4. BASIC RESPONSES Jump raises - minors Limit Limit Jump raises - Majors Single jumps weak. Double jumps GF splinter Jump shifts after minor opening Single Jumps= Mini/maxi-splinter. Double jumps= Splinter 11-14 Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening (or equivalent), stayman, transfers. 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: Roman Leads Ace for attitude Roman Leads Ace for attitude Leads Four or more with an honour Fourth highest Fourth highest From 4 small Second Second MUD MUD From 3 cards (no honour) In partner's suit As above As above Odd=Enc., Even=McKenney Discards Odd=Enc., Even=McKenney Low-High = Even Low-High = Even Count Low Encourage Low Encourage Signal on partner's lead: Signal on declarer's lead: Reverse count 2nd and subsequent discards are reverese count. 6. SLAM CONVENTIONS RKCB 3041 4♣ Gerber X when? 4m = Minorwood over 1N ... 4NT: Blackwood **Slam Notes** Minorwood if raise to 4 is strongand not in competition. Cue Bids X 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 www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



	STA	NDARD	SYS	TEM (CARD			
ABF Nos. 1	72057 A	Attilio De Luca	а					
& Names: 19	97904	04 David Lusk						
Basic System: A	COL							
Brown Sticker	Classific	ation: Gree	n X	Blue	Red	Yellow		
		1. OPE	NING	BIDS	5			
Describe strength,	minimum leng	th, or specific	meaning			Canape		
1♣ 11+, 3+ ♣			1♥	11+ 4+	Y			
1♦ 11+, 4+ ♦			1♠	11+ 5+	.			
1NT (11)12-14					may contain 5	card Major		
1NT Responses 24	Stayman							
2♦ Transfer	to 💙		2	Baron				
2♥ Transfer	> ♠		2NT	Relay	to a minor			
other $3C, D = 1$	Natural,invita	ational with b	roken 6	card suit	4m = minorwood			
2♣ Acol 2 GF or	23-24 Bal							
2♦ MULTI: Wea	k (6-9) 2 in	either major						
2♥ MULTI: Wea	k 5-4+ in H	and another	suit, 6-9	*.				
2♠ MULTI: Wea	k 5-4+ in S	and a minor 6	6-9*					
2NT (20)21-22 Ba	al		3NT	Gambli	ng in 1st and 2nd	l.		
other Usually 5-5+	when vul, c	or with both m	najors					
		2. PRE	E-ALE	RTS				
Multi 2s								
TWERB over stro	ong 1C							
	3. COI	MPETITIVE	BIDS	/ OVEF	RCALLS			
Negative doubles through	h 4♥	Jump overcalls	Weak	style				
Responsive doubles through 4♥ Unusual NT			Opposite rank 5-5+					
1NT overcall - immediate	T overcall - immediate 15-18 Imm		nmediate cu	e cue of minor Major+ other minor		inor		
1NT overcall - re-opening Imme			nmediate cu	ıe of Major	Other major + minor			
Over weak twos X= Take-out/values C				ning threes	X = Take-out			
Over opponent's 1NT	Modified Ca	appelletti						
ŭ	•	One major, 2	2 ♥= 5+1	∀ , 4+ mi	nor, 2 ♠ =5+ ♠ , 4+	minor.		
2NT = Minors (5	5)							

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

	Describe stre	ngui,	minimum length, or specin	0 11100	g
1♣ 1♦	Nat, 5+,4+ ♦	2	WJS 4-7	3	GF Splinter
1♥	Nat 5+, 4+ ♥	2	WJS 4-7	3 Y	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 Y	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 co	ntrol			
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					
otes					

Notes

2♥ 2♠	₹ 2♠ Pass/correct		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. C	ONVENTIONS		

4th Suit F	orci	ng One	round				Game force X	
NT Check	bac	X P	riorities: Ma	ijor sui	its, 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 u	ρ to 3NT. S	Suits=	suit at	pove or other two, NT= U	nmatched suits	
to								
strong	2♣ : No convention							
14/24								
Over 1NT Interference Lebensohl; After a double: XX = one suit, suit bid = 2 suits								
Lebensoh	nl - c	ther uses	Over wea	k 2: X	2NT	is relay and 0-7/8		
Take out	of 4	level pre-em	pts	4♣/4	4♦	X major oriented Take-o	ut	
4 💙	X = \	/alues			4	X = values, 4NT = any 2	, 5-5	
			10. (HTC	ER	NOTES		