

4. BASIC RESPONSES

Jump raises - minors	9-11 4+ cards
Jump raises - Majors	9-11 4+ cards
Jump shifts after minor opening	0-5 HCP 6+ cards to 2 level 3 Level = Splinter
Jump shifts after Major opening	9-11 Singleton with 4+ card fit
Responses to strong 2 suit open.	2♦ negative or waiting
Responses to 2NT opening	3♣ 4or 5card Stayman Transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:		Journalist
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	MUD	MUD
In partner's suit	as above	as above
Discards	McKenny	McKenny
Count	Reverse	Reverse
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Count when necessary	Occasional Suit preference
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 3041
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> First or second round control
Minorwood

7. OTHER CONVENTIONS

Splinter - void or singleton (Not A)	unassuming Cues
Skewed Cues	Treatment over 1NTX
Crowhurst	DOPI ROPI
Lebensohl	Jacoby
Exclusion Key card	Minorwood

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	269451	Dallas Cooper
& Names:	848115	Barbara Holland
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♣ 10+ points 4+ ♣	1♥ 10+ points 4+ ♥
1♦ 10+ points + ♦	1♠ 10+ points 4+♠
1NT	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥	2♠ Transfer to C
2♥ Transfer to ♠	2NT Transfer to ♦
(Dbl)	other

2♣ Game force or 23+	
2♦ Both majors 5/5 5-9 points	
2♥ 6 card 5-9	
2♠ 6 card 5-9	
2NT 21-22 points	3NT Gambling
other	

2. PRE-ALERTS

Weak support over X
Jump o/call intermediate in 3 & 4th seat
Jump o/call intermediate when vul

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4♠
	Responsive DBL thru 4♠
Jump overcalls See pre alerts	Unusual NT mm over M m+M over min
1NT overcall: (immediate) 17-18	(re-opening) 15-18
Immediate cue: (minor) Both majors	(Major) Other major and a minor

Over: Weak Twos Michaels LM* Lebensohl Opening Threes Non Leaping Michaels

Opponent's transfers

Opponent's 1NT Strong - X = single suit 2♣ = ♣+♥ 2♦ = ♦+♥ 2♥ = ♥+♠ 2♠+♠+ a minor

Weak - X = penalty 2♣ = both majors 4/4 10+ points 2♦ = 15+ single major 2♥/♠ 10-14

*Over weak 2s LM = Leaping Michaels

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ points 4+♦	2♦ 0-4 6+♦	3♦
1♥ 5+ points 4+♥	2♥ 0-4 6+♥	3♥
1♠ 5+ points	2♠ 0-4 6+♠	3♠
1NT 8-10 points 4♣ no 4 card	2NT 12-Points 4+♣	3NT to play
2♣ 5-7 4+C	3♣ 9-11 4+♣	4♣ Minorwood
other		
1♦ 1♥ 5+ points 4+♥	2♥ 0-4 6+♥	3♥
1♠ 5+ points 4+♠	2♠ 0-4 6+♠	3♠
1NT 7-9 points no 4 card M	2NT 12+ points 4+♦	3NT to play
2♣ 9+ points 4+♣	3♣ 9-11 Single ♣ 4+D	4♣ Splinter
2♦ 5-8 points 4+♦	3♦ 9-11 points 4+♦	4♦ Minorwood
other		
1♥ 1♠ 5+ points 4+ ♠	2♥ 6-8 4+ ♥	3♦ 9-11 Single/void ♦ 4+ ♠
1NT 6-8 no 4 card ♠	2♠ 0-4 6+ ♠	3♥ 9-11 4+♥
2♣ 9+ points 4+♣	2NT 12+ points 4+♥	3♠
2♦ 9+ points 4+♦	3♣ Single/void ♣ 4+♥	3NT To play
other		
1♠ 1NT 6-8 points	2♠ 6-8 points 4+♠	3♥
2♣ 9+ points 4+ ♣	2NT 12+points 4+♠	3♠ 9-11 points 4+♠
2♦ 9+ points 4+ ♦	3♣ 9-11 Single /void ♣ 4+ ♠	3NT To play
2♥ 9+ points + ♥	3♦ 9-11 single/void ♦ 4+♠	4♣ Splinter
other		
1NT 3♣ Slam interest 6+♣	3♠ Slam interest 6+♠	4♦ Minorwood
3♦ Slam interest 6+ ♦	3NT To play	4♥ To play
3♥ Slam interest 6+ H	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Negative or waiting	2NT	3♥
2♥ 7+ points 5+ ♥	3♣ 7+ points 5+♣	3♠
2♠ 7+ points 5+S	3♦ 7+ points 5+♦	3NT
other		
2♦ 2♥ To play	3♣	3♠
2♠ To play	3♦	3NT
2NT 15+ points	3♥	4♣
other		

Notes

2♥ 2♠ Void in ♥	3♦	3NT
2NT 15+ points	3♥	4♣
3♣	3♠	4♥ To play
other		
2♠ 2NT 15+ points	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠ To play
other		
2NT 3♣ 4 or 5car stayman	3♠	4♦
3♦	3NT	4♥ To play
3♥	4♣	4♠ To play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card ♥ before 4 card♠

Defence to 3NT opening X= T/O

Defence to Opening Twos

Multi 2♦ X with 5+♦2♥/♠ T/O of that suit

RCO style 2-s Immediate X = that suit X coming back is T/O

Other 2-s Weak 2s Leaping Michaels Non leaping Michaels Lebensohl

Defence (1♣): X ♣ = ♥ 1♦ = ♦+♥ 1♥ = ♥+♠ {1♠ = ♠ = a minor

to

strong (2♣): Natural

1♣ / 2♣ Natural 6+♣

Over 1NT Interference Lebensohl

Lebensohl - other uses When partner doubles weak 2 opening

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

4♥ X=T/O

4♠ X= penalty 4NT = TO

10. OTHER NOTES

Over our 1NTX XX = single suit Bid of a suit is the lower of any 2 suits+cards

Replies to 2♥/♠ - 2NT 3♣ = weak hand 3♦ = weak points stronger suit 3♥/♠ = strong point