

#### 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: Jacoby 2NT
Jump raises - Majors	Limit 10-12	Other: 3NT = 13-15
Jump shifts after minor opening	<7hcp, 6+ cards	
Jump shifts after Major opening	<7hcp, 6+ cards	
Responses to strong 2 suit open.	2NT = minors, otherwise natural	
Responses to 2NT opening	5-card Stayman and Transfers	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Underlead	
Four or more with an honour	4th highest	Q=QK or QJ; KJ10x, lead 10
From 4 small	4th highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	McKenney	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low enc; nat count on opening lead	
<b>Signal</b> on declarer's lead:		
<b>Notes</b> Versus NT: lead of Q = QK or QJ; KJ10x		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when? after NT, 4C = Blackwood

##### Slam Notes

Cue Bids  1st or 2nd round control

Asking Bids

#### 7. OTHER CONVENTIONS

normal checkback	
Lebensohl	
Jacoby 2NT 12+ with 4♥/♠ cuebids follow	
4th suit forcing	
DOPI-ROPI	

[www.abf.com.au](http://www.abf.com.au)

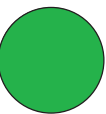
PDF Form Rev. 13F21 by RoL

MyRev. May 2024

Copyright © ABF 2013



AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	161829	Margaret Gibbs
& Names:	154105	Margaret Robertson
Basic System:	Acol	
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+	4	1♥	11+	4
1♦	11+	4	1♠	11+	4
1NT	15-17		may contain 5 card Major <input checked="" type="checkbox"/>		
1NT Responses		2♣ Simple Stayman	Other: 5 Card Stayman		
2♦ trf to ♥		2♠ trf to ♣			
2♥ trf to ♠		2NT Invitational			
other					

2♣ Strong, Game Force .2NT rebid = 23-24; 3NT rebid = 25+

2♦ 6♥/♠ = 5-9 hcp

2♥ 5/5 Hearts and another

2♠ 5/5 spades and a minor

2NT 20-22

3NT long minor

other nil

#### 2. PRE-ALERTS

No Puppet Stayman	Lebensohl
	Checkback (normal)

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	2♠	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	minors
1NT overcall - immediate	15-18 (Sys. on)	Immediate cue of minor	5/5 maors
1NT overcall - re-opening	10-12 (Sys. on)	Immediate cue of Major	5/5 other Major & a Minor
Over weak twos	X	Over opening threes	X
Over opponent's 1NT	over weak NT, X = penalty, 2♣ = ss, 2♦ = both majors, 2♥/♠ = ♥/♠ and a minor		
Over strong NT (16 in range) as for over 1NT			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6 4+♦	2♦ <6 hcp 6♦	3♦ Preempt
1♥ 6 4+♥	2♥ <6 hcp 6♥	3♥ Preempt
1♠ 6 4+♠	2♠ <6 hcp 6♠	3♠ Preempt
1NT 6-9 HCP	2NT 10-12, no 4M	3NT 13-15, no 4CM
2♣ 6 4+♣	3♣ 10-12, no 4cM	4♣
other 4♥/4♠ to play		
1♦ 1♥ 4+♥, 6+ HCP	2♥ <6 hcp 6♥	3♥ N/A
1♠ 4+♠, 6+ HCP	2♠ <6 hcp 6♠	3♠ N/A
1NT 6- 9, no 4M	2NT 10 - 12, no 4CM	3NT 13-15, no 4CM
2♣ 4+♣, 10+ HCP, no 4CM	3♣ <6hcp 6♣	4♣ N/A
2♦ 6+, 4+♦	3♦ 10-12, no 4CM	4♦
other 4♥/4♠ to play		
1♥ 1♠ 4+♠, 6+ HCP	2♥ 6-9, 3+♥	3♦ <6hcp 6+♦
1NT 6-9 hcp	2♠ 6-9, 4+♥	3♥ 10-12 4+♥
2♣ 5+♣, 10+ HCP,	2NT 12+ HCP Jacoby 4+♥	3♠ 10-12 4+♠
2♦ 10+HCP, 4+♦	3♣ <6hcp 6+♣	3NT 13-15 3♥
other 4NT=RKCB,		
1♠ 1NT 6 - 9 HCP	2♠ 6-9, 3+♠	3♥ <6 hcp 6+♥
2♣ 10+ HCP, 4+♣	2NT 12+ hcp Jacoby 4+♠	3♠ <6 hcp 6+♠
2♦ 10+hcp 4+♦	3♣ <6 hcp 6+♣	3NT 13-15 3♠
2♥ 5+♥, 10+ HCP	3♦ <6 hcp 6+♦	4♣ N/A
other		
1NT 3♣ 6+ ♣	3♠ 6+♠	4♦ 6+♦
3♦ 6+ ♦	3NT to play	4♥ to play
3♥ 6+♥	4♣ Blackwood	4♠ To play
other 2♠ transfer to C, 2NT transfer to D		
2♣ 2♦ < A and K	2NT 8+ hcp balanced	3♥ <6hcp, 6+ ♥
2♥ 5+♥, A and K	3♣ 5+ ♣, A and K	3♠ <hcp, 6+♠
2♠ 5+ ♠, A and K	3♦ 5+ ♦, A and K	3NT N/A
other 2♣-2♦, then 2NT=22-23, 2H : 2S : 2NT = 24+ HCP		
2♦ 2♥ Pass or correct	3♣ Natural, NF	3♠ Pass or Correct
2♠ Pass or correct	3♦ Natural, NF	3NT to play
2NT *Forcing enquiry 15+	3♥ Pass or Correct	4♣ Tfr me to your M
other 4♥ = Pass or Correct		

