# 4. BASIC RESPONSES

Jump raises - minors 5-8 HCP or thereabouts, 8 losers

Jump raises - Majors 5-8 HCP or thereabouts, 8 losers

Jump shifts after minor opening 10-12 or 16+ HCP fit showing with singleton/void outside

Jump shifts after Major opening 10-12 or 16+ HCP fit showing with singleton/void outside

Responses to strong 2 suit open. Not applicable

5. PLAY CONVENTIONS Show priorities

3♣ = Puppet Stayman. 3♠ = minor suit Stayman

			CONTRACT		0110	ii piioiido
		Versus Suit	(or both)	Versus	NoTrump	(if different)
Leads	Sequences:	Overlead All		Overlea	d All	
Four or more with an honour		4th highest		4th highest		
From 4 small		2nd highest		2nd highest		
From 3 cards (no honour)		Middle		Middle		
In partner's suit		As above		As above		
Discards		Odd=ENCRG, Even=S/P		Odd=ENCRG, Even=S/P		
Count		REV		REV		
Signal	on partner's lead:	REV att(count)		REV att	(count)	
Signal	on declarer's lead:	1:REV count;2:	S/Psometimes			

4NT: Blackwood RKCB 41/30 4 Gerber when?

Slam Notes 4m is Minorwood when suit agreed

Asking Bids

**Notes** 

Responses to 2NT opening

# 7. OTHER CONVENTIONS

4SF FG 3rd suit FG

Swine (P:touching; X:Puppet; Bid:Nontouchi 123 Xs

Blackout Mini splinters by opener

Lebensohl

After RCKB, PODE and PORE

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PDF Form Rev. 15F06 by RoL MyRev. 14 Mar 2018 Copyright © ABF 2015 Fit showing single & double jump shifts (note 10)

Toxic over OPPTs 1NT, STR 1♣ & STR 2♣ (note 10)



# AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	218790	Sean Mullam	phy		
& Names:	157627	David Hoffma	an		
Basic System:	Acol				
Brown Sticker	Clas	sification: Gre	en 🗶 Blue	Red	Yellow
		1. OPI	ENING BID	S	
Describe streng	ıth, minimum	length, or specif	ic meaning		Canape
1 <b>4</b> 4(3) 11-20			1♥ 4 11-20		
1 4 11-20			1 5(4) 11-	20	
<b>1NT</b> 12-14				may contain 5 d	card Major 🗶
1NT Responses	2. Simple	Stayman, ther	Smolen .		
2♦ TRF to	<b>Y</b>		2♠ TRF to	♣ (2NT = super a	ccept)
2♥ TRF to	•		2NT TRF to	♦ (3♣ = super ac	cept)
other					
2♣ Acol 2 any	suit or any	Game Force o	r 22+ BAL/semi-E	AL	
2♦ 4-7 HCP 6	<b>♥</b> or 6♠				
2♥ 8-11 HCP					
2♠ 8-11 HCP					
<b>2NT</b> 20-21 HC	P BAL/sem	i-BAL	3NT Solid 7	card m, at most a	queen outside
other					
V 1	: 00MP (		E-ALERTS		
Xs by opener	in COMP (s	ee note 10)	T	NDDT: 4NT OTD :	4 <b>0</b> 0 OTD 0 <b>0</b>
Caradodala 4NI	F = F : /4 : -4	h 0 it-		OPPTs 1NT, STR	I♠ & STR 2♠
Sandwich 1N				can be off-shape	
Negative doubles th		✓ Jump overca	E BIDS / OVE	HCALLS	
Negative doubles th Responsive doubles	3	<ul><li>Jump overca</li><li>Unusual NT</li></ul>	Lower 2 unbid	euite 5+/5+	
1NT overcall - imme	ŭ		Immediate cue of minor		
1NT overcall - re-op			Immediate cue of Major		
Over weak twos X	. 3		Over opening threes		
0.00.0000000000000000000000000000000000		: 2♣ = ♦ or ♥+		♣; 2♥ = ♠ or ♣ + •	<b>•</b> :
$2 = + \forall \text{ or}$			_,	_,	• •

