

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Limit
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:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse count	
Notes	2nd and subsequent discards are reverse count.	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Gambling in 1st and 2nd.

Slam Notes Minorwood if raise to 4 is strong and not in competition.

Cue Bids Infrequent

Asking Bids

7. OTHER CONVENTIONS

Check-back (Crowhurst)

System on for NT overalls

Cue raises

Truscott over opp T/O Double

Bourke Relay

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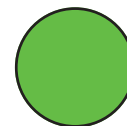
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 172057 Attilio De Luca
& Names: 197904 David Lusk

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+, 3+ ♣ 1♥ 11+ 4+ ♥
1♦ 11+, 4+ ♦ 1♠ 11+ 5+ ♠
1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ Transfer to ♥ 2♠ Baron
2♥ Transfer --> ♠ 2NT Relay 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 a minor 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 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+1♥, 4+ minor, 2♠=5+♠, 4+ minor.

2NT = Minors (55)

