

## 4. BASIC RESPONSES

Jump raises - minors	Limit raise
Jump raises - Majors	Limit raise
Jump shifts after minor opening	Splinter
Jump shifts after Major opening	Splinter
Responses to strong 2 suit open.	2♦ negative - others natural 8+
Responses to 2NT opening	3♣/3♦ to play

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	Overlead all
Four or more with an honour	Fourths	Fourths
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Lowest to an honour/highest	Lowest to an honour/highest
<b>Discards</b>	Low encourage	Low encourage
<b>Count</b>	Reverse	Reverse
<b>Signal</b> on partner's lead:	Reverse attitude	Reverse attitude
<b>Signal</b> on declarer's lead:	Reverse attitude	Reverse attitude
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	03/14
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>	Next bid up after response to RCKB asks for the Q of trumps
If you bid showing the Q, then the next bid up asks for outside kings.		

## 7. OTHER CONVENTIONS

Puppet Stayman over 2NT rebids	Extended Transfers
Checkback	Ogust
Junk Stayman	
Minorwood	
Swine over our 1NT doubled **	

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\*\* - XX shows a 5 card suit, any immediate bid shows the lowest 4 card non-touching suits, pass demands a XX from partner, then pass or bid lowest 4 card touching suit.



AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	188980	Linda BABISZEWSKI
& Names:	252220	Wendy HOOPER
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

1♣ 2+♣S - 11-19	1♥ 5+♥S - 11-19
1♦ 4+♦S - 11-19	1♠ 5+♠S - 11-19
1NT (11) 12-14	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Simple Stayman	
2♦ Transfer to ♥s	2♠ Transfer to ♣s
2♥ Transfer to ♠s	2NT Transfer to ♦s
(Dbl)	other

2♣ 8+ playing tricks or 20-22	
2♦ 4+♥s/4+♠s less than opening hand	
2♥ 6+♥s or 5♥s/4+♣s or ♦s less than opening	
2♠ 6+♠s or 5♠s/4+ ♣s or ♦s less than opening	
2NT 5+♣s/5+♦s less than opening hand	3NT Gambling; long ♣s/♦s - no outside A/K
other	

## 2. PRE-ALERTS

TWERB
DONT
2♦ = 4+♥s/♠s less than opening

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru 4♥s
	Responsive DBL thru 4♥s
Jump overcalls Weak 6+ of suit	Unusual NT Other rank
1NT overcall: (immediate) 15-18	(re-opening) 15-18
Immediate cue: (minor) Other minor and a major	(Major) Other major and a minor
<b>Over:</b> Weak Twos X = take out 15+	Opening Threes X = take out 15+
Opponent's transfers	
Opponent's 1NT Both weak and strong NT - DONT - X = single suiter, any bid = 4+ of that suit and 4+ of a higher suit.	
Double of mini-NT is penalties.	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦s 6+	2♦ Splinter	3♦ Void
1♥ 4+♥s 6+	2♥ Splinter	3♥ Void
1♠ 4+♠s 6+	2♠ Splinter	3♠ Void
1NT 6-10 no major	2NT 5+♣s 15+	3NT 13-15 3,3,3,4
2♣ 5+♣s 10+	3♣ 5+♣s 6-9	4♣ Minorwood
other		
1♦ 1♥ 4+♥s 6+	2♥ Splinter	3♥ Void
1♠ 4+♠s 6+	2♠ Splinter	3♠ Void
1NT 6-10 no major	2NT 4+♦s 15+	3NT 13-15 3,3,4,3
2♣ 4+♣s 10+	3♣ Splinter	4♣ Void
2♦ 4+♦s 10+	3♦ 4+♦s 6-9	4♦ Minorwood
other		
1♥ 1♠ 4+♠s 6+	2♥ 3+♥s 6-9	3♦ Splinter
1NT 6-9	2♠ Splinter	3♥ 3+♥s 10-12
2♣ 4+♣s 10+	2NT 4+♥s 15+	3♠ Void
2♦ 4+♦s 10+	3♣ Splinter	3NT 13-15 3♥s
other		
1♠ 1NT 6-9	2♠ 3+♠s 6-9	3♥ Splinter
2♣ 4+♣s 10+	2NT 4+♠s 15+	3♠ 3+♠s 10-12
2♦ 4+♦s 10+	3♣ Splinter	3NT 3♠s 13-15
2♥ 5+♥s 10+	3♦ Splinter	4♣ Splinter
other		
1NT 3♣ Invitational 6 cd suit	3♠ Slam try	4♦ Minorwood
3♦ Invitational 6 cd suit	3NT To play	4♥ To play
3♥ Slam try	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ Negative 0-7	2NT 8+ balanced	3♥ Not bid
2♥ 5+♥s 8+	3♣ 5+♣s 8+	3♠ Not bid
2♠ 5+♠s 8+	3♦ 5+♦s 8+	3NT Not bid
other		
2♦ 2♥ To play	3♣ To play	3♠ To play
2♠ To play	3♦ To play	3NT To play
2NT Strong enquiry	3♥ To play	4♣ Minorwood
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ To play	4♣ Minorwood
3♣ Pass or correct	3♠ To play	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣ Minorwood
3♣ Pass or correct	3♠ To play	4♥ Not bid
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ Forcing	4♦ Minorwood
3♦ To play	3NT To play	4♥ To play
3♥ Forcing	4♣ Minorwood	4♠ To play
other		

## 9. CONVENTIONS

Unusual NT: Other rank

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening

Defence to Opening Twos X = T.O. 15+ 1st seat; 10+ 4th seat

Multi 2♦

RCO style 2-s X = T.O. 15+ 1st seat; 10+ 4th seat

Other 2-s X = T.O. 15+ 1st seat; 10+ 4th seat

Defence (1♣) : TWERB - 1♦=♥s or Blacks; 1♥=♠s or the minors; 1♠=♣s or reds

to 1NT = odd suits ♣s/♥s or ♦s/♠s

strong (2♣) : TWERB - except X = ♦s or the majors

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = T.O. 15+

4♥ X = T.O. 15+

4♠ X = penalties; 4NT = 2 suiter

## 10. OTHER NOTES