#### 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe stre	ngth, minimum length, or specific	, meaning
1♣ 1♦ 6+ HCP, 4+♦	2♦ 10-12 or 16+ HCP FSJ	3♦ 13-15 HCP FSJ
1♥ 6+ HCP, 4+♥	2♥ 10-12 or 16+ HCP FSJ	3♥ 13-15 HCP FSJ
1♠ 6+ HCP, 4+♠	2♠ 10-12 or 16+ HCP FSJ	3♠ 13-15 HCP FSJ
1NT 6-9 HCP NAT	2NT 10-12 or 16+ HCP BAL	3NT 13-15 HCP, BAL
2♣ 6-9 HCP, 3+♣, 9 losers	3♣ 5-8 HCP, 4+♣, 8 losers	4♣ Minorwood
other 2NT & 3NT are BAL rais	es with 4+card SUPP.	
1♦ 1♥ 6+ HCP, 4+♥	2♥ 10-12 or 16+ HCP FSJ	3♥ 13-15 HCP FSJ
1♠ 6+ HCP, 4+♠	2♠ 10-12 or 16+ HCP FSJ	3♠ 13-15 HCP FSJ
1NT 6-9 HCP NAT	2NT 10-12 or 16+ HCP BAL	3NT 13-15 HCP BAL
2♣ 9+ HCP, 4+♣	3♣ 10-12 or 16+ HCP FSJ	4♣ 13-15 HCP FSJ
2♦ 6-9 HCP, 3+♦, 9 losers	3♦ 5-8 HCP, 4+♦, 8 losers	4♦ Minorwood
other 2NT & 3NT are BAL rais	ses with 4+ card SUPP.	
1♥ 1♠ 6+ HCP, 4+♠	2♥ 6-9 HCP, 3+♥, 9 losers	3♦ 10-12 or 16+ HCP FSJ
1NT 6-9 HCP NAT	2♠ 10-12 or 16+ HCP FSJ	3♥ 5-8 HCP, 4+♥, 8 losers
2♣ 9+ HCP, 4+♣	2NT 10-12 or 16+ HCP BAL	3♠ 13-15 HCP FSJ
2♦ 9+ HCP, 4+♦	3♣ 10-12 or 16+ HCP FSJ	3NT 13-15 HCP BAL
other 2NT & 3NT are BAL rais	ses with 4+card SUPP. Note [	Drury
1♠ 1NT 6-9 HCP NAT	2♠ 6-9 HCP, 3+♠, 9 losers	3♥ 10-12 or 16+ HCP FSJ
2♣ 9+ HCP, 4+♣	2NT 10-12 or 16+ HCP BAL	3♠ 5-8 HCP, 4+♠, 8 losers
2♦ 9+ HCP, 4+♦	3♣ 10-12 or 16+ HCP FSJ	3NT 13-15 HCP BAL
2♥ 9+ HCP, 5+♥	3♦ 10-12 or 16+ HCP FSJ	4♣ 13-15 HCP FSJ
other 2NT & 3NT are BAL rais	es with 4+card SUPP. Note	Drury
1NT 3♣ FG, SPL in ♣	3♠ FG, SPL in ♠	4♦ TRF to ♠
3♦ FG, SPL in ♦	3NT To play	4 <b>♥</b> To play
3♥ FG, SPL in ♥	4♣ TRF to ♥	4 <b>♠</b> To play
other 4NT = Quantitative		
2♣ 2♦ 0-3 or 10+ HCP	2NT 7-9 HCP, 5+♣	3♥ 7-9 HCP, 5+♠
2♥ 4-6 HCP any shape	3♣ 7-9 HCP, 5+◆	3♠ 7-9 HCP, 5♠/4♥
2♠ 7-9 HCP BAL	3♦ 7-9 HCP, 5+♥	3NT 7-9 HCP, 5♦/4♣
other		
2♦ 2♥ P/C	3♣ NAT, F1	3♠ P/C
2♠ P/C	3♦ NAT, F1	3NT To play
2NT INQ(3♣/♦RESP better)		4♣ TRF to opener's suit
other 4♦ = asks opener to bid		
Notes		

