4. BASIC RESPONSES

Jump raises - minors	Limit 10-11 HCP, 4+ cards
Jump raises - Majors	Limit 10-11 HCP, 4+ cards
Jump shifts after minor opening	Weak at 2 level (0-4 6 card suit); Splinters
Jump shifts after Major opening	Weak at 2 level (0-4 6 card suit); Fit Showing Jumps; Splinters
Responses to strong 2 suit open.	2♦= relay; Suit bids natural forcing
Responses to 2NT opening	3♣=Puppet Stayman; 3♦/♥=Transfers; 3♠=Minor Suit Stayman

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Unblock K-Count
Four or more with an honour	4th highest	
From 4 small	4th highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx Xx xXx Hx hxX	
Discards	1. Low Encourage 2.Rev Count	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count	
Notes	Reverse Count and McKenney when obvious	

6. SLAM CONVENTIONS

4NT: Blackwood [X]	RKCB 1430	4♣ Gerber [X] when? 1NT (Pass) 4♣

Slam Notes Grand Slam Force; Exclusion Key Card

Cue Bids [X]

Asking Bids [X]

7. OTHER CONVENTIONS

Fourth Suit FG	Fit Showing Jumps
Help Suit Trial Bids	NAMYATS
Lebensohl	Jacoby 2NT
2♣ Checkback	R1P0/D1P0
SWINE	

ABF — AUSTRALIAN BRIDGE FEDERATION INC.
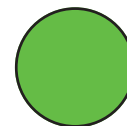
STANDARD SYSTEM CARD

ABF Nos.	233765	Kim Neale
& Names:	278017	Linda King

Basic System: ACOL

Brown Sticker [ ]   Classification: Green [X] Blue [ ] Red [ ] Yellow [ ]

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape [ ]

1♣	11+ HCP,	3+♣	1♥	11-20 HCP	5+♥
1♦	11-20 HCP	4+♦	1♠	11-20 HCP	5+♠

1NT	12-14 Balanced (11 with 5 card suit)	may contain 5 card Major [X]

1NT Responses 2♣ Simple Stayman

2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦

other

2♣	Any game force
2♦	Weak Major
2♥	Multi : weak, 5+♥ & 4+ any other suit (5/5 VUL)
2♠	Multi : weak, 5+♠ & 4+ in either minor (5/5 VUL)
2NT	20-22 balanced
3NT	Minor Suit Preempt

other

2. PRE-ALERTS

Fit Showing Jumps	Splinters
Opening 4♣/4♦ transfers to 4♥/4♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower Unbid Suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Michaels 5/5 Majors 6-10
1NT overcall - re-opening	10-14	Immediate cue of Major	5 other Major & 5 minor 6-10
Over weak twos	2NT 15-18, T/O X with Leb.	Over opening threes	Suit bid NF, T/O X
Over opponent's 1NT			

Weak: X=Penalty; 2♣=♥+another; 2♦=♠+minor; 2♥/♠=natural NF, 2NT=minors

Strong: X=single suit; 2♣=♥+another; 2♦=♠+minor; 2♥/♠=natural NF, 2NT=minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	5+ HCP, 4+♦	2♦	0-4 HCP, 6+♦	3♦	Splinter
	1♥	5+ HCP, 4+♥	2♥	0-4 HCP, 6+♥	3♥	Splinter
	1♠	5+ HCP, 4+♠	2♠	0-4 HCP, 6+♠	3♠	Splinter
	1NT	6-9 HCP, no major	2NT	Jacoby, 4+♣, slam try	3NT	12-14, Bal, 4+♣, no M
	2♣	6-9 HCP, 5+♣	3♣	10-11 HCP, 5+♣	4♣	RKCB
	other					

1♦	1♥	5+ HCP, 4+♥	2♥	0-4 HCP, 6+♥	3♥	Splinter
	1♠	5+ HCP, 4+♠	2♠	0-4 HCP, 6+♠	3♠	Splinter
	1NT	6-9 HCP, no major	2NT	Jacoby, 4+♦, slam try	3NT	12-14, Bal, 4+♦, no M
	2♣	10+ HCP, 4+♣	3♣	4+♦, solid ♣'s, F1	4♣	Splinter
	2♦	6-9 HCP, 4+♦, no M	3♦	10-11 HCP, 4+♦	4♦	RKCB
	other					

