

4. BASIC RESPONSES

Jump raises - minors	Limit	Other:
Jump raises - Majors	Limit	Other:
Jump shifts after minor opening	Single jumps strong. Double jumps GF splinter	
Jump shifts after Major opening	Single Jumps= Mini/maxi-splinter. Double jumps= Splinter 11-14	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	(or equivalent), stayman, transfers.	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Roman Leads Ace for attitude	Roman Leads Ace for attitude
Four or more with an honour	Fourth highest	Fourth highest
From 4 small	Second	Second
From 3 cards (no honour)	MUD	MUD
In partner's suit	As above	As above
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Reverse attitude	Reverse attitude
Signal on declarer's lead:	Reverse count	
Notes	2nd and subsequent discards are reverse count.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when?	Over 1NT
Slam Notes	Minorwood if raise to 4 is strong and not in competition.		
Cue Bids <input checked="" type="checkbox"/>	Infrequent		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Chack-back (Crowhurst)	Truscott over opp t/o Double
System on for NT overalls	Bourke relay after opener's suit rebid
Cue raises	

www.abf.com.au

PDF Form Rev. 13F21 by RoL
MyRev.

Copyright © ABF 2013



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	172057	Attilio De Luca
& Names:	197904	David Lusk
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+, 3+	1♥ 11+ 4+	
1♦ 11+, 4+	1♠ 11+ 5+	
1NT (11)12-14, balanced	may contain 5 card Major <input type="checkbox"/>	
1NT Responses		
2♣ Stayman	Other:	
2♦ Transfer --> ♥	2♠ Baron	
2♥ Transfer --> ♠	2NT Transfer to a minor	
other 3♣, ♦ = Natural, invitational with broken 6 card suit		
2♣ Acol 2 GF or 21-22 balanced		
2♦ MULTI: Weak (6-9) 2 in either major or 23-24 balanced		
2♥ MULTI: Weak 5-4+ in ♥ and another suit, 6-9.		
2♠ MULTI: Weak 5-4+ in ♠ and another suit, 6-9		
2NT Weak 5-5+ in minors, 6-11	3NT Gambling in 1st and 2nd.	
other		

2. PRE-ALERTS

Multi 2s	
2NT = Minor suits	
TWERB over strong 1♣	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak style
Responsive doubles through	4♥	Unusual NT	Opposite rank
1NT overcall - immediate	15-18	Immediate cue of minor	Major+ other minor
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	X = Take-out/values	Over opening threes	X = Take-out
Over opponent's 1NT	Modified Cappelletti		
X = Strong. 2♣ = Majors, 2♦ = One major, 2♥ = 5+1H, 4+ minor, 2♠ = 5+♠, 4+ minor. 2NT = Minors			

