#### 4. BASIC RESPONSES Jump raises - minors Preempt Jump raises - Majors Preempt weak jumps in major, 1♣ - 2♦ and 1♦ - 3♣ - limit raise Jump shifts after minor opening 3♣/♦ Bergen, 2♠/3♥ = 3 card limit raise Jump shifts after Major opening Responses to strong 2 suit open. 2♦ weak or waiting Responses to 2NT opening 3♣ puppet stayman, 3♦/♥ transfer, 3♠ minors 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus **NoTrump** (if different) (or both) Sequences: Overlead All Overlead, A-Attitude K-Count Leads Four or more with an honour 3rd/Low 3rd/Low 2nd highest From 4 small 2nd highest From 3 cards (no honour) **Bottom Bottom** In partner's suit **Bottom Bottom** Discards reverse count reverse count Low-High = Even Count Low-High = Even **Signal** on partner's lead: reverse count reverse count Signal on declarer's lead: reverse count Notes First discard is reverse attitude, subsequent discards reverse present count 6. SLAM CONVENTIONS **RKCB 3041** Blackwood 4♣ Gerber when? 4NT: **Slam Notes** Cue Bids X 1st or 2nd Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. 2016-02-28 09:09 Copyright © ABF 2015



# AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

	317	ANDAN	י כ ע	SILIVI	CAND			
ABF Nos. 138	BF Nos. 138649 Simon Hinge							
& Names: 158	lames: 158291 George Kozakos							
Basic System: Acol								
Brown Sticker	Classi	ification: Gr	een 🗌	Blue	R	ed X	Yellow	
		1. OP	ENII	NG BIDS	S			
Describe strength, min	nimum le	ength, or speci	fic mea	ning			Canape	
1♣ 11+, 2+♣				<b>♥</b> 11+, 5+ <b>♥</b>				
1♦ 11+, 2+♦			•	<b>↑</b> 11+, 5+ <b>♦</b>				
<b>1NT</b> 15 - 17					may	y contain 5 ca	rd Major 🗶	
1NT Responses 24	Simple S	Stayman						
2♦ transfer to ♥				2♠ transfer	to 🙅			
2♥ transfer to ♠				2NT transfer	to 🔷			
other 3♣/◆/♥/♠ - 6	card su	uit, slam intere	st					
2♣ strong, GF or 23-	balance	ed						
2♦ weak, 6♦								
2♥ weak, 6♥								
2♠ weak, 6♠								
<b>2NT</b> 20 - 22			;	BNT gambling	g			
other								
		2. PF	RE-A	LERTS				
Bergen raises								
	3. C0	OMPETITI	VE BI	DS / OVE	RCALLS	3		
Negative doubles through	4♠	Jump overca	alls we	ak				
Responsive doubles through	1 4♠	Unusual NT	low	er suits				
INT overcall - immediate 15 -18 Imme		Immedi	ate cue of minor	Michaels	, both majo	ors		
1NT overcall - re-opening 11 - 14 Imme			Immedi	ate cue of Major	Michaels	, other maj	or plus minor	
Over weak twos X for takeout 0v			Ove	r opening threes	threes X for takeout			
Over opponent's 1NT $2 - + + + + + + + + + + + + + + + + + + $								

