4. BASIC RESPONSES Inverted - 5+ suit, 5-9 pts Jump raises - minors Jump raises - Majors Over 1♥ = limit raise 4 hearts, Over 1♠=4spades 3-6pts Jump shifts after minor opening bid of major shows 6+ suit 3-6 pts Over 1♠ Bergen responses, over 1♥ weak 6/7 card suit 3-6pts Jump shifts after Major opening Responses to strong 2 suit open. Show controls over 2♣, 2♦=0-1 controls, 2♥=2 etc Responses to 2NT opening 3♣,3♦,3NT to play, 3♥,3♠ forcing and natural, 4♣,4♦ RKCB 5. PLAY CONVENTIONS **Show priorities** Versus **NoTrump** (if different) Versus Suit (or both) Sequences: Overlead, A/Q attitude, K count Leads Four or more with an honour 4th highest 2nd highest From 4 small Top Middle From 3 cards (no honour) In partner's suit same High encourage **Discards** Natural - High-Low = Even Count Attitude - natural **Signal** on partner's lead: Signal on declarer's lead: Natural count Notes Ten or Jack lead can show interior sequence against NT 6. SLAM CONVENTIONS 4♣ Gerber Blackwood **RKCB 1430** when? 4NT: Slam Notes DOPI/ROPI Cue Bids Cue 1st round controls up line Asking Bids 7. OTHER CONVENTIONS Ghestem 2 suited overcalls Namyats (opening 4♣ and 4♦) SWINE after 1NT-X Jacoby 2NT over 1M = game force Bergen over 1♠ opening Support X and XX to 2 level www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. 14 Feb 2016 Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

			PIAI	NUAL	<u>D</u> 3	ISILIVI	CA	nu)			
ABF No:	S.	24211	Le	s Grewco	ck						
& Nam	nes:	5355 Steven Bock									
Basic System: ACOL with variations											
Brown S	Sticker	CI	<u>assifica</u>	ation: G	reen 🕽	(Blue [Red	Yellow	<i>'</i>	
				1. OP	ENI	NG BID	S				
Describe	e strength	n, minimu	m lengt	th, or spec	ific mea	ıning			Canape	÷ 🔲	
14 3+4	e , 11+					1♥ 4+♥, 11+					
1 ♦ 4 + 	, 11+					1♠ 5+♠, 11+					
1NT 12	-14 NV,	15-18 V	UL					may contain	5 card Major	X	
1NT Res	sponses	2 ♣ Simp	ole Stay	yman ove	er weak	NT, Laving	s ove	r Strong NT	-		
2♦ Transfer to ♥						2♠ Range chk weakNT,Trf to ♣ strong NT					
2♥ Transfer to ♠						2NT Trf minor weak NT,Trf to ♦ strong NT					
other											
2♣ Stro	ong bala	nced 23	+ or ga	ame force							
2♦ Multi:6 card M 6-10;or 21-22 bal;or 8 playing tricks any suit (4th seat 8 play tricks in ♦)										in ♦)	
2♥ 5+♥	5+ and	ther suit	, 6-10	pts	(4th	seat 8 play	ing tri	cks in 💙)			
2♠ 5+♠ 5+ minor, 6-10 pts (4th seat 8 playing tricks in ♠)											
2NT Minors 5+5+,6-10pts(4th seat 21-22bal) 3NT Solid minor, max K outside											
other No	te chan	ges in 4t	h seat	to 2 ♦ /2 ♥	/2 ♠ op	enings					
				2. PI	RE-A	LERTS	•				
Inverted minors						X over strong NT shows single suited minor					
Variable	e NT op	enings d	epend	ing on Vu	ıl						
Bergen	over 14										
		3.				IDS / OVE					
Negative of	loubles thro	ugh	3♠	Jump over	alls we	eak when single suiter					
Tiooponono dodoloo anodgii						vo lowest unbid suits					
• •					iate cue of minor						
1NT overc	all - re-oper	ning 11-	14, sys	stem on	Immed	iate cue of Major	5-5	in 🙅 + unbi	d major		
	twos no					er opening threes normal					
						NT=a mino					
Others:	2 ♣ =bot	th majors	s min 4	l-4, 2 ♦ =a	major,	2 ♥=♥ +mino	or, 2 	= + +minor,	2NT=min	ors	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe strei	igiri,	minimum length, or specific	J IIIE	aning	
1♣ 1♦	4+♦, 5+pts	2	3-6pts, 6 card suit	3	Splinter agreeing 🛧	
1♥	4+♥, 5+pts	2	3-6pts, 6 card suit	3 Y	Splinter agreeing 🛧	
1♠	4+♠, 5+pts	2	3-6pts, 6 card suit	3♠	Splinter agreeing 🛧	
1NT	6-9pts, no M	2NT	10-12pts, bal no M	3NT	13-15pts bal, no M	
2	4+♣, 10+pts, no M	3 -	5+♣, 4-9 pts	4♣	RKCB	
other	1♣ - 4♥/4♠ = to play					
1♦ 1♥	4+♥, 5+pts	2	3-6pts, 6 card suit	3 Y	Splinter agreeing ◆	
1♠	4+♠, 5+pts	2	3-6pts, 6 card suit	3♠	Splinter agreeing ◆	
1NT	6-9pts, no M	2NT	10-12pts, bal no M	3NT	13-15pts bal, no M	
2	4+♣, 10+ pts	3 ♣	3-6pts, 7 card suit	4 ♣	Splinter agreeing •	
2	4+♦, 10+pts, no M	3◆	5+♦, 4-9 pts	4	RKCB	
other	1♦ - 4♥/4♠ = to play					
₩ 1 ♠	4+♠, 5+pts	2	3+ ♥ support, 5-9pts	3	3-6pts, 7 card suit	
1NT	6-9pts, denies 4♠	2	3-6pts, 6 card suit	3 Y	4+♥, 10-12pts	
2	4+♣, 10+ pts	2NT	Jacoby GF agrees ♥	3 ♠	Splinter agreeing ♥	
2	4+♦, 10+ pts	3 ♣	3-6pts, 7 card suit	3NT	13-15 bal, no 4 ♠	
other	1 ♥ -4 ♣ /4 ♦ = splinters					
1♠ 1NT	6-9pts	2♠	3 card ♠ raise, 5-9pts	3	3 card ♠ raise,10-12pts	
2	4+♣, 10+ pts	2NT	Jacoby GF agrees 4	3 ^	4 card ♠ raise, 3-6pts	
2	4+♦, 10+ pts	3 ♣	4 card ♠ raise, 7-9pts	3NT	13-15 bal (no 4♥)	
2	5+♥, 10+ pts	3◆	4 card ♠ raise,10-12pts	4♣	Splinter	
other	1 ♠ -4 ♣ /4 ♦ /4 ♥ = splint	ers				
INT 3♣	GF Slam interest	3♠ GF Slam interest		4♦ RKCB		
3◆	GF Slam interest	3NT	To play	4	To play	
3♥	GF Slam interest	4 ♣	RKCB	4	To play	
other						
2♣ 2♦	0-1 controls	2NT	4 controls	3	Solid 6+ suit	
2	2 controls	3♣	5+ controls	3 ♠	Solid 6+ suit	
2	3 controls	3◆	Solid 6+ suit	3NT		
other	K=1 control, A=2 control	ls				
2♦ 2♥	Pass/correct	3♣	To play vs weak 2M	3	Pass/correct	
1			To play vs weak 2M	3NT		
2	Pass/correct &♥ tolerage	3	10 play vs weak Zivi	JIVI		
	Pass/correct &♥ tolerage Enquiry	3 ▼	Pass/correct	3N I		

