

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.	
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	Leaping & Non-Leaping Michaels
extensive relays with PODI and PORI	
generally, interference forcing relay up	
2+ steps breaks relay (some exceptions)	

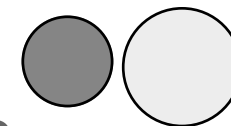
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	386456	Michael Ware
& Names:	41841	Matthew McManus
Basic System:	(3rd/4th only) Responses to Semi-forcing Pass	
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♣ 10-18, bal, or 9-18, 3 suit or unbal no M	1♥ 9-18, 4+♠, <4♥
1♦ 3-8(9) or 19+ any	1♠ 9-18, 4+♥, <4♠
1NT 9-18, unbal, both majors, 4+5+	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ 15-20, relay
2♦ 0-6, equal length in M	2♠ 0-6, to play
2♥ 0-6, to play	2NT
other 3♣/♦ = 5-6, ♥/♠, transfer, 3♥/♠ = 0-4, to play	

2♣	9-14, 6+♣, good suit, no 4M, <5♦
2♦	9-14, 6+♦, good suit, no 4M, <5♣
2♥	9-14, 6♥ (6331 or 6322)
2♠	9-14, 6♠ (6331 or 6322)
2NT	21-23 bal
3NT	4 level m pre-empt
other	4♣/♦ = 8-9 playing tricks in ♥/♠, very good suit

2. PRE-ALERTS

1NT overcall = 15-18 or weak 1 or 2 suited	
Michaels/Unusual 2NT are constructive	
** 1st/2nd seat openings are very different	

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♦ 15-17, bal	2♦ 15-20, 5+♣4♦	3♦ 15-20, 2227
1♥ 18-20, bal	2♥ 15-20, 5+♣ with short♠	3♥ 15-20, 2317
1♠ 0-6, less ♣ than ♠	2♠ 15-20, 5+♣ with short♥	3♠ 15-20, 3307
1NT 15-20, 5+♦4♣ or 5+♦	2NT 15-20, 3226	3NT 15-20, 3217
2♣ 15-20 5+♣5+♦	3♣ 15-20, 3316	4♣
other		
1♦ 1♥ 0-6 any	2♥ 15-20 5+5+mm, high st	3♥
1♠ 15-20, relay	2♠ 15-20 5+5+mm, even s	3♠
1NT 15-17, (semi-) bal	2NT 15-20 5+5+mm, low sh	3NT to play, likely solid m
2♣ 15-17, nat NF	3♣ 15-16, 7♣, non solid	4♣
2♦ 15-17, nat NF	3♦ 15-16, 7♦, non solid	4♦
other		
1♥ 1♠ GF relay 3+♠	2♥ 0-3, 3♠	3♦ 5-6, 4♠, no shortage
1NT GF relay 0-2♠	2♠ 4-6, 3♠	3♥ 4-5, 4♠
2♣ 0-6, <3♠, pass or correct	2NT 4-6, 4♠ + singleton	3♠ 0-3, 4♠
2♦ 4-6, 5+♥	3♣ 15-20, 4♠, no shortage	3NT
other		
1♠ 1NT 15-20, relay	2♠ 4-6, 4♥ + singleton	3♥ 0-3, 4♥
2♣ 0-6, <3♥, pass or correct	2NT 15-20, 4♥, no shortage	3♠ splinter
2♦ 0-3, 3♥	3♣ 5-6, 4♥, no shortage	3NT
2♥ 4-6, 3♥	3♦ 4-5, 4♥	4♣ splinter
other		
1NT 3♣ 5-6, transfer ♥	3♠ 0-4, to play	4♦ 15-16, no shortage, transfer
3♦ 5-6, transfer ♠	3NT to play, likely sold minor	4♥ 0-6, to play
3♥ 0-4, to play	4♣ 15-16, no shortage, transfer	4♠ 0-6, to play
other		
2♣ 2♦ 15-20, GF relay	2NT 15-17, bal, 2♠+3♦	3♥ 15-20, splinter
2♥ 0-6, nat NF	3♣ 0-6, to play	3♠ 15-20, splinter
2♠ 0-6, nat NF	3♦ 15-20, splinter	3NT 18-20, bal, 2♠+3♦
other		
2♦ 2♥ 15-20, GF relay	3♣ 0-6, nat NF	3♠ 15-20, splinter
2♠ 0-6, nat NF	3♦ 0-6, to play	3NT 18-20, bal, 2♦+3♣
2NT 15-17, bal, 2♦+3♣	3♥ 15-20, splinter	4♣
other		

Notes

2♥ 2♠ 15-20, GF relay	3♦ 15-17, nat NF	3NT to play
2NT 15-20, 5+5+mm, NF	3♥ 0-6, to play	4♣ 15-17, splinter
3♣ 15-17, nat NF	3♠ 15-17, splinter	4♥ to play
other		
2♠ 2NT 15-20, GF relay	3♥	4♣ 15-17, splinter
3♣ 15-17, nat NF	3♠ 0-6, to play	4♥ 15-17, splinter
3♦ 15-17, nat NF	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 = quantitative (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