

#### 4. BASIC RESPONSES

Jump raises-minors **pre-emptive**  
 Jump raises-Majors **pre-emptive**  
 Jump shifts after minor opening **major=fit, minor=raise**  
 Jump shifts after Major opening **fit**  
 Responses to strong 2 suit open. **assume 2C weak with D**  
 Responses to 2NT opening **txfer to M, 3C M enquiry**

#### 5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

**Leads** Sequences: **underlead\* (Att,Kount)**  
 Three(+) with honour **low odd, 2nd lowest even** attitude (low like)  
 From three(+) small **top (or 2nd highest)**  
 From two small **xx** **xx**  
 In partner's suit **h(h)x, hxx(x), xxx**  
**Discards** low encourage  
**Count** high-low = odd  
**Signal** on partner's lead: attitude (low encourage)  
**Signal** on declarer's lead: count (high-low = odd)  
**Notes** \*unless partner's suit

#### 6. SLAM CONVENTIONS

4NT:Blackwood  RKCB 1430 4♣Gerber  when? on NT agreement

**Slam Notes** (invitational) minorwood, voidwood 3041

Cue Bids  1st and 2nd round

Asking Bids

#### 7. OTHER CONVENTIONS

bourke relay  
 swine  
 rubensohl & lebensohl  
 (general) trial bids

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

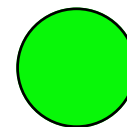
Based on. 17D10 by RoL

MyRev. 1.5T

Copyright ©ABF 2017



# AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos. **336815** Marjorie  
 & Names: **336807** Bill  
 Basic System: **ACOL**  
 Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ 4 1♥ 10+ 4  
 1♦ 10+ 4 1♠ 10+ 4  
 1NT 12-14 may contain 5 card Major

1NT Responses 2♣ keri (weak with D else inv+)

2♦ H 2♠ range enquiry  
 2♥ S 2NT C  
 other 3 level bids are 3 suit slam try

2♣ weak two in D OR artificial game force (or 22+ balanced)

2♦ weak (5-9) with BOTH majors (OR 26+ balanced)

2♥ natural, weak (5-9) (sometimes 5 card suit)

2♠ natural, weak (5-9) (sometimes 5 card suit)

2NT 20-21 balanced

3NT 10-14 7+ major

other

#### 2. PRE-ALERTS

txfers after 1C and 1m-(1red)

fit jumps (unless to game)

v. suits lead low from 2 small

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4S Jump overcalls weak

Responsive doubles through 4S Unusual NT weak or very strong

1NT overcall - immediate 15-17 Immediate cue of minorH & S (if 3+ minor)

