

## 4. BASIC RESPONSES

Jump raises - minors	4-8 HCP, 8 Losers
Jump raises - Majors	4-8 HCP, 8 Losers
Jump shifts after minor opening	Fit showing F1
Jump shifts after Major opening	Fit showing F1
Responses to strong 2 suit open.	2♦ NEG or waiting, 3♣ = 2nd NEG (3♦ over 3♣ rebid)
Responses to 2NT opening	Puppet Stayman 3♦/♥ = TRF

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Top of Touching	A/Q for ATT, K for NAT COUNT
Four or more with an honour	4th highest	
From 4 small	Usually 2nd highest	
From 3 cards (no honour)	MUD or TMB	
In partner's suit	Ssx, Xx, xXx or xxX, Hx	
<b>Discards</b>	NAT COUNT	
<b>Count</b>	NAT	
<b>Signal</b> on partner's lead:	NAT COUNT	NAT COUNT / ATT if A/Q
<b>Signal</b> on declarer's lead:	NAT COUNT	
<b>Notes</b>	Occasional overtones of NAT ATT or McKenny style suit preference	

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 3041 4♣ Gerber  when? Over 1NT opening

**Slam Notes** 4m - Minorwood if suit agreed or pull 3NT to 4m

Cue Bids  1st or 2nd

Asking Bids

## 7. OTHER CONVENTIONS

DOPI & ROPI	Blackout
3rd suit - ART GF after WK rebid by opener	1-2-3 Doubles

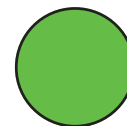
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	131792	Margaret BOURKE
& 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

Describe strength, minimum length, or specific meaning Canape

1♣	3+, ~11-19	1♥	4+, ~11-19
1♦	4+, ~11-19	1♠	5+, ~11-19
1NT (11+)	12-14	may contain 5 card Major <input type="checkbox"/>	

1NT Responses 2♣ Simple Stayman

2♦ TRF to ♥	2♠ TRF to ♣
2♥ TRF to ♠	2NT TRF to ♦
other	

2♣ STR: GF or 23-24 BAL

2♦ Weak Major 5-9, 6-card suit

2♥ 5♥ and 4+ minor less than opening values (usually 55 when vul)

2♠ 5♠ and 4+ minor less than opening values (usually 55 when vul)

2NT 20-22 BAL may have 5-card Major 3NT Gambling

other

## 2. PRE-ALERTS

Most competitive cues = limit+ raise

3rd suit FG after opener's weak rebid

2NT = limit+ raise after T/O X of our 1x

Fit showing jumps

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak (Intermediate in 4th)

Responsive doubles through 4♥ Unusual NT Lower unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor Both Majors