1♥	1♠	5+ HCP, 4+♠	2♥	6-9 HCP, 3+♥	3♦	4+♥, solid ♦'s, F to 3♥
	1NT	6-9 HCP	2♠	0-4 HCP, 6+♠	3♥	10-11 HCP, 4+♥
	2♣	10+ HCP, 4+♣	2NT	Jacoby, 4+♥, slam try	3♠	Splinter
	2♦	10+ HCP, 4+♦	3♣	4+♥, solid ♣'s, F to 3♥	3NT	12-14, Bal, 4+♥
	other					

1♠	1NT	6-9 HCP	2♠	6-9 HCP, 3+♠	3♥	4+♠, solid ♥'s, F to 3♠
	2♣	10+ HCP, 4+♣	2NT	Jacoby, 4+♠, slam try	3♠	10-11 HCP, 4+♠
	2♦	10+ HCP, 4+♦	3♣	4+♠, solid ♣'s, F to 3♠	3NT	12-14, Bal, 4+♠
	2♥	10+ HCP, 5+♥	3♦	4+♠, solid ♦'s, F to 3♠	4♣	Splinter
	other					

1NT	3♣	Solid ♣'s, slam interest	3♠	Solid ♠'s, slam interest	4♦	--
	3♦	Solid ♦'s, slam interest	3NT	To Play	4♥	To Play
	3♥	Solid ♥'s, slam interest	4♣	Gerber	4♠	To Play
	other					

2♣	2♦	Relay	2NT	--	3♥	--
	2♥	8+ HCP, Good 6+♥'s	3♣	8+ HCP, Good 6+♣'s	3♠	--
	2♠	8+ HCP, Good 6+♠'s	3♦	8+ HCP, Good 6+♦'s	3NT	--
	other	Reverse Kokish applies over sequence 2♣ 2♦ 2♥				

2♦	2♥	Pass or Correct	3♣	6+♣'s, Forcing	3♠	4+♥/3+♠, Correctable
	2♠	Raise to 3♥, short ♠'s	3♦	6+♦'s, Forcing	3NT	To Play
	2NT	Enquiry	3♥	3+♥/3+♠, Correctable	4♣	--
	other					

2♥	2♠	Pass or Correct	3♦	Pass or Correct	3NT	To Play
	2NT	Enquiry	3♥	4♥'s, NF	4♣	Pass or Correct
	3♣	Pass or Correct	3♠	Natural and invitational	4♥	To Play
	other					

2♠	2NT	Enquiry	3♥	Natural and invitational	4♣	Pass or Correct
	3♣	Pass or Correct	3♠	4♠'s, NF	4♥	To Play
	3♦	Pass or Correct	3NT	To Play	4♠	To Play
	other					

2NT	3♣	Puppet Stayman	3♠	Minor Suit Stayman	4♦	6+♦'s, slam interest
	3♦	Transfer to ♥	3NT	To Play	4♥	To Play
	3♥	Transfer to ♠	4♣	6+♣'s, slam interest	4♠	To Play
	other					

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round [ ] Game force [X]

NT Checkback [X] Priorities: To show 3 card major suit fit

Defence to 3NT opening X=Values; 4♣/♦= both majors; 4♥/♠=natural; 4NT=Major+minor

Defence to Opening Twos X=T/O, Suit Bids Natural, 2NT=15-18 HCP

Multi 2♦

RCO style 2-s

Other 2-s

Defence to strong 1♣ / 2♣	
(1♣):	X=♣'s; 1 level bids natural; 2 level bids DONT (5/4 either way)
(2♣):	X=5+♥/4+another, 2♦=5+♠/4+minor, 2♥/♠=natural, 2NT=5/5 minors

Over 1NT Interference Over X Swine; otherwise Lebensohl

Lebensohl - other uses As reponse to X of opponents weak 2 openings

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

4♥ X=T/O

4♠ X=T/O, 4NT=2-suited T/O

10. OTHER NOTES