

## 4. BASIC RESPONSES

Jump raises - minors	Limit 7-9	Other: 4 card support
Jump raises - Majors	Limit 7-9	Other: 4 card support
Jump shifts after minor opening	2♦/2♥/2♠ is weak and to play	
Jump shifts after Major opening	shortage and invitational. 1♥ - 2♠ is weak and to play	
Responses to strong 2 suit open.	2♦ weak/waiting 2♥/2♠ 8+ 5+ card suit 2NT 8-10 bal	
Responses to 2NT opening	3♣ Stayman 3♦/3♥ transfers 3♠ 10 cards in minors	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b>	Sequences: Overlead All	Overlead All
Four or more with an honour	4th highest	See Note # 1
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Lowest from 3	Lowest from 3
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	low to encourage	low to encourage

**Signal** on declarer's lead:

**Notes** #1 attitude leads where low card shows like suit/ high card show poor suit except top of interior sequence

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	5NT asks for K of ♣, No=6♣	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

## 7. OTHER CONVENTIONS

Extended Crowhurst	Suit jumps in all contested auctions = fit showing
Suit Jumps in contested auctions where the opponets have shown specific suits a bid of the suit is a shortage	

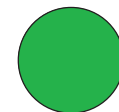
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	136298	Robert Gallus
& Names:	150126	Stephen Weisz
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+ 4+♣	1♥ 11+ 4+♥
1♦ 11+ 4+♦	1♠ 11+ 4+♠
1NT 12-14	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other: None
2♦ 5+♥ or Begin Baron sequence	2♠ 5+♣ superaccept with 2NT	
2♥ 5+♠	2NT 5+♦ possible 5/5 minor bid best minor	
other 1NT - 2♣ Opener with 4♥ & 4♠ Responds 2NT minimum, 3♣ maximum		

2♣ 21+ Strong

2♦ Weak 6-10 HCP Non Vul = 5+ card, Vul = 6+ card

2♥ Weak 6-10 HCP Non Vul = 5+ card, Vul = 6+ card

2♠ Weak 6-10 HCP Non Vul = 5+ card, Vul = 6+ card

2NT 21-22 Balanced

3NT Ace ask (0/1, 2R, 2C, 2O, 4NT=3)

other

## 2. PRE-ALERTS

Opponents dbl our 1 level bids rdbl = 8+ HCP	1NT after responders 1♠ show 12-18
1NT after responders 1♦/1♥ show 15-18	Opener rebids 2♣ after a 1 level response -
2♦/2♥/2♠ rebid by opener 1♦/♥/♠ shows 5♣	Multiple meanings

