

#### 4. BASIC RESPONSES

Jump raises - minors	Preemptive
Jump raises - Majors	Preemptive
Jump shifts after minor opening	At 2 level:= 4-8 6 card suit*; at 3level= splinter;
Jump shifts after Major opening	At 2 level:= 4-8 6 card suit*; at 3level= splinter;
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Muppet with retransfer; 3♠= minor Stayman

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead; A=attitude; K=count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Third if unsupported	
<b>Discards</b>	Low encourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Count (reverse)	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	Minorwood, Exclusion Blackwood;		
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

Cue raises	Jacoby 2NT raises
Splinter bids	Lebensohl
Crowhurst	Michaels + Leaping Michaels
DOPI, ROPI	
Long suit trials	System on after 1NT and 2NT overcall

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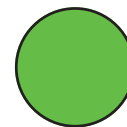
\*In competition jumps to 2 level are fit showing

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## AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

ABF Nos.	130311	Sam Arber
& Names:	137431	Richard Greenfield
Basic System:	Acol (1st, 2nd and 4th); Standard (3rd)	
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 <input type="checkbox"/>
1♣ 11+, (3)4	1♥ 11+, 4 (5 in 3rd)	
1♦ 11+,4 (3 in 3rd)	1♠ 11+, 4 (5 in 3rd)	
1NT 11-14 (12-14 vul); 15-18 in 3rd	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ Extended Stayman 2♦ Tfer ♥s unless then 2♠(= range probe) 2♠ Transfer ♣ with super accept 2♥ Transfer ♠ 2NT Transfer ♦ with super accept other		
2♣	Semi game force +; any shape	
2♦	Weak 2♥ or 2♠	
2♥	5+♥ and 4+ minor; weak	
2♠	5+♠ and 4+ minor; weak	
2NT	20-22 balanced	3NT Preempt ♣ or ♦
other	4♣/♦=minorwood	

#### 2. PRE-ALERTS

3NT opening= 4C or 4D preempt	1NT 2♦ not necessarily transfer
4♣/♦ opening=minorwood	(2M) 3M= both minors
4NT=5+♣ and 5+♦	3rd position openings (and responses)

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (non-vul)/Intermediate (6+;10-15) (vul)
Responsive doubles through	4♥	Unusual NT	Lower 2 suits
1NT overcall - immediate	15-18(/Sandwich)	Immediate cue of minor	Both majors; 5+/5+
1NT overcall - re-opening	15-18	Immediate cue of Major	Other major + minor; 5+/5+*
Over weak twos	X plus "Lebensohl"	Over opening threes	X
Over opponent's 1NT	2♣= majors; 2♦= single suited hand undisclosed suit; 2♥/♠=5♥/♠ = 4+m		

