

#### 4. BASIC RESPONSES

Jump raises - minors	1m-3m Limit raises
Jump raises - Majors	1♥-3♥ Limit, 1♠-3♠=weak 4+♠
Jump shifts after minor opening	Weak
Jump shifts after Major opening	1♠ Bergen
Responses to strong 2 suit open.	2♦ Waiting
Responses to 2NT opening	3 minor to play

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:		
Four or more with an honour	4th	
From 4 small	2ND	
From 3 cards (no honour)	MUD	
In partner's suit	Top	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Attitude or Rev Count	
<b>Signal</b> on declarer's lead:	Rev Count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 4130 Minorwood
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>

#### 7. OTHER CONVENTIONS

defence over our NTx =swine	DONut : X=Single(Not ♠); 2C=C+higher etc
Puppet	2♠=Single suiter, 2N=strong 55 (not ♠)
Crowhurst	3♣, 3♦, 3♥ = Strong 55 incl 5♠
Minorwood	
Bergen over 1♠	4sf to game

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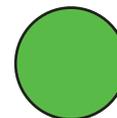
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

#### STANDARD SYSTEM CARD



ABF Nos.	14443	Kevin Davies
& Names:	62448	Elli Urbach
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, min.length, or specific meaning	Canapé <input type="checkbox"/>
1♣ 3+ Opener	1♥ 4+
1♦ 4+	1♠ 5+
1NT 11-14	may contain 5 card Major <input checked="" type="checkbox"/>

#### 1NT Responses

2♣ Lavings Style - Max/Min, 5M	
2♦ Tfr ♥, Super Cue - Max 3♥ 4card Min	2♠ Tfr C, Super 2NT on Max & good fit
2♥ Tfr ♠, Super Cue Max, 3♠ 4card Min	2NT Tfr 3♦, Super 3♣ on Max & good fit
(Dbl) Swine Escapes over penalty x	other

2♣ GF or 23-24, 27-28 bal, 2♦=Waiting, Suit=Good 7 card suit headed by AK AQJ		
2♦ weak 2 in ♥ or ♠; 21-22, 25-26 bal; Acol in any suit	Acol 2 in 4th	
2♥ <Open 5/4 5♥+any other Suit, 55 Vul	Acol 2 in 4th	
2♠ <Open 5/4 5♠+minor Suit, 55 Vul	Acol 2 in 4th	
2NT Weak 55 minors	21-22 in 4th	3NT 4 level preempt in minor
other 4♣/♦=Namyats, 4♥/♠ Extended Preempts		

#### 2. PRE-ALERTS

Ghestem, Bergen over 1♠ only
3♣ response to 1 of ♦/♥ is weak raise
1NT can include 4441

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4♥
Support Doubles and Redoubles	Responsive DBL thru	4♥
Jump overcalls Weak (except 3♣ ghestem)	Unusual NT	Lower Unbid
1NT overcall: (immediate) Strong	(re-opening)	10-14
Immediate cue: (minor) Ghestem	(Major)	Ghestem other Major +♣
Over: Weak Twos X	Opening Threes	X

Opponent's transfers X=Suit Bid, Opps Suit is T/O  
 Opponent's 1NT DONut X=Single (Not ♠ or Strong ♠ two suiter), 2♣=♣+Higher..2♠=♠  
 Weak NT=2♣=2xM, 2♦=Single, X=Penalty, 2♥=♥+m, 2♠=♠+m  
 Strong 1♣ --> DONut at 1 level & Weak Jumps at 2 Level