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Intermediate
Responsive doubles through	4♥	Unusual NT	Lower 2 suits (any range)
1NT overcall - immediate	15-17	Immediate cue of minor	Majors
1NT overcall - re-opening	15-17	Immediate cue of Major	Other Major + minor. Any range
Over weak twos	T.O.X	Over opening threes	T.O.X
Over opponent's 1NT	Weak NT Min 11+ HCP a Strong NT is min 14+ HCP see below		
Weak NT X=penalty, 2NT= ♣ + ♦ ,others natural			
Strong NT X=2 suiter with at least 1 major, 2NT=♣+♦ , others natural			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ 4+♦	2♦ 4-7 6+♦	3♦ ♦ shortage 4+♣
1♥ 6+ 4+♥	2♥ 4-7 6+♥	3♥ ♥ shortage 4+♣
1♠ 6+ 4+♠	2♠ 4-7 6+♠	3♠ ♠ shortage 4+♣
1NT 6-9 4+ ♣ no shortage	2NT 10+ bal ♣ raise ask shap	3NT 15-17 bal ♣ raise
2♣ 6-9 4+♣ with shortage	3♣ 4+♣ limit high shortage	4♣ Natural Weak
other 4♦/4♥/4♠ natural weak		
1♦ 1♥ 6+ and 4+♥	2♥ 6-9 6+♥	3♥ short ♥ 4+♦
1♠ 6+ and 4+♠	2♠ 6-9 6+♠	3♠ Short ♠ 4+♦
1NT 6-9 No major	2NT 10+ bal ♦ raise ask shap	3NT 15-17 bal ♦ raise
2♣ 10+ and 4+♣	3♣ Short ♣ 4+♦	4♣ Natural Weak
2♦ 4-9 and 3+♦	3♦ 4+♦ limit high shortage	4♦ Pre-emptive
other 4♥/4♠ Natural Weak		
1♥ 1♠ 6+ 4+♠	2♥ 4-9 3+♥	3♦ Short ♦, ♥ Raise
1NT 6-9 bal	2♠ 6-9 6+♠	3♥ 5-10 4+♥
2♣ 10+ ♣ f1	2NT 10+ Balance ♥ Raise	3♠ Short ♠, ♥ Raise
2♦ 10+ ♦ f1	3♣ Short ♣, ♥ Raise	3NT 15-17 Balanced, ♥ Raise
other 4♣ Short ♣, ♥ raise/4♦ Short ♦♥ raise/4♠ to play		
1♠ 1NT 6-10	2♠ 4-9 3+♠	3♥ Short ♥ ♠ Raise
2♣ 10+ ♣ f1	2NT 10+ Balance ♠ Raise	3♠ 5-10 4+♠
2♦ 10+ ♦ f1	3♣ Short ♣ ♠ Raise	3NT 15-17 Balanced ♠ raise
2♥ Good Raise ♠ f1	3♦ Short ♦ ♠ Raise	4♣ Void ♣ ♠ Raise
other 4♦ Void ♦ ♠ Raise/4♥ to play		
1NT 3♣ slam inv (♣) 3♦ declines	3♣ slam inv(♠) 3NT declines	4♦ natural
3♦ slam inv (♦) 3♥ declines	3NT to play	4♥ to play
3♥ slam inv(♥) 3♠ declines	4♣ natural	4♠ to play
other		
2♣ 2♦ weak or waiting	2NT 8-10 bal, no 5 card M	3♥ 8+ 6+♥ 1 loser suit f1
2♥ 8+ 5+♥	3♣ 8+ 5+♣	3♠ 8+ 6+♠ 1 loser suit f1
2♠ 8+ 5+♠	3♦ 8+ 5+♦	3NT 11-13 bal, no 5 card M
other 4♣		
2♦ 2♥ 12+ invitational	3♣ 16+ forcing	3♠ 16+ forcing
2♠ 12+ invitational	3♦ pre-emptive	3NT to play
2NT forcing enquiry	3♥ 16+ forcing	4♣ Natural
other 4♦ pre-emptive, 4♥/4♠ to play		

Notes

2♥ 2♠ 12+ invitational	3♦ 16+ forcing	3NT to play
2NT forcing enquiry	3♥ pre-emptive	4♣ weak natural
3♣ 16+ forcing	3♠ 16+ forcing	4♥ to play
other 4♦ weak natural/4♠ to play		
2♠ 2NT forcing enquiry	3♥ 16+ forcing	4♣ weak natural
3♣ 16+ forcing	3♠ pre-emptive	4♥ Natural
3♦ 16+ forcing	3NT to play	4♠ Natural
other 4♦ weak natural		
2NT 3♣ Stayman	3♠ Show 10 minor cards	4♦ Forcing RKCB ♦
3♦ Transfer 3♥	3NT to play	4♥ to play weak
3♥ Transfer 3♠	4♣ Forcing RKCB ♣	4♠ to play weak
other		

## 9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing

One round ☒

Game force ☐

NT Checkback

☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ x has good ♦, 2NT 16-19 balanced majors stopped

RCO style 2-s x is take out. Pass then x is penalty

Other 2-s x is takeout where the suit is shown. Penalty oriented if not.

Defence 1♣ : 1NT = minors X= Majors

to

strong 2♣ : -

♣

Over 1NT Interference lebensohl

Lebensohl - other uses Fast arrival...denies a stop

Take out of 4 level pre-empts

4♣/4♦

4♥ x and 4NT (2 places)

4♠ 4NT

## 10. OTHER NOTES

2♦ - 2NT responses 3♣ = Bleak, 3♦ = weak, 3♥ = 5+♦&4♥ 3S! = 5+♦&4♠ 3NT = 6+♦ max

2♥ - 2NT responses(non vul) 3♣=5♥ 3♥=6+♥, responses(vul) 3♣/3♦=shortage 3♥ weak

2♠ - 2NT responses(non vul) 3♣=5♠ 3♠=6+♠, responses(vul) 3♣/3♦/3♥=shortage 3♠ weak

1♣/♦/♥/♠ - 2NT response are 3♣ no shortage 3♦ show ♣ shortage 3♥ show ♦ shortage etc

f1 is forcing 1 round