

4. BASIC RESPONSES

Jump raises - minors	9-11, 5 card suit
Jump raises - Majors	Limit raise
Jump shifts after minor opening	weak 6 card suit
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	show controls
Responses to 2NT opening	Puppet Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead exc AK asks for count	K asks for count,
Four or more with an honour	4th highest	10 is interior sequence
From 4 small	2nd highest	J denies higher card
From 3 cards (no honour)	MUD	
In partner's suit	MUD depending	
Discards	O/E first discard, then low encour ⁺	
Count	reverse exc on first lead of hon ⁺	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS 4♣ Gerber over NT

4NT: Blackwood <input type="checkbox"/> RKCB 1430
Asking Bids <input type="checkbox"/> Cue Bids <input type="checkbox"/> first or second
minorwood1430

7. OTHER CONVENTIONS

DOP1R0P1	
Cue raises	
lebensohl	
4NT opening is ace ask- resp 5NT=0, bid as	
Exclusion Blackwood	

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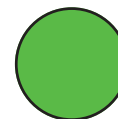
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**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	316393	Anne Harris
& Names:	1001566	Ingrid Cooke
Basic System:	Acol	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u> 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 Canapé

1♣ 3+, 11-20	1♥ 5+, 11-20
1♦ 3+, 11-20	1♠ 5+, 11-20
1NT 11-14. not 11 with 4333,	may contain 5 card major <input type="checkbox"/> may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ transfer to H	2♠ Baron 16+
2♥ transfer to S	2NT transfer to C
(Dbl) Super accept with min and 4+	other 2NT = 4+ and max

2♣ 21+ unbalanced, 23+ balanced or 8+ playing tricks	
2♦ 4+H and 4+S. <opening	
2♥ 5+H, <opening	
2♠ 5+S, <opening	
2NT 20-22	3NT gambling, long solid minor
other	

2. PRE-ALERTS

Baron - 2NT 5332 (3C?) 3NT 4333 (4C?) 3C

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls 6+, weak	Unusual NT 2 lowest unbid suits
1NT overcall: (immediate) 15-18, system on	(re-opening) 12-15, system on
Immediate cue: (minor) Spades + another	(Major) other major and minor
Over: Weak Twos X= takeout	Opening Threes X= takeout
Opponent's 1NT 2C=majors, 2D =s/s major, 2H/S = 5+ and 4+ minor, 2NT = minors	
3C/D = long suit	

Doubles over our 1NTX, XX=relay to C. then suit=5+ and 0-7	Negative DBL thru
Suit bid lower of 2 four card suits and 0-7 pts	Responsive DBL thru

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4 cards, 6+	2♦ 6 card suit 0-6	3♦ splinter
1♥ 4 cards, 6+	2♥ 6 card suit 0-6	3♥ splinter
1♠ 4 cards, 6+	2♠ weak 6 card suit	3♠ splinter
1NT 8-10 no major	2NT 11-12 balanced	3NT 13-15, no major
2♣ 5+, 5+ clubs	3♣ 5+, 10-12	4♣ minorwood
other		
1♦ 1♥ 4 cards, 6+	2♥ 6 card suit 0-6	3♥ splinter
1♠ 4 cards, 6+	2♠ 6 card suit 0-6	3♠ splinter
1NT 6-9 no major	2NT 11-12 balanced	3NT 13-15, no major
2♣ 9+, 5 clubs	3♣ splinter	4♣ splinter void
2♦ 5+, 4+ diamonds	3♦ 5+, 10-12	4♦ minorwood
other		
1♥ 1♠ 4+, 6+	2♥ 6-10. 3+H	3♦ splinter
1NT 6-9, denies S	2♠ splinter	3♥ 10-12, 4H
2♣ 9+, 4+ clubs	2NT Jacoby, 13+ 4+H	3♠ splinter void
2♦ 9+. 4+D	3♣ splinter	3NT 13-15, 3H
other		
1♠ 1NT 6-9	2♠ 6-10, 3S	3♥ splinter
2♣ 9+, 4+ clubs	2NT Jacoby, 13+, 4+S	3♠ 4S, 10-12
2♦ 11+, 4D+	3♣ splinter	3NT 13-15, 3S
2♥ 9+, 5=H	3♦ splinter	4♣
other		
1NT 3♣ 6 card suit with 2/3 top	3♠ 6+, slam try	4♦ Minorwood
3♦ 6 card suit with 2/3 top	3NT to play	4♥
3♥ 6+, slam try	4♣ Minorwood	4♠
other		
2♣ 2♦ no A or K	2NT 8+ no A or K	3♥
2♥ 1 control	3♣ 3 controls	3♠
2♠ 2 controls	3♦ 4 controls	3NT
other		
2♦ 2♥ to play	3♣ to play	3♠
2♠ to play	3♦ to play	3NT to play
2NT enquiry, 14+	3♥	4♣
other 3C=weak, 3D=4/4 max, 3H=5H/4S, 3S=5S/4H, 3NT=5/5.		

Notes Over 3C-3D is repeat ask. Show 5 card major or bid 3NT

2♥ 2♠ F1	3♦ F1	3NT to play
2NT Ogust	3♥ preemptive	4♣
3♣ F1	3♠	4♥ to play
other		
2♠ 2NT Ogust	3♥ F1	4♣
3♣ F1	3♠	4♥
3♦ F1	3NT	4♠
other		
2NT 3♣ Puppet Stayman	3♠ Baron	4♦ Minorwood
3♦ transfer to H	3NT to play	4♥
3♥ transfer to S	4♣ Minorwood	4♠
other		

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round F1 round Game force

NT Checkback Priorities: Show 4 card suits but don't bypass 3 card support.

Defence to 3NT opening

Defence to Opening Twos X=16+. Suit bid = 5+ and 10-15

Multi 2♦ 2NT = 15-18ish bal and stops in majors. 4th seat = 13+

RCO style 2-s

Other 2-s

Defence modified Cappelletti

to

strong (2♣):

1♠/2♣ X=Ms, NT=ms, 1D- s/s major

Over 1NT Interference

Lebensohl - other uses

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

4♥ Double 4♠ 4NT = 5/5

10. OTHER NOTES

NT rebids, 15-16, 17-18, 19

Cue raises. Long suit try over 1M - 2M