4. BASIC RESPONSES Jump raises - minors Limit FEDERATION INC. Other: Other: Jump raises - Majors Limit Single jumps strong. 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. (or equivalent), stayman, transfers. Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus **NoTrump** (if different) Suit Versus (or both) 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 MUD From 3 cards (no honour) MUD In partner's suit As above As above Odd=Enc., Even=McKenney Odd=Enc., Even=McKenney **Discards** Low-High = Even Low-High = Even Count Reverse attitude Reverse attitude Signal on partner's lead: Reverse count on declarer's lead: Notes 2nd and subsequent discards are reverese count. 6. SLAM CONVENTIONS **RKCB 3041** 4♣ Gerber **X** when? Over 1NT Blackwood **Slam Notes** Minorwood if raise to 4 is strong and not in competition. Cue Bids X Infrequent Asking Bids 7. OTHER CONVENTIONS Chack-back (Crowhurst) Truscott over opp t/o Double System on for NT overalls Bourke relay after opener's suit rebid Cue raises www.abf.com.au PDF Form Rev. 13F21 by RoL MyRev. X= Strong. 2Φ = Majors, 2Φ =One major, 2Ψ = 5+1H, 4+ minor, 2Φ =5+ Φ , 4+ minor. 2NT = Minors Copyright © ABF 2013





AUSTRALIAN BRIDGE

	STA	NDARD	SYSTEM	CARD						
ABF Nos.	172057 A	Attilio De Luca								
& Names:	197904	David Lusk								
Basic System:	Acol									
Brown Sticker	Classificat	tion: Green	X Blue	Red	Yellow					
		1. OPEN	NING BIDS	5						
Describe strength	n, minimum lenç	gth, or specific r	neaning		Canape					
14 11+, 3+ 🕏			1 11+ 4+ 🗸							
1♦ 11+, 4+ ♦			1♠ 11+ 5+ ♠							
1NT (11)12-14,	balanced			may contain 5 c	ard Major 🔲					
1NT Responses	2♣ Stayman		Other:							
2 Transfer	·> V		2♠ Baron							
2♥ Transfer	·> ♦		2NT Transfe	r to a minor						
other 3♣, ♦ = Natural,invitational with broken 6 card suit										
2. Acol 2 GF or	2♣ Acol 2 GF or 21-22 balanced									
2♦ MULTI: Wea	2♦ MULTI: Weak (6-9) 2 in either major or 23-24 balanced									
2♥ MULTI: Wea	ak 5-4+ in 💙 an	d another suit, 6	6-9.							
2♠ MULTI: Wea	ak 5-4+ in 🛧 and	d another suit, 6	i-9							
2NT Weak 5-5+	in minors, 6-11		3NT Gamblin	g in 1st and 2nd.						
other										
		2. PRE	-ALERTS							
Multi 2s										
2NT = Minor suit	ts									
TWERB over str										
			BIDS / OVE	RCALLS						
Negative doubles thro	•	Jump overcalls	Weak style							
Responsive doubles t	hrough 4	Unusual NT	Opposite rank							
1NT overcall - immedi			mediate cue of minor	Major+ other minor						
1NT overcall - re-oper	•		mediate cue of Major	Other major + mind	or					
Over weak twos X=	= Take-out/value	es	Over opening threes	X = Take-out						
Over opponent's 1NT	Modified Car	pelletti								

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

			ingui,	minimum length, or specific	0	~·····9
1♣	1 🄷	Nat, 5+,4+♦	2	Strong, 16+, 6+♦	3◆	GF Splinter
	1♥	Nat 5+, 4+♥	2	Strong, 16+, 6+♥	3 Y	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 Y	Limit raise, 10-12
	2	9+, 4+♣	2NT	16+ Bal, 4+♥	3 ♠	GF Splinter
	2	9+, 4+♦	3 -	mini/maxi splinter	3NT	Balanced 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	Balanced 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	Strong, natural
	3	Invitational, broken 6.	3NT	to play	4	To play
	3 Y	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 contro	I			
2	2	Pass/correct	3♣	Forcing	3♠	Pass/correct
		Pass/correct, better ♥	3	Forcing		To play
		Forcing enquiry		Pass/correct		n/a
		Over 2NT response, 3♣=			1-72	
lote		5.51 2111 105ponoo, 01=	• , 0	. •		

2♥ 2♠	Pass/correct	3◆	Pass/correc	t 3NT	to play (unlikely)			
2NT	Forcing enquiry	3♥	Natural, obs	tructive 4♣	n/a			
3 -	Pass/correct	3♠	N/a	4♥	Natural, ambiguous			
other								
2 ♠ 2NT	Forcing enquiry	3♥	Forcing, nat	ural 4♣	Pass/correct			
3♣	Pass/correct	3♠	Natural, obs	tructive 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 Y	Forcing	4♣	Preference/	good fit 4♠	To play			
other								
	e to 3NT opening X: to Opening Twos	= values, i 3 doubles		ventions				
Multi 2♦ 3 doubles								
RCO style 2-s 3 doubles								
Other 2-s	3 doubles							
Defence	e 1♣ : TWERB up to	3NT. Suit	s= suit above	e or other two, NT=	Unmatched suits			
to								
strong 2♣: {Replace with your defence to strong 2♣ openings}								
*	No convention							
Over 1N	T Interference lebe	nsohl	Star	dard running meth	od: XX = one suit suits=2			
Lebenso	ohl - other uses	er weak 2	2: X, 2NT is r	elay and 0-7/8				
Take ou	t of 4 level pre-empts	3	4♣/4♦	X major oriented T	ake-out			
4 🖴	X = values		4 🛦	X = values, 4NT =	2014 2 F F			

 $4 \spadesuit X = \text{values}, 4 \text{NT} = \text{any } 2, 5-5$

10. OTHER NOTES