

4. BASIC RESPONSES

Jump raises - minors Limit Raise 10-12 HCP, 5+ support (4+ if \heartsuit)
 Jump raises - Majors Limit Raise 10-12 HCP, 4+ support
 Jump shifts after minor opening
 Jump shifts after Major opening
 Responses to strong 2 suit open. $2\heartsuit$ = Waiting
 Responses to 2NT opening

5. PLAY CONVENTIONS

Show priorities Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences: Overlead
 Four or more with an honour 4th highest
 From 4 small 2nd highest
 From 3 cards (no honour) Middle
 In partner's suit As above

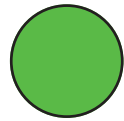
Discards
Count
Signal on partner's lead: Natural ATT
Signal on declarer's lead:
Notes

6. SLAM CONVENTIONS

$4\clubsuit$ Gerber
4NT: Blackwood RKCB
 Asking Bids Cue Bids

7. OTHER CONVENTIONS

www.abf.com.au
 PDF Form Rev. 21E29 by RoL
 MyRev.
 Copyright © ABF 2021



STANDARD SYSTEM CARD

ABF Nos. ABF Colts Oliver Brayshaw
 & Names: ANC 2023 Lizzy Brayshaw

Basic System: Acol
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

$1\clubsuit$ $4+\clubsuit$ (11)12+HCP $1\heartsuit$ $4+\heartsuit$ (11)12+HCP
 $1\diamondsuit$ $4+\diamondsuit$ (11)12+HCP $1\spadesuit$ $4+\spadesuit$ (11)12+HCP
1NT 12-14 HCP BAL may contain 5 card Major

1NT Responses $2\clubsuit$ Stayman
 $2\diamondsuit$ Transfer -> \heartsuit $2\spadesuit$ Transfer -> \clubsuit
 $2\heartsuit$ Transfer -> \spadesuit **2NT** Transfer -> \diamondsuit
 (Dbl) other

$2\clubsuit$ GF unbal OR 23+ BAL
 $2\diamondsuit$ Weak 6-10 HCP, 6+ \diamondsuit
 $2\heartsuit$ Weak 6-10 HCP, 6+ \heartsuit
 $2\spadesuit$ Weak 6-10 HCP, 6+ \spadesuit
2NT 21-22 HCP (semi-)BAL **3NT**
 other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4D
 Responsive DBL thru 4D
 Jump overcalls Weak Unusual NT
1NT overcall: (immediate) 15-18 BAL, stop (re-opening) 15-18 BAL, stop
 Immediate cue: (minor) (Major)
Over: Weak Twos X = T/O Opening Threes X = T/O
 Opponent's transfers
 Opponent's 1NT X = PEN