4♥ To play 3♣ To play 3 other Natural responses vs 4th seat strong opening 2♠ 2NT Forcing relay 3**Y** 4 3♠ Pre-emptive raise 3♣ To play 3♦ To play 3NT To play To play other Natural responses vs 4th seat strong opening 3♠ Natural & forcing 4♦ RKCB in ♦ 2NT 3♣ To play 3♦ To play 3NT To Play 4♥ To play 3♥ Natural & forcing 4♣ RKCB in ♣ 4♠ To play other vs 4th seat opening- 3♣ Puppet stayman, 3♦/3♥ trfs,3♠=5♠ & 4♥, 4♣/4♦ RKCB 9. CONVENTIONS Unusual NT: Lower 2 unbid suits Game force X 4th Suit Forcing One round Priorities: Show strength then suit support up line NT Checkback X **Defence to Opening Twos** 2NT-15-18 bal, X=any other 15+, suit bids natural Multi 2 RCO style 2-s 2NT=15-18bal, suit bids natural, X shows suit bid Other 2-s **Defence** over 1♣ : X=majors,1♦=any single suiter, 1♥=♥+minor, 1♠=♠+minor over 1♣: 1NT=minors, 2 & 3 level bids natural/pre-emptive strong over 2♣: 2NT=minors, suit bids natural Lebensohl Over 1NT Interference Lebensohl - other uses After weak 2 opening by opponents and X by us Take out of 4 level pre-empts 4 - 4 - 4 X **4♥** X 4**♠** 4NT **10. OTHER NOTES**

3♦ To play

3♥ Pre-emptive raise

3NT To play

4

2♥ 2♠ Pass/correct

2NT Forcing relay