1NT overcall - re-opening 11-14 Immediate cue of Major Other Major + minor

Over weak twos X = T/O, 2NT = NAT, STR Over opening threes X = T/O

Over opponent's 1NT WK NT: 2♣ = Both Majors, 2♦ = M, 2♥/♠ suit + minor, X = PEN

STR NT: 2♣ = Both Majors, 2♦ = M, 2♥/♠ suit + minor, X = ♣ or ♦

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 9+ HCP, fit showing	3♦ SPL	
1♥ 5+ HCP, 4+♥	2♥ 9+ HCP, fit showing	3♥ SPL	
1♠ 5+ HCP, 4+♠	2♠ 9+ HCP, fit showing	3♠ SPL	
1NT 5-9 HCP	2NT 15+, 4+♣, no 4M	3NT 12-14, 4+♣, no 4M	
2♣ 9+ HCP, 4+♣, no 4M	3♣ 4-8 HCP, 4+♣ no 4M	4♣ Keycard in ♣	
other			
1♦ 1♥ 5+ HCP, 4+♥	2♥ 9+ HCP, fit showing	3♥ SPL	
1♠ 5+ HCP, 4+♠	2♠ 9+ HCP, fit showing	3♠ SPL	
1NT 5-9 HCP	2NT 15+, 4+♦, no 4M	3NT 12-14, 4+♦, no 4M	
2♣ 9+ HCP, 4+♣	3♣ 9+ HCP, fit showing	4♣ SPL	
2♦ 9+ HCP, 4+♦, no 4M	3♦ 4-8 HCP, 4+♦ no 4M	4♦ Keycard in ♦	
other			
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9 HCP, 3+♥	3♦ 9+ HCP, fit showing	
1NT 5-9 HCP	2♠ 9+ HCP, fit showing	3♥ 4-8 HCP, 8 losers	
2♣ 9+ HCP, 4+♣	2NT 4+♥, INV or better	3♠ SPL	
2♦ 9+ HCP, 4+♦	3♣ 9+ HCP, fit showing	3NT 12-14, BAL, 4♥	
other 4♦ = SPL, 4NT = Blackwood			
1♠ 1NT 5-9 HCP	2♠ 5-9 HCP, 3+♠	3♥ 9+ HCP, fit showing	
2♣ 9+ HCP, 4+♣	2NT 4+♠, INV or better	3♠ 4-8 HCP, 8 losers	
2♦ 9+ HCP, 4+♦	3♣ 9+ HCP, fit showing	3NT 12-14, BAL, 4♠	
2♥ 9+ HCP, 5+♥	3♦ 9+ HCP, fit showing	4♣ SPL	
other 4♦/♥ = SPL, 4NT = Blackwood			
1NT 3♣ NAT, Slam try	3♠ NAT, Slam try	4♦	
3♦ NAT, Slam try	3NT To play	4♥ To play	
3♥ NAT, Slam try	4♣ Gerber	4♠ To play	
other 4NT = Quantitative			
2♣ 2♦ NEG or waiting	2NT 10+ HCP, BAL	3♥ 6♥, 2 top honors	
2♥ 5+♥, 3+ controls	3♣ (5)6+♣, 3+ controls	3♠ 6♠, 2 top honors	
2♠ 5+♠, 3+ controls	3♦ (5)6+♦, 3+ controls	3NT	
other			
2♦ 2♥ P/C	3♣ NAT, F1	3♠ P/C	
2♠ P/C, INV	3♦ NAT, F1	3NT To play	
2NT INQ	3♥ P/C	4♣	
other			

Notes

2♥ 2♠ NAT, F1	3♦ NAT, F1	3NT To play	
2NT INQ	3♥ PRE	4♣ PRE P/C	
3♣ P/C	3♠	4♥ To play	
other 4NT = RKC; 5m = P/C			
2♠ 2NT INQ	3♥ NAT, F1	4♣ PRE P/C	
3♣ P/C	3♠ PRE	4♥ To play	
3♦ NAT, F1	3NT To play	4♠ To play	
other 4NT = RKC; 5m = P/C			
2NT 3♣ PUPPET Stayman	3♠ Minor suit Stayman	4♦ NAT, slam try	
3♦ TRF to ♥	3NT To play	4♥ TRF to ♣, no slam int	
3♥ TRF to ♠	4♣ NAT, slam try	4♠ TRF to ♦, no slam int	
other			

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♦=min no M; 2NT up = max

**Defence to 3NT opening** X= Good hand M orientated

**Defence to Opening Twos** X = 15+; Cue = OM + m, 55 (both M over WK 2♦)

Multi 2♦ X = 15+; 2NT = NAT; 4m = 6m + 4♠

RCO style 2-s 1-2-3 doubles

Other 2-s 1-2-3 doubles

**Defence** 1♣ : X = both M; 1NT = M = m; 2NT = both m

to

**strong** 2♣ : X = both M; NT= both m

♣

**Over 1NT Interference** Lebensohl, 1-2-3 doubles

**Lebensohl - other uses** After our X of WK 2 opening

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES

Cue bids = 1st or 2nd round control