

4. BASIC RESPONSES

Jump raises - minors	weak with distribution
Jump raises - Majors	weak with distribution
Jump shifts after minor opening	weak
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	2♦ negative; other bids are positive: 5+ points
Responses to 2NT opening	3♣ stayman; transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	Attitude
From 4 small	2nd highest	Attitude
From 3 cards (no honour)	Middle	
In partner's suit	Low with 3 or 4	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	Count is reverse, then reverse original count.	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? after C was agreed

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Long suit trials	2♥/♠ (weak) - 2NT enquiry
Splinters	NOT VUL resp. 3♣:5 card, 3♦:6 card (weak)
	NOT VUL resp. 3♥: 6 card med (after 2♥)
Checkback	VUL: 3♣/♦ singleton and max
	3♥/♠: weak 3NT: max

www.abf.com.au

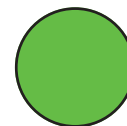
PDF Form Rev. 17K21 by RoL

MyRev. 2019-08-31 07:55

Copyright © ABF 2017



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 136298 Robert Gallus
& Names: 283861 George Lovrecz
Basic System: ACOL
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+♣ 11 - 20 1♥ 4+♥ 11 - 20
1♦ 4+♦ 11 - 20 1♠ 4+♠ 11 - 20
1NT 12-14 may contain 5 card Major

1NT Responses 2♣ Simple stayman

2♦ tfr to ♥ 2♠ tfr to ♣
2♥ tfr to ♠ 2NT tfr to ♦
other

2♣ Strong

2♦ Weak, 56-10p ,5+♦ (NV) 6+(V)

2♥ Weak, 6-10p, 5+♥ (NV) 6+ (V)

2♠ Weak, 6-10, 5+♠p (NV) 6+ (V)

2NT 21-22p (no 5 card M, 3♣ Stayman) 3NT Strong Pre-empt in any suit

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Intermediate 12-15p
Responsive doubles through 4♥ Unusual NT lower 2 suits
1NT overcall - immediate 15-18 Immediate cue of minor top & another
1NT overcall - re-opening 15-18 Immediate cue of Major top & another
Over weak twos Over opening threes
Over opponent's 1NT strong NT: X= 2 suiter(5-5, one is a M), 2NT= minors
weak: X is penalty oriented, 2NT= minors, others are natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+	2♦ weak	3♦ Splinter
1♥ 4+	2♥ weak	3♥ Splinter
1♠ 4+	2♠ weak	3♠ Splinter
1NT 6-9	2NT 10-14 4♣ raise or 18+	3NT 15-17
2♣ 4+ 6-9 bal	3♣ 4+ <9 distributional	4♣ Pre-empt
other 4♥/4♠ to play		
1♦ 1♥ 4+	2♥ Weak	3♥ Splinter
1♠ 4+	2♠ Weak	3♠ Splinter
1NT 6-9	2NT 10-14 4♦ raise or 18+	3NT 15-17
2♣ 10+	3♣ Splinter	4♣
2♦ 4+ 6-9 bal	3♦ 4+ <9 distributional	4♦
other 4♥/4♠ to play		
1♥ 1♠ 4+	2♥ 6-9	3♦ Splinter
1NT 6-9	2♠ Weak	3♥ 4+ <9 distributional
2♣ 10+	2NT 10-14♥ raise or 18+	3♠ Splinter
2♦ 10+	3♣ Splinter	3NT 15-17
other 4♣/4♦/4♠ natural		
1♠ 1NT 6-9	2♠ 6-9	3♥ splinter
2♣ 10+	2NT 10-14 4♠ raise or 18+	3♠ 4+ <9 distributional
2♦ 10+	3♣ splinter	3NT 15-17
2♥ 10+	3♦ splinter	4♣
other 4♣/4♦/4♥		
1NT 3♣ slam try	3♠ slam try	4♦ minorwood
3♦ slam try	3NT to play	4♥ to play
3♥ slam try	4♣ minorwood	4♠ to play
other		
2♣ 2♦ Negative	2NT 8+p bal	3♥
2♥ 5+♥ 8+p	3♣ 6+♣ 8+p	3♠
2♠ 5+♠ 8+p	3♦ 6+♦ 8+p	3NT
other		
2♦ 2♥ F1	3♣ F1	3♠
2♠ F1	3♦ To play	3NT To play
2NT Forcing enquiry	3♥	4♣
other		

Notes

2♥ 2♠ F1	3♦ F!	3NT To play
2NT Forcing enquiry	3♥ To play	4♣
3♣ F1	3♠	4♥
other		
2♠ 2NT Forcing enquiry	3♥ F1	4♣
3♣ F1	3♠ To play	4♥ To play
3♦ F1	3NT To play	4♠ To play
other		
2NT 3♣ stayman	3♠	4♦
3♦ transfer	3NT to play	4♥
3♥ transfer	4♣	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ x = t/o major; VTP doubles; 2NT 15 - 18;

RCO style 2-s

Other 2-s

Defence (1♣) : X majors; NT minors; other natural;

to 1

strong (2♣) : as above

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦ X

4♥ X

4♠ 4NT

10. OTHER NOTES

3NT opening - Strong pre-empt in any suit., 4♣= 0 or 1KC