

4. BASIC RESPONSES

Jump raises - minors	inverted
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.	2D waiting
Responses to 2NT opening	Puppet Stayman

5. PLAY CONVENTIONS Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead all exc AK for count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	MUD depending	
Discards	low encourage	
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 checked="" type="checkbox"/>	
minorwood1430		

7. OTHER CONVENTIONS

Support doubles	
Cue raises	
lebensohl	

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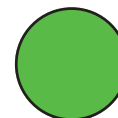
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**AUSTRALIAN BRIDGE
FEDERATION INC.**

STANDARD SYSTEM CARD



ABF Nos.	197912	Sue Lusk
& 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	may contain 5 card Major <input checked="" type="checkbox"/>

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

2♣ 21+ unbalanced, 23+ balanced or 8+ playing tricks	
2♦ 4+H and 4+S. 6-9	
2♥ 5+H, 6-9	
2♠ 5+S, 6-9	
2NT 20-22	3NT gambling, long solid minor
other	

2. PRE-ALERTS

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) both majors	(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=transfer to C. then C=D etc	Negative DBL thru	4H
Suit bid lower of 2 four card suits	Responsive DBL thru	4H

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4 cards, 6+	2♦ splinter	3♦ splinter void
1♥ 4 cards, 6+	2♥ weak 6 card suit	3♥ splinter
1♠ 4 cards, 6+	2♠ weak 6 card suit	3♠ splinter
1NT 6-9 no major	2NT 11-12 balanced	3NT 13-15, 4333
2♣ 5+, 10+	3♣ 5+, weak	4♣ minorwood
other		
1♦ 1♥ 4 cards, 6+	2♥ weak 6 card suit	3♥ splinter
1♠ 4 cards, 6+	2♠ weak 6 card suit	3♠ splinter
1NT 6-9 no major	2NT 11-12 balanced	3NT 13-15, 4333
2♣ 10+, 5 clubs	3♣ splinter	4♣ splinter void
2♦ 5+, 10+	3♦ 5+, weak	4♦ minorwood
other		
1♥ 1♠ 4+, 6+	2♥ 6-9, 3+H	3♦ splinter
1NT 6-9, denies S	2♠ splinter	3♥ 9-11, 4H
2♣ 10+ or 3H 9+ or bal GF	2NT Jacoby, 13+	3♠ splinter
2♦ 10+	3♣ splinter	3NT 13-15, 3H
other Over 1H - 2C, 2D= accept limit raise, 2H=min hand		
1♠ 1NT 6-9	2♠ 6-9, 3S	3♥ splinter
2♣ 10+ or 3S	2NT Jacoby, 13-15	3♠ 4S, 9-11
2♦ 10+ or 3S 9+ or bal GF	3♣ splinter	3NT 13-15, 3S
2♥ 10+	3♦ splinter	4♣ splinter void
other 4D= splinter void Over 1S - 2C, 2D=accept limit raise, 2S= minimum		
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♦ waiting, negative	2NT 7-8, 1 control at most	3♥ 6+, 2 of top 3 hrs
2♥ 5+, A and K in hand	3♣ 5+, A and K in hand	3♠ 6+, 2 of top 3 hrs
2♠ 5+, A and k in hand	3♦ 5+, A and K in hand	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♠	3♦	3NT
2NT asks for strength-3C	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT asks for strength-3C	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣ Puppet Stayman	3♠ minors, 5/5	4♦
3♦ transfer to H	3NT to play	4♥
3♥ transfer to S	4♣	4♠
other		

9. CONVENTIONS

Unusual NT: lowest 2 unbid suits

4th Suit Forcing One round GF 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

RCO style 2-s

Other 2-s

Defence 1 level lead directing. X = majors, NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

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

4♥ Double 4♠ 4NT

10. OTHER NOTES

Support doubles and redoubles

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