

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Limit
Jump shifts after minor opening	Single jumps weak. 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 ☐ RKC 3041 ☐ 4♣ Gerber ☒ when? 4m = Minorwood over 1NT ☒

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 and nat opening

Cue raises

Truscott over opp T/O Double

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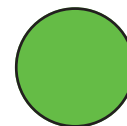
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STANDARD SYSTEM CARD

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 ☐

1♣ 11+, 3+ ♣	1♥ 11+ 4+ ♥
1♦ 11+, 4+ ♦	1♠ 11+ 5+ ♠

1NT (11)12-14 may contain 5 card Major ☐

1NT Responses	2♣ Stayman
2♦ Transfer to ♥	2♠ Baron
2♥ Transfer --> ♠	2NT Relay to a minor
other	3C, D = Natural, invitational with broken 6 card suit 4m = minorwood

2♣ Acol 2 GF or 23-24 Bal

2♦ MULTI: Weak (6-9) 2 in either major

2♥ MULTI: Weak 5-4+ in H and another suit, 6-9*.

2♠ MULTI: Weak 5-4+ in S and a minor 6-9*

2NT (20)21-22 Bal 3NT Gambling in 1st and 2nd.

other Usually 5-5+ when vul, or with both majors

2. PRE-ALERTS

Multi 2s

TWERB over strong 1C

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak style	
Responsive doubles through	4♥	Unusual NT	Opposite rank 5-5+	
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)				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Nat, 5+, 4+♦	2♦ WJS 4-7	3♦ GF Splinter
1♥ Nat 5+, 4+♥	2♥ WJS 4-7	3♥ GF Splinter
1♠ Nat 5+. 4+♠	2♠ WJS 4-7	3♠ GF Splinter
1NT 8-10 Bal	2NT 16+ Bal, 3+♣	3NT To play
2♣ Limit raise, 6-9	3♣ Limit raise, 10-12	4♣ Minorwood
other		
1♦ 1♥ Nat 5+, 4+♥	2♥ WJS 4-7	3♥ GF Splinter
1♠ Nat 5+. 4+♠	2♠ WJS 4-7	3♠ GF Splinter
1NT 5-8, no major	2NT 16+ Bal, 3+♦	3NT To play
2♣ 9+, 4+♣	3♣ 16+, 6+♣	4♣ GF Splinter
2♦ Limit raise, 6-9	3♦ Limit raise, 10-12	4♦ Minorwood
other		
1♥ 1♠ Nat 5+. 4+♠	2♥ Limit raise, 6-9	3♦ Mini/maxi splinter
1NT 5-8, not ♠	2♠ Mini/maxi splinter	3♥ Limit raise, 10-12
2♣ 9+, 4+♣	2NT 16+ Bal, 3+♥	3♠ GF Splinter
2♦ 9+, 4+♦	3♣ Mini/maxi splinter	3NT Bal raise with 4+♥
other		
1♠ 1NT 5-8	2♠ Limit raise, 6-9	3♥ Mini/maxi splinter
2♣ 9+, 4+♣	2NT 16+ Bal, 3+♠	3♠ Limit raise, 10-12
2♦ 9+, 4+♦	3♣ Mini/maxi splinter	3NT Bal raise with 4+♠
2♥ 9+, 5+♥	3♦ Mini/maxi splinter	4♣ GF splinter
other		
1NT 3♣ Invitational, broken 6.	3♠ Slam interest, 5/6+♠	4♦ Minorwood
3♦ Invitational, broken 6.	3NT To play	4♥ To play
3♥ Slam interest, 5/6+♥	4♣ Minorwood	4♠ To play
other		
2♣ 2♦ <2 controls	2NT 4 controls	3♥ N/A
2♥ 2 controls	3♣ 5+ controls	3♠ N/A
2♠ 3 controls	3♦ N/A	3NT N/A
other A = 2 controls, K=1 control		
2♦ 2♥ Pass/correct	3♣ Forcing	3♠ Pass/correct
2♠ Pass/correct, better ♥	3♦ Forcing	3NT To play
2NT	3♥ Pass/correct	4♣ N/A
other		

Notes

2♥ 2♠ Pass/correct	3♦ Pass/correct	3NT To play (unlikely)
2NT Forcing enquiry	3♥ Natural, obstructive	4♣ N/A
3♣ Pass/correct	3♠ N/A	4♥ Natural, ambiguous
other		
2♠ 2NT Forcing enquiry	3♥ Forcing, natural	4♣ Pass/correct
3♣ Pass/correct	3♠ Natural, obstructive	4♥ Pass/correct
3♦ Pass/correct	3NT To play	4♠ Natural, ambiguous
other		
2NT 3♣ Stayman	3♠ Minor suit Stayman	4♦ Minorwoodt
3♦ Trnsf--> H	3NT To play	4♥ To play
3♥ Trnsf --> S	4♣ Minorwood	4♠ To play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback ☒

Priorities: Major suits, fits and max/min

Defence to 3NT opening

X= values, no other conventions

Defence to Opening Twos

3 doubles

Multi 2♦

3 doubles

RCO style 2-s

3 doubles

Other 2-s

3 doubles

Defence

1♣ : TWERB up to 3NT. Suits= suit above or other two, NT= Unmatched suits

to

strong

2♣ : No convention

1♣ / 2♣

Over 1NT Interference

Lebensohl; After a double: XX = one suit, suit bid = 2 suits

Lebensohl - other uses

Over weak 2: X, 2NT is relay and 0-7/8

Take out of 4 level pre-empts

4♣/4♦

X major oriented Take-out

4♥

X = values

4♠

X = values, 4NT = any 2, 5-5

10. OTHER NOTES