

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other:
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	Weak 0 - 5 HCP NF	
Jump shifts after Major opening	Weak 0 - 5 HCP NF	
Responses to strong 2 suit open.	next suit up is -ve	
Responses to 2NT opening	5 card Stayman & transfers; 3S = 4H + 5S	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	interior sequence
Four or more with an honour	4th highest	
From 4 small	2nd highest	4th highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	as above	low from A,K or Q: J or 10 from 3
Discards	Revolving	
Count	High-Low = Even	
Signal on partner's lead:	1) odd encourage 2) count	
Signal on declarer's lead:	count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3014 4♣ Gerber when? over 2/3 NT only

Slam Notes exclusion RKCB

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Skew Cue Bid	Lebensohl
Unassuming cue bid	Long suit trial bids
ROPI & DOPI	Splinters
Ogust [modified]	Exit transfers over 1NT [X]
Truscott	4th suit forcing

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Lightner Double

PDF Form Rev. 13F21 by RoL

Skew Cue Bid

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	100821	Richard Cooke
& Names:	161829	Margaret Gibbs
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♣ 3+ 11 - 20 HCP 1♥ 4+ 11 - 20 HCP

1♦ 4+ 11 - 20 HCP 1♠ 5+ 11 - 20 HCP

1NT 12 - 14 HCP [balanced] may contain 5 card Major

1NT Responses	2♣ Simple Stayman	Other:
2♦ transfer to ♥	2♠ transfer to 3♣ [super accept]	
2♥ transfer to ♠	2NT transfer to 3♦ [super accept]	
other		

2♣ 23 - 24 balanced or 8 - playing tricks

2♦ Game Force or 25 -26 HCP Balanced

2♥ 6-card ♥ suit & 6 -10 HCP

2♠ 6-card ♠ suit & 6 -10 HCP

2NT 21-22 HCP balanced

3NT Gambling

other

2. PRE-ALERTS

x = penalties over pre-empts up to 3♣

Exit transfers when '1NT is 'X'

[XX > ♣, 2♣ > ♦, 2♦ > ♥, 2♥ > 2♠ & Pass = no 5-card suit: opener's XX is forcing]

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls weak 6-card suit NF

Responsive doubles through 3♠ Unusual NT both minors or other minor with a major 5/5

1NT overcall - immediate 15-18 HCP balanced Immediate cue of minor 5:5 majors

1NT overcall - re-opening 9 - 11 HCP Immediate cue of Major 5:5 other major & a minor

Over weak twos 3♣ = t/o Over opening threes 3♦ = t/o over 3♣.X over 3D/H/S

Over opponent's 1NT Landy: X = Pen; 2C = 4/4+M; 2D/H/S = 5+ & 10 - 14 HCP

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+	2♦ 0 - 5 HCP 6-card suit NF	3♦ Splinter
1♥ 5+ HCP 4+	2♥ 0 - 5 HCP 6-card suit NF	3♥ Splinter
1♠ 5+ HCP 4+	2♠ 0 - 5 HCP 6-card suit NF	3♠ Splinter
1NT 6 - 9 HCP no 4-card M	2NT 11-12 HCP no 4-card maj	3NT 13 - 15 HCP to play
2♣ 6 - 9 HCP 4+ no M	3♣ 10 - 12 HCP 4+	4♣ Minorwood
other		
1♦ 1♥ 5+ HCP 4+	2♥ 0 - 5 HCP 6-card suit NF	3♥ Splinter
1♠ 5+ HCP 4+	2♠ 0 - 5 HCP 6-card suit NF	3♠ Splinter
1NT 6 - 9 HCP no 4-card	2NT 11-12 HCP no 4-card maj	3NT 13 - 15 HCP to play
2♣ 10+ HCP 4+	3♣ 0 - 5 HCP 6-card suit NF	4♣ Splinter
2♦ 5 - 9 HCP 4+ no maj	3♦ 10 - 12 HCP 4+	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP 4+	2♥ 5 - 9 HCP 4+	3♦ 0 - 5 HCP 6-card suit NF
1NT 5 - 9 HCP	2♠ 0 - 5 HCP 6-card suit NF	3♥ 10 - 12 HCP 4+
2♣ 10+ HCP 4+	2NT 11-12 HCP w 3♥	3♠ splinter bid
2♦ 10+ HCP 4+	3♣ 0 - 5 HCP 6-card suit NF	3NT 13 - 15 HCP w 3♥
other 4♣/4♦ splinter bid		
1♠ 1NT 5 - 9 HCP	2♠ 5 - 9 HCP 3+	3♥ 0 - 5 HCP 6-card suit NF
2♣ 10+ HCP 4+	2NT 11-12 HCP w 3♠	3♠ 10 - 12 HCP 3+
2♦ 10+ HCP 4+	3♣ 0 - 5 HCP 6-card suit NF	3NT 13 - 15 HCP w 3♠
2♥ 10+ HCP 5+	3♦ 0 - 5 HCP 6-card suit NF	4♣ splinter bid
other 4♦/4♥ splinter bid		
1NT 3♣ Puppet Stayman 12+	3♠ 6-card suit - forcing	4♦ Minorwood
3♦ 6-card suit AKQxxx F	3NT To play	4♥ To play
3♥ 6-card suit - forcing	4♣ Minorwood	4♠ To play
other 2♠ transfer to 3♣ ** 2NT transfer to 3♦ ** ** = super-accept		
2♣ 2♦ Neg	2NT 8 - 10 Balanced	3♥ 7+ HCP 6 cards +
2♥ 7+ HCP 5 cards	3♣ 7+ HCP 5 cards	3♠ 7+ HCP 6 cards +
2♠ 7+ HCP 5 cards	3♦ 7+ HCP 5 cards	3NT 11 - 13 Balanced
other		
2♦ 2♥ Neg	3♣ 7+ HCP 5 cards	3♠ 7+ HCP 6 cards +
2♠ 7+ HCP 5 cards	3♦ 7+ HCP 5 cards	3NT 11-12 Bal
2NT 8 - 10 Bal	3♥ 7+ HCP 5 cards	4♣
other		

Notes

2♥ 2♠ 6+ ♠ NF	3♦ 6+ ♦ NF	3NT To play
2NT 15+ HCP Ogust	3♥ NF	4♣
3♣ 6+ ♣ NF	3♠ To play	4♥ To play
other Lebensohl after X		
2♠ 2NT 15+ HCP Ogust	3♥ 6+ ♥ NF	4♣
3♣ 6+ ♣ NF	3♠ NF	4♥
3♦ 6+ ♦ NF	3NT To play	4♠ To play
other Lebensohl after X		
2NT 3♣ Puppet Stayman	3♠ 5♠ + 4♥ Forcing	4♦ Minorwood
3♦ Trans to ♥	3NT To play	4♥ To play
3♥ Trans to ♠	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Other suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Show ♥

Defence to 3NT opening

Defence to Opening Twos Lower minor t/o over weak 2's

Multi 2♦ Bid shorter major = t/o; X = ♦ w 12+ HCP

RCO style 2-s

Other 2-s

Defence 1♣: natural; 1NT = minors; 2♣ = majors

to

strong 2♣: natural

♣

Over 1NT Interference Lebensohl exit transfers over 1NT X

Lebensohl - other uses Over weak 2's

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

4♥ Double or 4NT 4♠ 4NT

10. OTHER NOTES