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦	2♦ Weak 6♦	3♦ Splinter, agrees ♣
1♥ 4+♥	2♥ Weak 6♥	3♥ Splinter, agrees ♣
1♠ 4+♠	2♠ Weak 6♠	3♠ Splinter, agrees ♣
1NT 4+♣ 9-11 Fit	2NT GF 15+ ♣ Fit	3NT 12-14 Fit, Bal
2♣ 4+♣ 5-8 HCP	3♣ weak distri ♣ raise	4♣ Minorwood (♣)
other		
1♦ 1♥ 4+♥	2♥ Weak 6♥	3♥ Splinter, agrees ♦
1♠ 4+♠	2♠ Weak 6♠	3♠ Splinter, agrees ♦
1NT 5-9 No 4card Major	2NT GF 15+ ♦ Fit	3NT 12-14 Fit, Bal
2♣ 10+ 4+♣	3♣ weak distri ♦ raise	4♣ Splinter, agrees ♦
2♦ 5-9 with fit 4+♦	3♦ 9-11 with fit	4♦ Minorwood (♦)
other		
1♥ 1♠ 4+♠	2♥ 5-9 Limit raise	3♦ Weak 6+♦
1NT 5-9 No 4card Major	2♠ Weak 6♠	3♥ 10-11 Limit raise
2♣ 10+ with 4+♣	2NT GFJacoby ♥ Fit	3♠ Splinter, agrees ♥
2♦ 10+ with 4+♦	3♣ weak distri ♥ raise	3NT
other 4♣/♦ Splinter, agrees ♥. 4♥=To play, 4NT=Keycard(♥)		
1♠ 1NT 5-9 <3♠	2♠ 3♠, 5-9	3♥ Bergen 3♠ 11-12
2♣ 10+ Nat 4+♣	2NT GFJacoby ♠ Fit	3♠ Weak ♠
2♦ 10+ Nat 4+♦	3♣ Bergen 4♠ 5-9	3NT Bergen 3♠ 13-15
2♥ 10+ Nat 5+♥	3♦ Bergen 4♠ 10-11	4♣ Splinter
other 4♦/♥ Splinters, 4♠ To play, 4NT Keycard (♠)		
1NT 3♣ weak minor 2 suiter	3♠ Slamish 6+♠	4♦ Minorwood (♦)
3♦ Slamish minor 2 suiter	3NT To Play	4♥ To play
3♥ Slamish 6+♥	4♣ Minorwood (♣)	4♠ To Play
other		
2♣ 2♦ Normal Waiting bid	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Pass/Correct	3♣	3♠
2♠ Pass/Correct	3♦	3NT
2NT Strong Inquiry	3♥	4♣
other		

Notes

2♥ 2♠ Pass/Correct	3♦ Forcing 5+♦	3NT To Play
2NT Strong Inquiry	3♥ Pre-emptive Raise	4♣ Minorwood(♣)
3♣ Pass/Correct	3♠ Forcing 5+♠	4♥
other		
2♠ 2NT Strong Inquiry	3♥ Forcing 5+♥	4♣
3♣ Pass/Correct	3♠ Pre-emptive Raise	4♥
3♦ Forcing 5+♦	3NT To play	4♠
other		
2NT 3♣ To Play	3♠ 5/6♠ Forcing	4♦ Minorwood(♦)
3♦ To Play	3NT	4♥ to Play
3♥ 5/6♥ Forcing	4♣ Minorwood(♣)	4♠ To Play
other		

## 9. CONVENTIONS

**Unusual NT:** Ghestem 55 Lower unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** X takeout

**Defence to Opening Twos** X takeout

Multi 2♦ X=T/O S, 2H=T/o H, 2NT 15-18, 2S,3C,3D Nat

RCO style 2-s X takeout

Other 2-s

**Defence (1♣) :** DuNut at 1 level, Weak Jumps

to

**strong (2♣) :**

1♣/2♣ Ghestem = 55 ♠/♦, 3♣=♣

**Over 1NT Interference** Lebonshol

**Lebensohl - other uses** Over Weak 2♥/♠ Takeout X, & 2 level Reverses

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

4♥ X

4♠ 4NT, X=Pen

## 10. OTHER NOTES

Following Keycard showing 1/4 or 0/3, Q ask is answered in steps including Kings

Over 2NT rebids - 3♣=Puppet, 3♦=Txf ♥, 3♥=Txf ♠, 3♠=Slamish Minors, 3N=5♠+4♥

4♣/♦=Minorwood

Reverse cap= x=penalty; 2♣ =Ms 4/4 or better(2♦= length);2B=single suiter M; etc