\* Cue of M after 2M weak= both minors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 4+	2♦ 4-8, 6+	3♦ Splinter
1♥ 6+, 4+	2♥ 4-8, 6+	3♥ Splinter
1♠ 6+, 4+	2♠ 4-8, 6+	3♠ Splinter
1NT 6-9, 4+♦, no 4M	2NT 10-12 or 16+; 4+♣	3NT 13-15, 4+♣
2♣ 6-9, 4+	3♣ Preemptive	4♣ RKCB
other 4♦=exclusion Blackwood; 4♥/♠= to play		
1♦ 1♥ 6+, 4+	2♥ 4-8, 6+	3♥ Splinter
1♠ 6+, 4+	2♠ 4-8, 6+	3♠ Splinter
1NT 6-9	2NT 10-12 or 16+; 4+♦	3NT 13-15, 4+♦
2♣ 10+, 4+	3♣ Splinter	4♣ Splinter
2♦ 6-9, (3)4+	3♦ Preemptive	4♦ RKCB
other 4♣=exclusion Blackwood; 4♥/♠= to play		
1♥ 1♠ 6+, 4+	2♥ 6-9, (3)4+	3♦ Splinter
1NT 6-9	2♠ 4-8, 6+	3♥ Preemptive
2♣ 10+, 4+	2NT 10-12 or 16+; 4+♥	3♠ Splinter
2♦ 10+, 4+	3♠ Splinter	3NT 13-15, 4+♥
other 4♣/♦/exclusion Blackwood; 4♠= to play		
1♠ 1NT 6-9	2♠ 6-9, (3)4+	3♥ Splinter
2♣ 10+, (3) 4+	2NT 10-12 or 16+; 4+♠	3♠ Preemptive
2♦ 10+, 4+	3♣ Splinter	3NT 13-15, 4+♠
2♥ 10+, 5+	3♦ Splinter	4♣ Splinter
other 4♣/♦/=exclusion Blackwood; 4♥= to play		
1NT 3♣ Conditional RKCB*	3♠ Conditional RKCB*	4♦ RKCB
3♦ Conditional RKCB*	3NT To play	4♥ To play
3♥ Conditional RKCB*	4♣ RKCB	4♠ To play
other		
2♣ 2♦ <3 controls	2NT 3+ c'ls; no 5M	3♥ <3 controls; 1 loser suit
2♥ 3+ c'ls; 5+	3♣ <3 controls; 1 loser suit	3♠ <3 controls; 1 loser suit
2♠ 3+ c'ls; 5+	3♦ <3 controls; 1 loser suit	3NT
other		
2♦ 2♥ Pass or correct	3♣ Enquiry	3♠ weak; 4+♥s+4+♠s
2♠ Enquiry-can be passed	3♦ Asks for shortage	3NT 5+♥, likely 1-♠
2NT Enquiry	3♥ Pass or correct	4♣ Long ♣s FG
other 4♦= Long ♦s GF; 4♥= pass or correct; 4♠= to play		

**Notes** \*Conditional RKCB = bid RKCB if 3 card support (but 1st step= min); else 3NT

2♥ 2♠ 6+ inv'l	3♦ 6+ ♠ gf (non-passed)	3NT To play
2NT Enquiry	3♥ Preemptive	4♣ Splinter
3♣ Pass or correct	3♠ Splinter	4♥ To play
other		
2♠ 2NT Enquiry	3♥ (5)6+ invitational	4♣ Splinter
3♣ Pass or correct	3♠ Preemptive	4♥ Splinter
3♦ 6+ ♥ gf (non-passed)	3NT To play	4♠ To play
other		
2NT 3♣ Enquiry (Muppet Staym)	3♠ Minor suit enquiry	4♦ Minorwood
3♦ Transfer	3NT To play	4♥ RKCB ♥
3♥ Transfer	4♣ Minorwood	4♠ RKCB ♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lower unbid suits

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

**NT Checkback**  Priorities: Up the line (but no check back after 3rd in hand opening)

**Defence to 3NT opening** 4♣=5+♥+5♠; 4♦=5♥+6+♠

**Defence to Opening Twos**

Multi 2♦ X=takeout of ♠; 2♥= takeout of ♥

RCO style 2-s 2NT=19-21; 3NT=22-24; X=any other 16+; otherwise pass and wait

Other 2-s

**Defence** 1♣ :X=♣s; 1♦/1♥/♠=weak 5+; 2♣=weak majors; 2♦=weak 6+♥ or ♠;  
**to** 2♥=5+♥/4+m; 2♠= 5+♠/4+m; 1NT or 2NT= minors; 3♣/♦= weak♣/♦  
**strong** 2♣ : Natural  
 ♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** After our takeout X of weak 2 or of 2 level jump overcall

**Take out of 4 level pre-empts** 4♣/4♦ X  
 4♥ X 4♠ X=values; 4NT= any 2 suiter

## 10. OTHER NOTES

Fit showing Jumps to 2 level in competition: after fit showing jump, new suit=strength enquiry (M agreed); shows stopper (m sgreed)