

4. BASIC RESPONSES

Jump raises - minors	Inverted: 6-9 HCP, 4+ cards
Jump raises - Majors	Limit (9)10-11(12) HCP, 4+ cards
Jump shifts after minor opening	1m - 2M = Weak, 6-card suit, 1♣- 2♦ = SPL
Jump shifts after Major opening	1♥ - 2♠ = Weak, 6-cards, other = SPL: 0-1 cards, 4+ card support
Responses to strong 2 suit open.	2♣: 2♦ = Neg or waiting, Others = Nat, FG
Responses to 2NT opening	Puppet Stayman

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)	Usually MUD	
In partner's suit	Usually MUD	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	1. Reverse Count 2.Suit Preference	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 1430
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd
Minorwood (1430)

7. OTHER CONVENTIONS

Cue raises of & after overcalls	
Lebensohl	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	1001566	Ingrid Cooke
& Names:	197912	Sue Lusk
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

1♣ ~11+ HCP, 3+♣	1♥ ~11+ HCP, 5+♥
1♦ ~11+ HCP, 3+♦	1♠ ~11+ HCP, 5+♠
1NT 11-14 NV 12-14 V (If 11 not 4333)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl) Transfer - XX = ♣ or 2 suited	other

2♣ 23+ BAL or 21+ unbalanced or 8+ Playing Tricks	
2♦ Both Majors, less than an opening hand	
2♥ ~Weak, 5 or 6♠~Weak, 5 or 6♥, less than an opening hand	
2♠ ~Weak, 5 or 6♣~Weak, 5 or 6♠, less than an opening hand	
2NT BAL (may be slightly off-shape)	3NT Gambling, solid minor, no side A or K
other	

2. PRE-ALERTS

2♦ = Both Majors, < opening hand	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles	Negative DBL thru	4♥
Over our 1NT X, XX = TRfF to ♣ or 2-suits, not ♣	Responsive DBL thru	4♥
Jump overcalls Weak	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate) 15-17(18) BAL, system on	(re-opening) 11-14(15), system on	
Immediate cue: (minor) Michaels 5+/5+ both Majors	(Major) 5+ other Major & 5+ minor	
Over: Weak Twos 2NT = 16-18, X = T/O	Opening Threes X = T/O	
Opponent's transfers		
Opponent's 1NT X = PEN, 2♣ = Both M, 2♦ = S/S Major, 2M = 5 M + 4+m 2NT = Both m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ cards, 5+ HCP	2♦ SPL	3♦ SPL - void
1♥ 4+ cards, 5+ HCP	2♥ Weak, 6-card suit	3♥ SPL
1♠ 4+ cards, 5+ HCP	2♠ Weak, 6-card suit	3♠ SPL
1NT (5)6-9, no M	2NT 11-12 BAL, no 4M	3NT 13-15 BAL, no 4M
2♣ 10+ HCP, 5+♣, F1	3♣ 5+♣, weak	4♣ Minorwood
other		
1♦ 1♥ 4+ cards, 5+ HCP	2♥ Weak, 6-card suit	3♥ SPL
1♠ 4+ cards, 5+ HCP	2♠ Weak, 6-card suit	3♠ SPL
1NT (5)6-9, no M	2NT 11-12 BAL, no 4M	3NT 13-15 BAL, no 4M
2♣ 10+ HCP, 4+♣	3♣ SPL	4♣ SPL - void
2♦ 10+ HCP, 5+♦, F1	3♦ 5+♦, weak	4♦ Minorwood
other		
1♥ 1♠ 4+ cards, 5+ HCP	2♥ Up to 9 HCP, 3+♥	3♦ SPL
1NT (5)6-9, no 4♠	2♠ Weak, 6-card suit	3♥ (9)10-11 HCP, 4+♥
2♣ See notes	2NT 4+♥, 12+ HCP	3♠ SPL
2♦ 4+♦, 10+ HCP	3♣ SPL	3NT 13-15 BAL
other		
1♠ 1NT (5)6-9	2♠ Up to 9 HCP, 3+♠	3♥ SPL
2♣ See notes	2NT 4+♥s, 12+ HCP	3♠ (9)10-11 HCP, 4+♠
2♦ 4+♦, 10+ HCP	3♣ SPL	3NT 13-15 BAL
2♥ 5+♥, 10+ HCP	3♦ SPL	4♣ SPL - void
other		
1NT 3♣ 6+♣, INV	3♠ 6+♠, slam interest	4♦ Minorwood
3♦ 6+♦, INV	3NT To play	4♥ To play
3♥ 6+♥, slam interest	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT 10+ HCP, BAL	3♥ 6+♥, 2 of AKQ
2♥ 5+♥, with A & K	3♣ (5)6+♣	3♠ 6+♠, 2 of AKQ
2♠ 5+♠ with A & K	3♦ (5)6+♦	3NT
other		
2♦ 2♥ To play	3♣ To play	3♠ To play
2♠ To play	3♦ To play	3NT To play
2NT Enquiry, game interest	3♥ To play	4♣
other		

Notes

1M -2♣ = Either 4+♣, 10+ or 10-12/16+ BAL or 3-card M raise, (9)10+ HCP

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT To play
2NT Enquiry	3♥ To play	4♣
3♣ NAT, F1	3♠	4♥ To play
other		
2♠ 2NT Enquiry	3♥ NAT, F1	4♣
3♣ NAT, F1	3♠ To play	4♥
3♦ NAT, F1	3NT To play	4♠ To play
other		
2NT 3♣ 4/5M ask	3♠ Minors, 5+/5+	4♦ NAT, slam interest
3♦ TRF ♥	3NT To play	4♥ To play
3♥ TRF ♠	4♣ NAT, slam interest	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Strength & distribution

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 BAL, X = 16+ HCP (1-2-3), Suits = NAT

Multi 2♦ 2NT=16-18 BAL, X = 16+ HCP (1-2-3), Suits = NAT

RCO style 2-s 2NT=16-18 BAL, X = 16+ HCP, (1-2-3), Suits = NAT

Other 2-s 2NT=16-18 BAL, X = 16+ HCP (1-2-3), Suits = NAT

Defence (1♣) : X= Majors, 1NT = Minors, Others = NAT

to

strong (2♣) : X= Majors, 2NT = Minors, Others = NAT

1♣ / 2♣

Over 1NT Interference 1-2-3 Doubles, Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O

4♠ X = PEN, 4NT = T/O

10. OTHER NOTES

1-2-3 Double: 1st = Strength, 2nd = T/O, 3rd = PEN