1NT overcall - re-opening 11-14 Immediate cue of Major OM & m

Over weak twos takeout X Over opening threes takeout X

Over opponent's 1NT strong: X=m&/orM, C=H&S, D=D&M, M=M&C, 2N=C&D

weak: X=penalty, C=H&S, D=HorS, M=M&m, 2N=C&D

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+pts, <b>H</b>	2♦ 10+pts, C	3♦ 5-11pts, C & <b>D</b>
1♥ 5+pts, S	2♥ 5-11pts, C & <b>H</b>	3♥ 5-11pts, C & <b>H</b>
1♠ 5+pts, no major*	2♠ 5-11pts, C & S	3♠ 5-11pts, C & S
1N no major 10pts	2N 13-15 balanced F	3N
2♣ 4-7pts, <b>H</b> & S	3♣ pre-emptive	4♣ pre-emptive
other * or 15+pts, 5+ <b>D</b> & 4M		
1♦ 1♥ 5+pts, <b>H</b>	2♥ 5-11pts, <b>D</b> & <b>H</b>	3♥ 5-11pts, <b>D</b> & <b>H</b>
1♠ 5+pts, S	2♠ 5-11pts, <b>D</b> & S	3♠ 5-11pts, <b>D</b> & S
1N 5-9pts, no major	2N 13-15 balanced F	3N
2♣ 10+pts, C	3♣ <b>D</b> 7-9pts	4♣ 5-11pts, <b>D</b> & C
2♦ 10+pts, <b>D</b>	3♦ pre-emptive	4♦ pre-emptive
other		
1♥ 1♠ 5+pts, S	2♥ 5-9pts, <b>H</b>	3♦ 5-11pts, <b>H</b> & <b>D</b>
1N 5-9pts	2♠ 5-11pts, <b>H</b> & S	3♥ pre-emptive
2♣ 10+pts, C	2N 9+pts, 4+ <b>H</b>	3♠ 4+ <b>H</b> , void, GF
2♦ 10+pts, <b>D</b>	3♣ 5-11pts, <b>H</b> & C	3N
other		
1♠ 1N 5-9pts	2♠ 5-9pts, S	3♥ 5-11pts, S & <b>H</b>
2♣ 10+pts, C	2N 9+pts, 4+S	3♠ pre-emptive
2♦ 10+pts, <b>D</b>	3♣ 5-11pts, S & C	3N 4+S, void, GF
2♥ 10+pts, <b>H</b>	3♦ 5-11pts, S & <b>D</b>	4♣ 5-11pts, S & C
other		
1N 3♣ 12+pts, 4=4=4=1	3♠ 12+pts, 1=4=4=4	4♦ <b>H</b>
3♦ 12+pts, 4=4=1=4	3N to play	4♥ S
3♥ 12+pts, 4=1=4=4	4♣ gerber*	4♣
other * (1/4, 0/3, 2-+)		
2♣ 2♦ non-forcing	2N enquiry (ogust)	3♥ <b>H</b> non-forcing
2♥ <b>H</b> forcing	3♣ C forcing	3♠ S non-forcing
2♠ S forcing	3♦ <b>D</b> non-forcing	3N to play
other		
2♦ 2♥ <b>H</b> preference NF	3♣	3♠ pre-emptive
2♠ S preference NF	3♦	3N
2N enquiry*	3♥ pre-emptive	4♣
other * C=max, 3 <b>D</b> =min 5 <b>H</b> , 3 <b>H</b> =min 4/5, 3S/N=max 6 <b>H</b> /S		

Notes

2♥ 2♠ 5+S non-forcing	3♦ 5+ <b>D</b> forcing	3N to play
2N enquiry	3♥ pre-emptive	4♣
3♣ 5+S forcing	3♠	4♦ to play
other		
2♠ 2N enquiry	3♥ 5+ <b>H</b> non-forcing	4♣ C forcing
3♣ enquiry 5+ <b>H</b>	3♠ pre-emptive	4♦ to play
3♦ 5+ <b>D</b> forcing	3N to play	4♠ to play
other		
2N 3♣ major enquiry*	3♠ txfer to 3N	4♦ <b>H</b>
3♦ <b>H</b>	3N C & <b>D</b> slammish	4♥ S
3♥ S	4♣ <b>D</b> slammish	4♠ C slammish
other * 3 <b>D</b> =4M, 3 <b>H</b> =no M, 3S=5S, 3N=5 <b>H</b>		

## 9. CONVENTIONS

Unusual NT: (1m)-2N = 0m&M weak/strong (1M)-2N = C&D weak/strong

4th Suit Forcing One round  Game force

NT Checkback  Priorities: keri-ish

Defence to 3NT opening takeout - 4C/D better **H**/S, X equal **H**/S

Defence to Opening Twos

Multi 2♦ X=15+ balanced, pass then X=takeout, 2N=strong C & **D**

RCO style 2-s X=15+ balanced

Other 2-s X=takeout of anchor suit

Defence (1C) X to 1S natural constructive, 1(+N) odd suits

to 2suit = natural or next two suits

strong

1♣/2♣

Over 1NT Interference rubensohl

Lebensohl - other uses (2M)-X-(P)-?

Take out of 4 level pre-empts 4♣/4♦ takeout X

4♥ takeout X 4♠ optional X, 4N takeout

## 10. OTHER NOTES

(1m)-2m = **H**&S any strength (1M)-2M = 0M&m weak or strong

1m-(1N)-? 2om = **H**&S

1N-(P)-2t-(X) ? P=3+T, 2T=2T & t stop, XX=2T no t stop