**Notes** \* 2♦-2NT: 3♣=8-9with ♥, 3♦=8-9 with ♠, 3♥=♠ 6-7 with ♥, 3♠=6-7 with ♠,

2♥ 2♠ pass or correct	3♦ natural, forcing	3NT to play
2NT forcing	3♥ Invitation in hearts	4♣
3♣ pass or correct	3♠ natural, forcing	4♥ to play
other		
2♠ 2NT forcing	3♥ Nat, F1	4♣
3♣ pass or correct	3♠ Invitation in Spades	4♥
3♦ Natural, forcing	3NT to play	4♠ to play
other		
2NT 3♣ 5-card Stayman	3♠ N/A	4♦ N/A
3♦ Transfer to 3♥	3NT to play	4♥ to play
3♥ Transfer to 3♠	4♣ Ace ask	4♠ to play
other 2NT-3♣-3♦-at least one 4cM; 2NT-3♣-3♥/♠= 5♥/♠; 2NT-3♣-3♥-4♣/4♦ =natural&F		

## 9. CONVENTIONS

**Unusual NT:** minors

**4th Suit Forcing** One round

Game force

**NT Checkback**  Priorities: 1. holding in ♥, 2. show 4cM.

**Defence to 3NT opening** 4♣= both majors

**Defence to Opening Twos** X=T/O

Multi 2♦ X= ♦ overcall, 2♥ = shorter ♥ F, 2♠ = shorter ♠ F, 2NT - 16-18.

RCO style 2-s X = 16+, Suit bids natural

Other 2-s

**Defence** 1♣ : 2♣ natural

to 2NT = minors

**strong** 2♣ : 2♦ natural, 2NT = minors

♣

**Over 1NT Interference** lebensohl

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O ; 4♥/4♠ natural

4♥ X=3 suited, 4NT=2 suited

4♠ X=Penalty 4NT= Takeout

## 10. OTHER NOTES

1♣/♦ - 1♥/♠ - 1NT = 12-16. 2C asks whether max or min. 2D = min, 2NT=max.

1C/♦ - 1♥♠ - 2NT = 17-18

Over interfering 2NT ( 1H/S by us then 2NTminors by opps), 3C = support for partner + 10+ HCP,

3D = Opening hand with 5+ other major, 3H/3S = weak support for partner's suit or 6+ other major

1NT: 2♣ -2♥/♠ = 5♥/♠.

1NT : 2♣ - 2D = at least one 4cM. Partner names a held major. (No Puppet Stayman)