

## 4. BASIC RESPONSES

Jump raises - minors	Preemptive to play, <7 hcp
Jump raises - Majors	7-10 & 4-card support; 1M:2NT Inv+ 4-card raise
Jump shifts after minor opening	1♦:2M weak to play, 1♦:3♣ = ♦ raise, after 1♣: TRF see inside
Jump shifts after Major opening	Natural, invitational, around 8-10 hcp and good 6 card suit
Responses to strong 2 suit open.	2♣: 2♦ waiting, 2♥/♠ to play, 2NT+ positive transfers
Responses to 2NT opening	3♣ Muppet Stay, 3♦/♥ TRF, 3♠=minor stayman, 4any = 2upTRF

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Top .. maybe K from AK Notes 2&3	same, Underlead for unblock
Four or more with an honour	4th	4th
From 4 small	2nd top	2nd (occasionally 1st)
From 3 cards (no honour)	2nd top (occasionally 1st)	2nd (occasionally 1st)
In partner's suit	Att if supported, peter H/L	Low from xxx unsupported
<b>Discards</b>	Odd encourage, Even Suit Pref	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low enc, except notes 1 & 2	
<b>Signal</b> on declarer's lead:	NT: Smith high = liked opening lead. Rev count. Trumps: Suit Pref.	
<b>Notes</b>	1. Lead of A or K of pd's pre-empt, signals: mid card = enc, high/low = switch H/L 2. K = count at 5-level or after declarer pre-empt. 3. K from AK d'ton or s'ton switch Ten = s'ton, d'ton or top interior sequence. 9 may have T unless pd suit. Midgame: Att style, K=count	

## 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	4C Mini-RKC to weak 2s/PRE
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 unless ♣ B'wood direct from 1x & Namyats or 1Nstay:minorstay
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> Cue-bids are 1st/ 2nd; 3NT non-serious; Minorwood
After RKC new suit not King or Q ask is control ask: answer None / Q or d'ton / K / KQ	
RKC then 5NT Specific Kings; D1P0 / R1P0 / DEPO if opps bid our 5 sign-off	

## 7. OTHER CONVENTIONS

2NT Leb or Scrambling PH ... then 3H= stronger	1m (X) XX/1m/1M all transfers
2-way Rev Drury PH (off over interference)	1M (X) XX = 10+, TRF, 2NT = 4card Inv Raise
Garozzo long & short suit trials uncontested	2M (X) Transfer McCabe Raise w A or K
	5NT Pick a Slam if RKC not bid first
3rd suit forcing one round	

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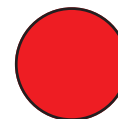
The Witch (Gazilli-style) after 1M:1NT nf

Mini-RKC answers are 01122 unless 20+hcp



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	382655	Andrew RICHMAN
& Names:	377910	Sandra RICHMAN

Basic System: Transfers responses to 1♣ : Modified 2/1, 1M:1NT Non-forcing

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ (1)2+ bal (may have 5D) or nat unbal 10+ 1♥ 5+♥ (maybe 4 in 3rd) 10+ hcp

1♦ (4)5+♦ always unbal 10+ hcp 1♠ 5+♠ (maybe 4 in 3rd) 10+ hcp

1NT 14-16 hcp (dealer favourable 13-15) sometimes off-shape may contain 5 card Major

1NT Responses 2♣ Simple stayman ask (at least one 3+ card M; Smolen; can be garbage)

2♦ TRF ♥ 2♠ Range Ask or TRF ♣

2♥ TRF ♠ 2NT TRF ♦

(Dbl) XX = Values, 2x = natural 5-card other 3♣♦=minors;♥♠=SPL; 4♣♦=TRF♥/♠

2♣ Strong: Semi-Bal 20-21 or 24+ (Kokish), Otherwise GF Unbal (RESP 2M = to play)

2♦ 4♠, 5+♥, 10-15 hcp (jump raise to 3M invitational)

2♥ Weak 2 5-6♥ VUL dependent. Very weak Dealer favourable. ( If opps X, Transfer

2♠ Weak 2 5-6♠ Vul dependent. Very weak Dealer favourable. ( MCabe, raise deny A/K

