

4. BASIC RESPONSES

| | |
|----------------------------------|--|
| Jump raises - minors | less than limit, 4+ support |
| Jump raises - Majors | limit raise 8 losers, weak after interference |
| Jump shifts after minor opening | 6-card suit, 3-7 HCP |
| Jump shifts after Major opening | splinter (except 1♥-2♠ = weak 6-card suit) |
| Responses to strong 2 suit open. | Controls |
| Responses to 2NT opening | 3♣ puppet Stayman; transfers to M; 3♠ minor suit Stayman |

5. PLAY CONVENTIONS Show priorities

| | Versus Suit (or both) | Versus NoTrump (if different) |
|-----------------------------------|---|--|
| Leads Sequences: | Overlead all incl internal sequences | |
| Four or more with an honour | 4th highest | |
| From 4 small | 2nd highest | |
| From 3 cards (no honour) | middle | top |
| In partner's suit | low from 3+ | |
| Discards | low to encourage | |
| Count | reverse | |
| Signal on partner's lead: | low encourage | [then current reverse count or McKenney] |
| Signal on declarer's lead: | reverse count | |
| Notes | At 5 level, or after pre-emptive bidding: King lead asks for reverse count, Ace lead for attitude | |

6. SLAM CONVENTIONS

| | | | |
|--|---|---|-------------------------------|
| 4NT: Blackwood <input checked="" type="checkbox"/> | RKCB 0314 | 4♣ Gerber <input checked="" type="checkbox"/> when? | after NT openings & NT rebids |
| Slam Notes | Gerber: 04, 1, 2, 3 then 4NT asks for specific kings; Exclusion | | |
| Cue Bids <input checked="" type="checkbox"/> | 1st/2nd control | | |
| Asking Bids <input type="checkbox"/> | | | |

7. OTHER CONVENTIONS

| | |
|--------------------------------------|--|
| 4th suit game force | After 3♦/3♥/3♠ opening 4♣ = poormans RKC |
| Checkback after NT rebid = always 2♣ | After 3♣ opening 4♦ = poormans RKC |
| Help suit trial bids | (poormans RKC = 0, 1, 1+Q, 2, 2+Q) |
| DONT style after 1NT - (X) - | Lebensohl; Blackout |
| Jump shift rebid by opener is strong | Support DBLs & RDBLs |

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NT rebids:
 after 1 level response: 15-17; 18-19, solid suit
 after 2 level response: 15-17; 18-19 (15-19 opposite passed hand)

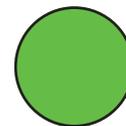
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

| | | |
|--|-----------------|--|
| ABF Nos. | 100153 | THERESE TULLY [270] |
| & Names: | 264873 | PAUL HOOYKAAS |
| 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♣ 4+♣, 10+ HCP | 1♥ 4+♥, 10+ HCP | |
| 1♦ 4+♦, 10+ HCP | 1♠ 4+♠, 10+ HCP | |
| 1NT (11)12-14 HCP | may contain 5 card Major <input type="checkbox"/> | |
| 1NT Responses 2♣ simple Stayman (then Smolen after 2♦ response) | | |
| 2♦ transfer to ♥s | 2♠ transfer to ♣s | |
| 2♥ transfer to ♠s | 2NT transfer to ♦s | |
| other after transfer to M super accept = 3M/2NT (Min/Max not mandatory); 3♣/♦/♥/♠ sets suit then cues | | |
| 2♣ | Game Force or 23-24 HCP balanced; control responses | |
| 2♦ | at least 5-4 or 4-5 in majors, 6-10 HCP | |
| 2♥ | at least 5♥s + at least 4 minor, 6-10 HCP | |
| 2♠ | at least 5♠s + at least 4 minor, 6-10 HCP | |
| 2NT | 20-22 HCP | 3NT Specific ace ask (4NT = 0 aces) |
| other | | |

2. PRE-ALERTS

| | |
|---------------------------------------|--|
| Re-opening 1NT may not have a stopper | |
| | |
| | |

3. COMPETITIVE BIDS / OVERCALLS

| | | | |
|---|---|------------------------|----------------------------------|
| Negative doubles through | 4♥ | Jump overcalls | Weak (NV); 10-14 Majors when Vul |
| Responsive doubles through | 4♥ | Unusual NT | lower unbid suits |
| 1NT overcall - immediate | 15-18 HCP, SYS ON | Immediate cue of minor | Michaels, any strength |
| 1NT overcall - re-opening | 10-14 HCP, SYS ON | Immediate cue of Major | Michaels, any strength |
| Over weak twos | DBL & Lebensohl | Over opening threes | DBL |
| Over opponent's 1NT | Strong (16HCP): DONT [DBL single suiter, suit is at least 4-4 in that suit plus a higher] | | |
| Over weak NT: 2C = Majors; 2D = single suited M; 2M = 5M and 4+minor; X = Penalty | | | |
| Over any NT: 2NT = minors | | | |

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|--|-----------------------------|-----------------------------|
| 1♣ 1♦ 5+ HCP | 2♦ 6-card suit, 3-7 HCP | 3♦ splinter |
| 1♥ 5+ HCP | 2♥ 6-card suit, 3-7 HCP | 3♥ splinter |
| 1♠ 5+ HCP | 2♠ 6-card suit, 3-7 HCP | 3♠ splinter |
| 1NT 8-10HCP 4+♠s | 2NT 11-12 HCP, 4+♠s | 3NT 13-15 HCP 4+♠s |
| 2♣ Inverted (see below) | 3♣ weak, 6-9 HCP | 4♣ pre-emptive |
| other 1♣-2♣ forcing to 2NT or 3♣: range responses, then shortage ask, then fragments for NT | | |
| 1♦ 1♥ 5+ HCP | 2♥ 6-card suit, 3-7 HCP | 3♥ splinter |
| 1♠ 5+ HCP | 2♠ 6-card suit, 3-7 HCP | 3♠ splinter |
| 1NT 5-8HCP | 2NT 11-12 HCP, 4+♦s | 3NT 13-15 HCP 4+♦s |
| 2♣ 9+ HCP, ♠s | 3♣ splinter | 4♣ void splinter |
| 2♦ Inverted (see below) | 3♦ weak | 4♦ pre-emptive |
| other as per 1♣-2♣ Inverted minors ON as passed hand & OFF after overcalls | | |
| 1♥ 1♠ 5+ HCP | 2♥ 9 losers, 4+♥s | 3♦ splinter |
| 1NT 5-8 HCP | 2♠ 6-card suit, 3-7 HCP | 3♥ 8 losers, 4+♥s |
| 2♣ 9+ HCP | 2NT Jacoby (see below) | 3♠ splinter, |
| 2♦ 9+ HCP | 3♣ splinter | 3NT 13-15 HCP |
| other Jacoby responses: range, then shortage, then controls. OFF after overcall; 1♥ - 4♠ = natural, to play | | |
| 1♠ 1NT 5-8 HCP | 2♠ 9 losers, 4+♠s | 3♥ splinter |
| 2♣ 9+ HCP | 2NT Jacoby (see above) | 3♠ 8 losers, 4+♠s |
| 2♦ 9+ HCP | 3♣ splinter | 3NT 13-15 HCP |
| 2♥ 9+ HCP, 5+♥s | 3♦ splinter | 4♣ void splinter |
| other 1♠ - 4♣/♦ = void splinter. 1♠ - 4♥ is natural, to play; Jacoby ON as passed hand | | |
| 1NT 3♣ 6 cards, sets suit. cues | 3♠ 6 cards, sets suit, cues | 4♦ transfer to♥s |
| 3♦ 6 cards, sets suit. cues | 3NT 12+ HCP | 4♥ transfer to♠s |
| 3♥ 6 cards, sets suit, cues | 4♣ Gerber | 4♠ |
| other | | |
| 2♣ 2♦ 0-1 controls | 2NT 4 controls, AKK | 3♥ 1 loser suit opp. void |
| 2♥ 2 controls | 3♣ 4 controls AA | 3♠ as above, also 4♣/4♦ |
| 2♠ 3 controls | 3♦ 5 controls | 3NT - |
| other control responses OFF after suit interference. Opener rebids 3NT: 4♣ = Baron; 4♦/♥/♠/5♣ = transfers | | |
| 2♦ 2♥ natural, to play, NF | 3♣ natural, NF | 3♠ natural, NF, pre-emptive |
| 2♠ natural, to play, NF | 3♦ natural, NF, pre-emptive | 3NT natural, to play |
| 2NT Enquiry (see below) | 3♥ natural, NF, pre-emptive | 4♣ natural, GF sets suit |
| other 3♣,♦ MIN 5+4 / 4-5+; 3♥,♠ MAX 5+4 / 4-5+; 3NT 5-5 MIN; 4♣ MAX 5-5 then transfer to♥♠ | | |

Notes After we open 2♦, 2♥ or 2♠ all our doubles are penalties

| | | |
|--|-----------------------|----------------------------|
| 2♥ 2♠ natural, NF | 3♦ natural, NF | 3NT natural, to play |
| 2NT minor enquiry | 3♥ pre-emptive | 4♣ natural, GF, sets suit |
| 3♣ natural, NF (not correctable) | 3♠ natural, GF | 4♥ to play |
| other | | |
| 2♠ 2NT minor enquiry | 3♥ natural, NF | 4♣ natural, GF sets suit |
| 3♣ natural, NF (not correctable) | 3♠ pre-emptive | 4♥ natural, to play |
| 3♦ natural, NF | 3NT natural, to play | 4♠ to play |
| other | | |
| 2NT 3♣ puppet Stayman | 3♠ minor suit Stayman | 4♦ transfer to♥s |
| 3♦ transfer to♥s | 3NT to play | 4♥ transfer to♠s |
| 3♥ transfer to♠s | 4♣ Gerber | 4♠ xfer to♣s 5♣ xfer to♦ |
| other After 3 level transfer to M: step = 2 card support; step+1 = 3 card support; etc | | |

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: at least invitational, show lowest major option available

Defence to 3NT opening DBL "values"

Defence to Opening Twos DBL takeout

Multi 2♦ immediate DBL shows general values (14)15+HCP [1-2-3- doubles]

RCO style 2-s

Other 2-s

Defence (1♣) : DBL for majors, 1NT/2NT for minors [also in passout]

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ 4NT usually 2-suiter, DBL is "values"

10. OTHER NOTES

In general, system ON after DBLs

RKC after Q ask: slam suit = no Q; other = Q + K in suit bid; slam suit (6 level) = Q no Ks

RKC: 5NT asks for lowest K, 6 of suit = no Ks below slam suit

After 3NT ace ask:

0 = 4NT; 3 = bid suit below missing ace at 5 level

1 or 2 = 4♣/♦/♥/(♠) then step asks for possible higher ace; 4NT = only one ace; 5♣ = ace in step suit.

1♣/♦ [short (0-2) or Precision] - 3♣/♦ natural and intermediate values, usually 6 card suit