

4. BASIC RESPONSES

Jump raises - minors	Limit	10-12p, 4+ cards
Jump raises - Majors	Limit	10-12p, 3+ cards
Jump shifts after minor opening		weak
Jump shifts after Major opening		2 level weak, 3 level splinter
Responses to strong 2 suit open.		2♦ 8+p, 2♥ 0-3p, 2N 4-7p no suit, other 4-7p 5+suit
Responses to 2NT opening		minor to play, major forcing

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Count, K-Attitude	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit		
Discards	Low Encourage	
Count	High-Low = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes Wenceslas		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	1st		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Jacoby	Lebensohl
Puppet Stayman over 2NT	SWINE
long suit trials	cue raise with values
DOPI, ROPI	Piglet (see Notes)
Crowhurst	

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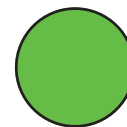
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	155098	Val Brockwell
& Names:	155020	Janet Kahler
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♣	11-20p 3+	1♥	11-20p 5+
1♦	11-20p 3+	1♠	11-20p 5+
1NT	11-14p	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Lavings

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

2♣ 21-22p bal. or semi-bal., 8.5+ playing tricks

2♦ <11p 6+ ♥ or ♠ of 23-24p bal. or semi-bal.

2♥ <11p 5+/4+ ♥ + another

2♠ <11p 5+/4+ ♠ + minor

2NT <11p 5+/5+ ♣ + ♦

3NT Kabel

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15-18p	Immediate cue of minor	♠ and another
1NT overcall - re-opening	11-14p	Immediate cue of Major	other major and a minor
Over weak twos	X for T/O + Lebensohl	Over opening threes	X for T/O
Over opponent's 1NT	2♣=any suit, 2♦=both M, 2♥=♥+m, 2♠=♠+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+p 4+	2♦ weak	3♦ splinter
1♥ 5+p 4+	2♥ weak	3♥ splinter
1♠ 5+p 4+	2♠ weak	3♠ splinter
1NT 5-9p no major	2NT 11-12p no 4 major	3NT 13-15p no 4 major
2♣ 5-9p 5+♣, no 4 major	3♣ 10-11p 5+, no 4 major	4♣ slam try
other		
1♦ 1♥ 5+p 4+	2♥ weak	3♥ splinter
1♠ 5+p 4+	2♠ weak	3♠ splinter
1NT 5-9p	2NT 11-12p no 4 major	3NT 13-15p no 4 major
2♣ 10+p 4+	3♣ weak	4♣ splinter
2♦ 5-9+p 4+, no 4 major	3♦ 10-11p 4+, no 4 major	4♦ slam try
other		
1♥ 1♠ 5+p 4+	2♥ 5-9p 3+	3♦ splinter
1NT 5-9p	2♠ weak	3♥ 10-11p 3+ fit
2♣ 10+p 4+	2NT GF raise	3♠ splinter
2♦ 10+p 4+	3♣ splinter	3NT 13-15p 3+
other		
1♠ 1NT 5-9p	2♠ 5-9p 3+	3♥ splinter
2♣ 10+p 4+	2NT GF raise	3♠ 10-11p 3+ fit
2♦ 10+p 4+	3♣ splinter	3NT 13-15p 3+
2♥ 10+p 5+	3♦ splinter	4♣ splinter
other		
1NT 3♣ slam interest	3♠ slam interest	4♦ slam try
3♦ slam interest	3NT to play	4♥ to play
3♥ slam interest	4♣ slam try	4♠ to play
other		
2♣ 2♦ 8p+	2NT 4-7p no 5 suit	3♥ 4-7p 5+ ♥
2♥ 0-3p	3♣ 4-7p 5+ ♣	3♠
2♠ 4-7p 5+ ♠	3♦ 4-7p 5+ ♦	3NT
other		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT enquiry	3♥ pass or correct	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT enquiry	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥ to play
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ natural, forcing	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ natural, forcing	4♣ to play	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Up the line

Defence to 3NT opening 4♣, 4♦=majors, better ♥, ♠

Defence to Opening Twos natural overcalls, X=15+ with Lebensohl responses

Multi 2♦ X=15+, natural overcalls

RCO style 2-s X=15+, natural overcalls

Other 2-s X=15+, natural overcalls

Defence 1♣ : X=majors, 1♦=long suit, Cappelletti

to

strong 2♣ : natural overcalls, X shows ♣s

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses over weak 2s

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ 4NT

10. OTHER NOTES

After 1NT-P-P-X: Piglet: XX=a 5 card suit, P lets responder bid:

P=values or 4333, XX forces 2♣ with 5 card m, 2♣=♣+another, 2♦=♦+M, 2♥=♥+♠