2NT 22-23 hcp Semi-Bal, occasional s'ton 3NT Preempt in either minor (Namyats)

other 4♣/4♦ = strong ♥/♠ preempt (Resp 4M is mild S/T); 4NT= Specific Ace Ask (5♣=none)

## 2. PRE-ALERTS

Dealer fave & 3rd seat light openings X strong NT=5m&4M or single-suit bal seat

Major Response to 1♣ may be light Lots of transfers incl X in comp auctions

Flannery 2♦ open; Namyats 3NT/4m/4M Fit-Showing Jumps in comp & passed hand

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Variable: May be transfer, support, Munson or invite. Negative DBL thru 5♣

If we have shown a fit X may be game invite if no room to trial. Responsive DBL thru 5♣

Jump overcalls Weak Unusual NT Lowest unbid suits

1NT overcall: (immediate) 15-18 System On (re-opening) 11-14 Major / 15-17 minor

Immediate cue: (minor) Both Majors 5/5 wide-ranging (Major) Other Major + minor

**Over:** Weak Twos X=t'out, Leaping Michael Opening Threes X=t'out, Non-leap Michaels

Opponent's transfers X=takeout of implied suit, bids are natural unless trf implies 5+card suit

Opponent's 1NT 2NT = minors (Strong NT = when their range adds up to >=30)

vs Strong NT: bal seat DONT else X = 5+m&4M, 2C = ♥&♠, 2D=6-card M, 2M=5M&4m

vs Weak NT: X = Penalty, 2C = Both Majors, 2D = 16+ with 1 Major, 2M = Natural 10-15

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, mostly 4+hcp	2♦ 6♥ weak or GF	3♦ 6-card ♦, 9-11 hcp
1♥ 4+ ♠, mostly 4+hcp	2♥ 6♠ weak or GF	3♥ SPL 5♠ & 4♣ noAorK♦
1♠ TRF 1NT (see Notes#)	2♠ 8-10 hcp 5+♣	3♠ SPL 5♥ & 4♣ noAorK♦
1NT bal 11-12 (13 1st fave)	2NT 13-14 Bal, no 4M	3NT To play, no 4-card M
2♣ 10+ hcp, 5+♣	3♣ 5+♣ raise <7 hcp raise	4♣ Preemptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♦ 1♥ 4+♥, 4+ hcp	2♥ 6♥ 9-11 hcp	3♥ SPL 5♠/4♦ noAorK♣
1♠ 4+♠, 4+ hcp	2♠ 6♠ 9-11 hcp	3♠ SPL 5♥/4♦ noAorK♣
1NT 6-11 hcp, no 4M	2NT 11-13 hcp no 4M	3NT To play
2♣ 5+ ♣ 10+ hcp	3♣ ♦ raise 8-10 hcp	4♣ splinter GF
2♦ 11+ hcp, 4+♦	3♦ ♦ weak raise <7 hcp	4♦ Preemptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♥ 1♠ usually 5+♠, 5+ hcp	2♥ 6-9 raise	3♦ 6-card ♦, 9-11 hcp
1NT NF see 'other' below	2♠ 6-card ♠ 9-11 hcp	3♥ 6/7-9 hcp 4♥
2♣ GF ♣ or INV/GF ♥ raise	2NT 4+♥ Invite or better	3♠ SPL 10-12 hcp
2♦ GF 4+♦	3♣ Good 6+ suit, 9-11 hcp	3NT Choice of Games
other 1♥:1NT: NF up to 12hcp, can have 4♠, can have 3♥ if weak. 1H:4m SPL		
1♠ 1NT NF up to 12 hcp	2♠ 6-9 raise	3♥ Good 6 card suit 9-11
2♣ GF ♣ or INV/GF ♠ raise	2NT 4+♠ Invite or better	3♠ 6/7-9 hcp 4♠
2♦ GF 4+♦	3♣ 6♣, 9-11 hcp	3NT Choice of Games
2♥ GF 5+♥	3♦ 6♦, 9-11 hcp	4♣ Splinter 10-12 hcp
other 4♣/♦/♥ SPL 10-12 hcp, 4NT Blackwood, 5♣/♦ to play		
1NT 3♣ both minors NF	3♠ SPL, 5♥ (54) minors	4♦ ♠ Transfer
3♦ both minors GF	3NT to play	4♥ to play
3♥ SPL, 5♠ (54) minors	4♣ ♥ Transfer	4♠ to play
other 4NT = Quant		
2♣ 2♦ waiting	2NT 6+ ♣, 2/3 honours	3♥ 6+ ♠, 2/3 honours
2♥ to play opp 20-21	3♣ 6+ ♦, 2/3 honours	3♠ 5-5 minors
2♠ to play opp 20-21	3♦ 6+ ♥, 2/3 honours	3NT
other 2♣:2♦:2♥=GF Bal or GF w ♥ & forces 2♠ response (or long weak transfer)		
2♦ 2♥ to play	3♣ Natural NF	3♠ Natural INV
2♠ to play	3♦ Natural INV	3NT to play
2NT Enq (O bids fragment)	3♥ Natural INV	4♣ ♥ slam try, short ♠
other 4♦ is ♠ slam try, short ♥		

