

#### 4. BASIC RESPONSES

Jump raises - minors	4+ 10-12 invitational
Jump raises - Majors	4+ 10-12 invitational
Jump shifts after minor opening	5+ suit 16+
Jump shifts after Major opening	5+ suit 16+
Responses to strong 2 suit open.	2♦ negative or waiting
Responses to 2NT opening	Better Minor

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overload All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	As above	
<b>Discards</b>	Odd encourage Even discourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input checked="" type="checkbox"/>	NT oriented auctions
4NT: Blackwood	<input type="checkbox"/>	RKCB 1430
Asking Bids	<input type="checkbox"/>	Cue Bids <input type="checkbox"/>

#### 7. OTHER CONVENTIONS


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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

#### STANDARD SYSTEM CARD



ABF Nos. 303356 Tony Lusk  
& Names: 270695 Sandy Long

Basic System: Acol

Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 4+ 11-20 1♥ 4+ 11-20  
1♦ 4+ 11-20 1♠ 4+ 11-20

1NT 11-14 NV 12-14 V may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥ 2♠ TRF ♣  
2♥ TRF ♠ 2NT TRF ♦  
(Dbl) other

2♣ GF or 23-24, 27-28 balanced

2♦ 6-10 6c Major or 21-22, 25-26 balanced

2♥ 6-10 5-5 Hearts and another

2♠ 6-10 5-5 Spades and a minor

2NT 6-10 5-5 minors

3NT Solid Minor

other

#### 2. PRE-ALERTS

Minorwood

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 2♣  
Responsive DBL thru

Jump overcalls 6-10 6+ suit

Unusual NT Lower 2 unbid suits

1NT overcall: (immediate) 15-18

(re-opening) 10-14

Immediate cue: (minor) 5-5 Majors

(Major) 5-5 other Major + minor

Over: Weak Twos X

Opening Threes X

Opponent's transfers X = shortage in implied suit

Opponent's 1NT 2♣ Landy 5/4 majors, 2♦/♥/♠ natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♦ 6-15	2♦ 5+ ♦ 16+	3♦ splinter
1♥ 4+ ♥ 6-15	2♥ 5+ ♥ 16+	3♥ splinter
1♠ 4+ ♠ 6-15	2♠ 5+ ♠ 16+	3♠ splinter
1NT 6-8	2NT 12-13 no 4cd major	3NT To Play
2♣ 6-9	3♣ 4+ ♣ 10-12	4♣ Minorwood
other		
1♦ 1♥ 4+ ♥ 6-15	2♥ 5+ ♥ 16+	3♥ splinter
1♠ 4+ ♠ 6-15	2♠ 5+ ♠ 16+	3♠ splinter
1NT 6-8 no 4cd major	2NT 12-13 no 4cd major	3NT To Play
2♣ 4+ ♣ 9-15	3♣ 5+ ♣ 16+	4♣
2♦ 4+ ♦ 6-8	3♦ 4+ ♦ 10-12	4♦
other		
1♥ 1♠ 4+ ♠ 6-15	2♥ 4+ ♥ 6-9	3♦ 5+ ♦ 16+
1NT 6-8 not 4♣	2♠ 5+ ♠ 16+	3♥ 4+ ♥ 10-12
2♣ 4+ ♣ 9-15	2NT 4+ ♥ Slam Interest	3♠ Splinter
2♦ 4+ ♦ 9-15	3♣ 5+ ♣ 16+	3NT 3-4-3-3 14-15
other		
1♠ 1NT 6-8	2♠ 4+ ♠ 6-9	3♥ 5+ ♥ 16+
2♣ 4+ ♣ 9-15	2NT 4+ ♠ Slam Interest	3♠ 4+ ♠ 10-12
2♦ 4+ ♦ 9-15	3♣ 5+ ♣ 16+	3NT 4-3-3-3 14-15
2♥ 5+ ♥ 9-15	3♦ 5+ ♦ 16+	4♣ Splinter
other		
1NT 3♣ 5+ ♣ Slam Interest	3♠ 5+ ♠ Slam Interest	4♦
3♦ 5+ ♦ Slam Interest	3NT To Play	4♥ To Play
3♥ 5+ ♥ Slam Interest	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ -ve or waiting	2NT 8+ balanced	3♥
2♥ 5+ ♥ 6+	3♣ 5+ ♣ 6+	3♠
2♠ 5+ ♠ 6+	3♦ 5+ ♦ 6+	3NT
other		
2♦ 2♥ Pass or correct	3♣ To Play	3♠
2♠ Heart Support	3♦	3NT
2NT Game Interest	3♥	4♣
other		

Notes

2♥ 2♠ N/A	3♦ 6+ ♦ to play	3NT
2NT Asking for other suit	3♥ advancing preempt	4♣ N/A
3♣ 6+ ♣ to play	3♠ N/A	4♥ To Play
other		
2♠ 2NT Asking for other suit	3♥ 6+ ♥ to play	4♣ N/A
3♣ 6+ ♣ to play	3♠ advancing preempt	4♥ To Play
3♦ 6+ ♦ to play	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ 5+ ♠ Game Try	4♦ Minorwood in ♦
3♦ To Play	3NT To Play	4♥ To Play
3♥ 5+ ♥ Game Try	4♣ Minorwood in ♣	4♠ To Play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower suits, undisclosed values

**4th Suit Forcing** One round  NT ask or support for one of Partners suits Game force

**NT Checkback**  Priorities: inviting support for bid suit

**Defence to 3NT opening** X

**Defence to Opening Twos** X

Multi 2♦ X

RCO style 2-s X

Other 2-s X

**Defence** (1♣) : 1 level natural except 1NT both minors 5/4, 2♣ = majors 5/4

to

**strong** (2♣) : Natural

1♣ / 2♣

**Over 1NT Interference** X = Penalty, suit bids to play

**Lebensohl - other uses** 2NT asks for opener to bid 3♣

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X

4♠ 4NT

## 10. OTHER NOTES

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