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

			,	minimum length, or specin		ag
1♣	1 🄷	4+♦, 5+ hcp	2	5+♣, 8 - 10 hcp	3	splinter
	1♥	4+♥, 5+ hcp	2	weak jump	3 <b>Y</b>	splinter
	1	4+♠, 5+ hcp	2	weak jump	3♠	splinter
	1NT	6 - 10, bal	2NT	10 - 12, bal, no major	3NT	13 - 15, bal
	2	4+♣,no major, 11+ hcp	3 <b>-</b>	5+♣, 4 - 7 hcp	4	preempt
	other					
1 🄷	1 💙	4+♥, 5+ hcp	2	weak jump	3	splinter
	1	4+♠, 5+ hcp	2	weak jump	3♠	splinter
	1NT	6 - 10 bal	2NT	10 -12 bal, no major	3NT	13 - 15 bal
	2	4+♣, 11+ hcp	3 <b>-</b>	4+♦, 8 - 10 hcp	4♣	splinter
	2	4+♦, no major, 11+ hcp	3	4+♦, 4 - 7 hcp	4	preempt
	other					
1 💙	1♠	4+♠, 5+ hcp	2	3♥, 5 - 10 hcp	3	4+♥, 6 - 9 hcp
	1NT	6 - 11 bal	2	3♥, 11 - 12 hcp	3	4+♥, 3 - 5 hcp
	2	4+♣, 11+ hcp	2NT	4+♥, 13+ hcp	3♠	splinter, 10 - 14 hcp
	2	4+♦, 11+ hcp	3 <b>-</b>	4+♥, 10 - 12 hcp	3NT	4+♥, 3♥, 13 - 15 bal
	other	<b>1♥</b> - <b>4♣/♦</b> = splinter, <b>10</b> -	14 h	ср		
1♠	1NT	6 - 11 bal	2	3♠, 5 - 10 hcp	3	3♠, 11 - 12 hcp
	2	4+♣, 11+ hcp	2NT	4+♠, 13+ hcp	3 <b>♠</b>	4+♠, 3 - 5 hcp
	2	4+♦, 11+ hcp	3 <b>-</b>	4+♠, 10 - 12 hcp	3NT	4+♠, 3♠, 13 - 15 bal
	2	5+♥, 11+ hcp	3	4+♠, 9 - 9 hcp	4 <b>♣</b>	splinter, 10 - 14 hcp
	other	1♠ - 4♦/♥ = splinter, 10 -	14 hc	р		
1NT	3 <b>♣</b>	6+♣, slam interest	3	6+♠, slam interest	4	5 <b>∀</b> /5♠, weak
		6+♦, slam interest	3NT	to play		6+♥, to play
	3 <b>Y</b>	6+♥, slam interest	4	gerber		6+♠, to play
	other					
2♣	2	weak or waiting	2NT	9 - 11 bal	3	6+♥, solid suit
•		5+♥, 8+ hcp		5+♣, 8+ hcp		6+♠, solid suit
		5+♠, 8+ hcp	3	5+♦, 8+ hcp		12+ bal
		2♣ - 2♦; 2♥/2♠ - 3♣ = 2		·		
		5+♥, forcing		5+♣, forcing	3♠	splinter
- *		5+♠, forcing		natural, non forcing		to play
		forcing inquiry		splinter		splinter
		4♦ = splinter, 4♥ = correct		•		,
oto		1				

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2	2	5+♠, forcing	3◆	5+♦, forcing	3NT	to play
	2NT	forcing inquiry	3 <b>Y</b>	to play	4	splinter
	3 <b>♣</b>	5+♣, forcing	3 <b>^</b>	splinter	<b>4</b>	to play
	other	4♦ = splinter				
2	2NT	forcing inquiry	3 <b>Y</b>	5+♦, forcing	4♣	splinter
	3 <b>-</b>	5+♣, forcing	<b>3♠</b>	to play	<b>4</b> ♥	splinter
	3◆	5+♦, forcing	3NT	to play	4	to play
	other	4♦ = splinter				
2NT	3 <b>-</b>	baron	3 <b>♠</b>	minors	4	6+♦, slam interest
	3◆	5+♥	3NT	to play	<b>4</b>	6+♥, to play
	3 <b>Y</b>	5+♠	4	6+C, slam interest	4	6+♠, to play
	other					
			_			

## 9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits						
4th Suit Ford	ing One round	Game force					
NT Checkba							
<b>Defence to 3NT opening</b> X = values, bids natural							
Defence to Opening Twos X for takeout							
Multi 2◆	X = 14+ hcp						
RCO style 2-s	X = 14+ hcp						
Other 2-s	X = take out						
Defence 1	: X = majors, 1NT = minors, jumps weak						
to							
strong 2	: X = majors, 2NT = minors, jumps weak						
•							

Over 1NT Interference takeout double

**Lebensohl - other uses** after a weak 2 is doubled for take out

**Take out of 4 level pre-empts** 44/4 X = take out

4♥ X = take out

4♠ X = take out

## **10. OTHER NOTES**