**Notes** 1♣:1♠=TRF to 1NT and may be to play 1NT or 3NT or INV to 3NT with ♦; may be FG with ♦ (+possibly a major); could be 6-11 just ♦ or 4+♣ & 5+♦.  
Jump to 4m after Inverted Minor Raise is RKC (no Crosswood due to splinter)

2♥ 2♠ Natural, NF if NV	3♦ Natural, NF if NV	3NT to play
2NT Enquiry	3♥ to play	4♣ Mini RKC (01122)
3♣ Natural, NF if NV	3♠	4♥
other 2♥:2NT:3♣ any min, then step asks shortage NLMH		
2♠ 2NT Enquiry	3♥ Natural, NF if NV	4♣ Mini RKC (01122)
3♣ Natural, NF if NV	3♠ to play	4♥
3♦ Natural, NF if NV	3NT to play	4♠
other 2♠:2NT:3♣ any min, then step asks shortage NLMH		
2NT 3♣ Muppet Stay (3NT=5♥)	3♠ Minor Suit Stayman	4♦ ♠ Slam? step = like
3♦ ♥ Trans (steps=length)	3NT to play	4♥ ♣ Slam? step = RKC
3♥ ♠ Trans (steps=length)	4♣ ♥ Slam? Step = like	4♠ ♦ Slam? step = RKC
other 4NT Quant. 2NT:3S O bids cheapest 4card minor then step RKC, 4NT quant, other short		

## 9. CONVENTIONS

**Unusual NT:** 2 Lowest Unbid

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** X = Values, 4♣ = both Majors poss ♥ pref, 4♦=both M ♠ pref

**Defence to Opening Twos** DBL = Takeout then Leb or PH Scrambling, Leaping Michaels

Multi 2♦ DBL = 13+ hcp (123 dbls), 2NT = 16-18 then Muppet Stayman

RCO style 2-s as above

Other 2-s TRF openings: X = T/O, Cue=stop ask, Leaping Michaels

**Defence** (1♣) : 1♣ : 1♦=♦&♥, 1♥=♥&♠, 1♠=♠&♣, X=♣&♥, 1NT=♦&♠, 2♣=♣&♦

**to** if 1♣(p)1♦: X=♦&♠, NT=♣&♥, 2♦=♦&♥, others as above

**strong**

1♣/2♣ (2♣) : X = Majors, 2NT = Minors (same after strong 2♦ opening)

**Over 1NT Interference** If 2C nat: Syst on else LEB. After 1NT (X) P (P) XX bid 4-card up line

**Lebensohl - other uses** Resp to T/O X @ 2-level if UP hand & (3C) X (P) 3D =artificial

**Take out of 4 level pre-empts** 4♣/4♦ DBL

4♥ DBL

4♠ DBL, 4NT = 2-suited t'out

## 10. OTHER NOTES

Leaping & Non-leaping Michaels show hearts whenever possible/ambiguous

(3C) X (P) 3D negative or slam try forces 3H (unless strong)

Partner overcalls 1NT & rho bids (both opps have bid) responder's bids are all natural & ^^ double is takeout and redouble is to play.

TRF after they overcall 1 Spade

No stayman when 4333 unless the major is AKQx. No MP stayman when 4432 if 28-30 hcp

In Smolen & Muppet when 4C is both M slam try...4D accepts (Namyats rejects or RKC next)