

4. BASIC RESPONSES

Jump raises - minors	
Jump raises - Majors	
Jump shifts after minor opening	Bergen style
Jump shifts after Major opening	pre-emptive
Responses to strong 2 suit open.	2♦ = 3+ , 2♥ = 0-4, denies A or K
Responses to 2NT opening	5 card stayman, transfers, minor suit stayman

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, but A(Q)-Att K-Count	K for unblock
Four or more with an honour	3rd/Low	attitude
From 4 small	3rd highest	
From 3 cards (no honour)	lowest, top if raised part's suit	top
In partner's suit	as above	
Discards	odd=enc, even=rev count	
Count	reverse original	
Signal on partner's lead:	rev count (except AQ leads)	rev att (except K leads)
Signal on declarer's lead:	Std Smith Peters, Reverse count, Std Suit preference (trumps)	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	many relay sequences	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

short suit trials	22(45) and (5332 Major) shapes can be -
extensive relays with PODI and PORI	shown as either balanced or unbalanced
generally, interference forcing relay up	
2+ steps breaks relay (some exceptions)	Leaping & Non-Leaping Michaels

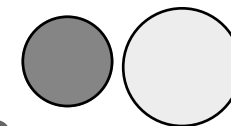
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	386456	Michael Ware	23133
& Names:	41841	Matthew McManus	46311
Basic System:	(1st/2nd only) Semi-forcing Pass, transfer M openings, 1♥ = 7-10, any		
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>	

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☒

1♣ 10-20, 4+♥, unbal	1♥ 7-10, any
1♦ 10-20, 4+♠, unbal	1♠ 10-14, no 4M, unbal
1NT 11-14	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ GF relay
2♦ transfer ♥ (maybe 4 cards)	2♠ ART, invit+
2♥ transfer ♠ (maybe 4 cards)	2NT 5 card Stayman, GF
other 3m = nat to play; 3M = 4 of oM, GF	

2♣	24+ bal or any GF
2♦	(0)3-7, 5 or 6 M
2♥	8-10, 5 or 6 ♥
2♠	8-10, 5 or 6 ♠
2NT	21-23 bal
3NT	4 level m pre-empt
other	4♣/♦ = 8-9 playing tricks in ♥/♠, very good suit

2. PRE-ALERTS

Pass = 0-6, or 15-20, bal or unbal no 4M	** 3rd/4th seat openings are very different
1NT overcall = 15-18 or weak 1 or 2 suited	
Michaels/Unusual 2NT are constructive	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak - except 3♣ (2 suited, same rank)
Responsive doubles through	4♥	Unusual NT	2 unbid suits - same colour, constructive
1NT overcall - immediate	15-18 or Comic	Immediate cue of minor	2♣ = ♦+♠, 2♦ = ♣+♥
1NT overcall - re-opening	11-14 (15)	Immediate cue of Major	2♥ = ♦+♠, 2♠ = ♣+♥
Over weak twos	cue=4oM/6m; 4m=5m+5oM	Over opening threes	4m = 5m+5oM
Over opponent's 1NT	X=Strong, 2♣ = ♥+♠; 2♦=weak M, 2M=Nat Constructive		
	4th seat: X = 10+ any two suits or any (17)18+		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-6 or 7-10, bal not 3♥	2♦ 3-6, 3♥	3♦ 6-9, 4♥
1♥ invite + relay	2♥ 7-10, 3♥	3♥ 2-6, 4♥
1♠ 6-10, 5+♠, NF	2♠ (5) 6-9, 4♥ + singleton	3♠ splinter
1NT 6-10, 5+♣, NF	2NT GF raise	3NT 13-15, 4333 with 3♥
2♣ 6-10, 5+♦, NF	3♣ 10-12, 4♥	4♣ splinter
other		
1♦ 1♥ 0-6 or 7-10, bal not 3♠	2♥ 3-6, 3♠	3♥ 6-9, 4♠
1♠ invite + relay	2♠ 7-10, 3♠	3♠ 2-6, 4♠
1NT 6-10, 5+♣, NF	2NT (5) 6-9, 4♠ + singleton	3NT 13-15, 4333 with 3♠
2♣ 6-10, 5+♦, NF	3♣ GF raise	4♣ splinter
2♦ 6-10, 5+♥, NF	3♦ 10-12, 4♠	4♦ splinter
other		
1♥ 1♠ invit + relay	2♥ nat NF constructive	3♦ nat NF
1NT (10)11-14(15), bal	2♠ nat NF	3♥ nat NF
2♣ nat NF	2NT weak, 4+4+ m	3♠ nat NF
2♦ nat NF	3♣ nat NF	3NT to play
other		
1♠ 1NT invite + relay	2♠ nat NF	3♥ splinter, 13-15, 4+4+m
2♣ pass or correct	2NT 11-13, bal invite	3♠ splinter, 13-15, 4+4+m
2♦ nat NF	3♣ pass or correct	3NT 13-15, 4333 or 3433
2♥ nat NF	3♦ pass or correct	4♣ pass or correct
other	4♦ pass or correct, 4M = to play	
1NT 3♣ weak, to play	3♠ 4♥, F to 3NT or 4♥	4♦ transfer ♠
3♦ weak, to play	3NT to play	4♥ to play
3♥ 4♠, F to 3NT or 4♠	4♣ transfer ♥	4♠ to play
other		
2♣ 2♦ 3+ waiting, 0+ controls	2NT	3♥ 3-7, 6♥ goodish suit
2♥ 0-4, no A or K	3♣ 3-7, 6♣ goodish suit	3♠
2♠ 3-7, 6♠ goodish suit	3♦ 3-7, 6♦ goodish suit	3NT
other		
2♦ 2♥ pass or correct	3♣ NF, nat or lead direct	3♠ pass or correct
2♠ GF, shape ask	3♦ NF, nat or lead direct	3NT to play
2NT invit+, strength/suit ask	3♥ pass or correct	4♣ transfer me to your suit
other	4♦ = bid your suit, 4♥ = pass or correct	

Notes

2♥ 2♠ GF relay	3♦ NF, nat or lead direct	3NT to play
2NT 5+♠, forcing	3♥ NF, nat or lead direct	4♣ splinter
3♣ NF, nat or lead direct	3♠ splinter	4♥ to play
other		
2♠ 2NT GF relay	3♥ nat, GF	4♣ splinter
3♣ NF, nat or lead direct	3♠ nat, non-invitational	4♥ splinter
3♦ NF, nat or lead direct	3NT to play	4♠ to play
other		
2NT 3♣ 5 card stayman	3♠ minor suit stayman	4♦ nat, slam try
3♦ transfer ♥	3NT to play	4♥ nat, mild slam try
3♥ transfer ♠	4♣ nat, slam try	4♠ nat, mild slam try
other	4NT = quantative (4NT after other bid is Blackwood)	

9. CONVENTIONS

Unusual NT: constructive, 5+/5+ two suits of same colour

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities:

Defence to 3NT opening 4♣/♦ = takeout with longer/better ♥/♠

Defence to Opening Twos

Multi 2♦ X = 16+, next double = t/o

RCO style 2-s X = t/o

Other 2-s X = t/o

Defence X = 15+, 1♦ = ♦ or ♥♠, 1♥ = ♥ or ♠+♣, 1♠ = ♠ or ♣+♦, 1NT = odd suits

to 2♣ = ♣ or ♦+♥, others = nat, weak

strong (2♣) : X = ♣, others same as over 1♣ up one level

1♣/2♣

Over 1NT Interference Transfer Lebensohl

Lebensohl - other uses after X of weak twos

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES