

## 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 <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> 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
<b>Discards</b>	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	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

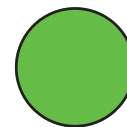
[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 15F06 by RoL  
MyRev.

Copyright © ABF 2015



# 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

1♣ 11+, 3+ ♣	1♥ 11+ 4+ ♥
1♦ 11+, 4+ ♦	1♠ 11+ 5+ ♠
1NT (11)12-14 <span style="float: right;">may contain 5 card Major <input type="checkbox"/></span>	

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 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		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♦ Strong, 16+, 6+♦	3♦ GF Splinter
1♥ Nat 5+, 4+♥	2♥ Strong, 16+, 6+♥	3♥ GF Splinter
1♠ Nat 5+. 4+♠	2♠ Strong 16+, 6+♠	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♥ Strong, 16+, 6+♥	3♥ GF Splinter
1♠ Nat 5+. 4+♠	2♠ Strong 16+, 6+♠	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♦
other		
1♥ 1♠ Nat 5+. 4+♠	2♥ Limit raise, 6-9	3♦ Mini/maxi splinter
1NT 5-8, not ♠	2♠ Strong 16+, 6+♠	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♦
3♦ Invitational, broken 6.	3NT To play	4♥ To play
3♥ Slam interest, 5/6+♥	4♣ Gerber	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♣ Preference	3♠ Forcing	4♦ Preference/ good fit
3♦ Preference	3NT To play	4♥ To play
3♥ Forcing	4♣ Preference/ good fit	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

♣

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