♦ 4-9 HCP 5+D	4♦ preemptive LOTT
other		
1♥ 1♠ 5+9 HCP 4+S	2♥ 5-8(9) HCP 3+H	3♦ FSJ
1NT 6-9 HCP no 4 S	2♠ FSJ	3♥ 6-9 HCP 4+H
2♣ 10+ HCP 4+ C	2NT 10-12 or 16+ bal 4+H	3♠ splinter 4+H
2♦ 10+ HCP 4+ D	3♣ FSJ	3NT 13-15 bal 4+H
other 4C/D splinter 4H LOTT		
1♠ 1NT 6-9 HCP 0-2 S	2♠ 5-8(9) HCP 3+S	3♥ FSJ
2♣ 10+HCP 4+C	2NT 10-12 or 16+ bal 3+S	3♠ 6-9 HCP 4+S
2♦ 10+HCP 4+ D	3♣ FSJ	3NT 13-15 bal 4+S
2♥ 10+HCP 5+H	3♦ FSJ	4♣ splinter 4+S
other 4S LOTT		
1NT 3♣ 11-13 (43) 1D 5C	3♠ 11-13 1H 3S (54)	4♦ RKCB (D)
3♦ 11-13 (43) 1C 5D	3NT to play	4♥ to play
3♥ 11-13 1S 3H (54)	4♣ RCKB (C)	4♠ to play
other 4C/4D/4H/4S self supporting suit		
2♣ 2♦ <A & K	2NT 8-10 HCP no A+K	3♥
2♥ 5+ H pos	3♣ 5+C pos	3♠
2♠ 5+S pos	3♦ 5+ D pos	3NT
other 4C/4D/4H/4S self supporting suit		
2♦ 2♥ P/C	3♣ natural non forcing	3♠ P/C preemptive
2♠ P/C	3♦ natural non forcing	3NT 4 H and 4 S 5-8 HCP
2NT enquiry	3♥ P/C preemptive	4♣ Bid 4 H or 4S
other 4H/4S/5C/5D self supporting suits		

Notes FSJ = 5 of suit headed by on major honor + 4 card support around opening hand

2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT enquiry	3♥ to play	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
other to play		
2♠ 2NT enquiry	3♥ natural forcing	4♣ P/C
3♣ P/C	3♠ to play	4♥ to play
3♦ P/C	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ natural and forcing	4♦ preemptive LOTT
3♦ to play	3NT to play	4♥ to play
3♥ natural and forcing	4♣ preemptive LOTT	4♠ to play
other		

9. CONVENTIONS

Unusual NT:	Lower of 2 unbid suits	6-11 or 16+ HCP
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: cheapest features	
Defence to 3NT opening		
Defence to Opening Twos	2NT=15-18 balanced	
Multi 2♦	1st X=values; 2nd X+ takeout; 3rd X= penalty	
RCO style 2-s	if NO anchor suit 1st X=values 2nd X= takout; 3rd X= penalty	
Other 2-s	WITH anchor suit 1st X=Values and takeout; 2nd X = penalty	
Defence to	1C - 1D 1H 1S 2C natural; X = 4+H & 4+ S; 1NT 15-18 balanced	
strong	2D = 6+ H or 6+S; 2H/S = 4+ suit & 5+ minor: 2NT = C & D	
♣	2C natural	
	♣ natural	
Over 1NT Interference	Lebensohl	
Lebensohl - other uses	Over weak twos	
Take out of 4 level pre-empts	4♣/4♦	double
	4♥	double
	4♠	4Nt

10. OTHER NOTES

4NT OPENING 6+ MINORS