#### Notes

2♥ 2♠ NAT, F1	3 <b>♦</b> NAT, F1	3NT To play
2NT INQ for shortage	₃ <b>♥</b> To play	4♣ SPL
3 <b>♣</b> NAT, F1	3♠ SPL	4 <b>♥</b> To play
other 4♦ SPL		
2♠ 2NT INQ for shortage	3 <b>♥</b> NAT, F1	4♣ SPL
3 <b>♣</b> NAT, F1	3♠ To play	4♥ SPL
3 <b>♦</b> NAT, F1	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ minor suit Stayman	4♦ NATMinorwood RESPs
3♦ TRF to ♥	3NT To play	4♥ NATsome slam interest
3♥ TRF to ♠	4♣ NATMinorwood RESPs	4♠ NATsome slam interest
other TRF to M and raise =	no slam interest. 4NT = Quant	titativa
00101	·	illative
outor	9. CONVENTIONS	indive
Unusual NT: Lower 2 unbid s	9. CONVENTIONS	intative
	9. CONVENTIONS suits, 5+/5+	Game force X
Unusual NT: Lower 2 unbid s 4th Suit Forcing One round	9. CONVENTIONS suits, 5+/5+	
Unusual NT: Lower 2 unbid s 4th Suit Forcing One round	9. CONVENTIONS suits, 5+/5+ d ☐ les: 2♣ PUP to ♦ or INV; 2♦ FG	
Unusual NT: Lower 2 unbid s 4th Suit Forcing One round NT Checkback X Prioriti	9. CONVENTIONS suits, 5+/5+ d ☐ les: 2♣ PUP to ♦ or INV; 2♦ FG	
Unusual NT: Lower 2 unbid s 4th Suit Forcing One round NT Checkback X Prioriti Defence to 3NT opening 123	9. CONVENTIONS suits, 5+/5+ d	
Unusual NT: Lower 2 unbid s 4th Suit Forcing One round NT Checkback X Prioriti Defence to 3NT opening 123 Defence to Opening Twos	9. CONVENTIONS suits, 5+/5+ d ☐ les: 2♣ PUP to ♦ or INV; 2♦ FG 3 Xs; 4♣/4♦ = Both Ms and suits NAT	
Unusual NT: Lower 2 unbid s 4th Suit Forcing One round NT Checkback X Prioriti Defence to 3NT opening 123 Defence to Opening Twos Multi 2 123 Xs; 2NT ar	9. CONVENTIONS suits, 5+/5+ d ☐ les: 2♣ PUP to ♦ or INV; 2♦ FG 3 Xs; 4♣/4♦ = Both Ms and suits NAT and suits NAT	

Over 1NT Interference LEB and NAT

to

4**Y** X

Lebensohl - other uses After T/O Xs of OPPTs weak 2s

strong 2♣: Toxic to 2NT inclusive (see note 10)

Take out of 4 level pre-empts 4♣/4♦ X

4♠ X = cards; 4NT = T/O

### 10. OTHER NOTES

FSJ = NAT and Fit showing, has singleton or void outside

Toxic = Bid shows suit above, or the following 2 suits generally. ♠=2 suiters in ♣+♥or♦+♠

Xs by opener in competition have special meanings, eg various 15+ HCP hands

1M - 1NT - 2NT = ART FG

Invisible CUEs - an eg. is 1♥ - (2NT) - 3♣ = L/R+ in ♥

- 3♦ = 5+♠, NF

- 3♥ = less than L/R in ♥, and 3♠ = 5+♠, FG