

4. BASIC RESPONSES

Jump raises - minors	GF shortage showing over 1♣; Pre-emptive over 1♦
Jump raises - Majors	Distributional GF raise (4+ support)
Jump shifts after minor opening	Natural and invitational over 1♦; Inv+ transfers over 1♣
Jump shifts after Major opening	Natural and invitational (except 1♥ - 2♠)
Responses to strong 2 suit open.	Curious scepticism (or sceptical curiosity if playing reverse)
Responses to 2NT opening	3♣: Mostly Muppet; Transfers to all suits (3♠ to ♣; 4♣ to ♦)

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q = Rev Att; K = Rev Count	
Four or more with an honour	3rd/Low	Attitude
From 4 small	3rd	Attitude
From 3 cards (no honour)	3rd	Attitude (Usually top)
In partner's suit	3rd/Low	3rd/Low
Discards	Reverse Count, 1st may be SP	
Count	Reverse Count	
Signal on partner's lead:	Reverse Attitude; Reverse Count	
Signal on declarer's lead:	Reverse Count	
Notes	We use Revolving suit preference when giving a suit preference signal.	
	We may give a suit preference signal in trumps when defending	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB 1430	4♣ Gerber	<input type="checkbox"/>	when?
Slam Notes	Kickbo; Last Train				
Cue Bids	<input checked="" type="checkbox"/>	1st or 2nd round; two of the top three in own suit (A or K in partner's suit)			
Asking Bids	<input checked="" type="checkbox"/>				

7. OTHER CONVENTIONS

Leong Transfers	Support X/XX after 1m - 1M (or equivalent)
Lebensohl after T/O doubles	Good/Bad 2NT (2NT is Good)
Gazzilli	Unusual Over Unusual (Cheapest cue raise)
Many transfers in competitive auctions	Non-Serious 3♠/3NT

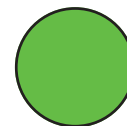
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	384399	Paul Brayshaw
& Names:	317640	Chris Mulley
Basic System:	Non-Standard American	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape	<input type="checkbox"/>
1♣ 2+, 11+ HCP (Clubs or Balanced)	1♥ 5+, 11+ HCP	
1♦ 4+, 11+ HCP (17 - 19 if balanced)	1♠ 5+, 11+ HCP	
1NT 13.5 - 16 HCP, can be offshape (incl. singleton honour)	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ 5-card Stayman (weak ♦ or GI+); Smolen 2♦ 5+ hearts 2♠ Range Probe OR GF Both minors 2♥ 5+ spades 2NT Clubs, Weak or GF other 3♣ = Diamonds; 3♦ = GF, 4=4 majors; 3M = GF, 4 other M (only)		
2♣ 20 - 22 balanced OR GF		
2♦ 10 - 15 HCP, 5+ hearts and 4+ spades (Flannery)		
2♥ 5+ hearts, 4 - 9 HCP (suit length and quality dependent on vulnerability)		
2♠ 5+ spades, 4 - 9 HCP (suit length and quality dependent on vulnerability)		
2NT 22.5 - 24 balanced	3NT Good suit, 4-level minor pre-empt	
other		

2. PRE-ALERTS

Transfers in many auctions (incl. some X)	1M - 2 suit is often multi-meaning (incl raise)
Transfer responses to 1♣	Support X/XX after 1m - 1M (or equivalent)
2♦ Opening (Flannery)	1NT overcall is not always natural

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak; very aggressive when not vul
Responsive doubles through	4♦	Unusual NT	Lowest 2 unbid suits, intermediate or better
1NT overcall - immediate	See Other Notes	Immediate cue of minor	5+/5+ majors; weak or strong
1NT overcall - re-opening	10 - 18 HCP	Immediate cue of Major	5+/5+ OM+m; int+ over 1♠
Over weak twos	X = T/O; Lebensohl	Over opening threes	X = Takeout (flexible)
Over opponent's 1NT	Weak: X = Pen; 2♣ majors; 2♦: 4+♦ + 4(+)M; 2♥/2♠ = Natural		
2NT: 5+ clubs and 5+ other; 3♣/3♦ = Natural			
Strong or by Passed hand: X = 4+♣ + 4(+)M; Others as above			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 0+ HCP 1♥ 4+♠, 0+ HCP 1♠ 5 - 11 or GF bal, no M 1NT 11 - 12 (may have 4M) 2♣ (4) 5+♦, GF other	2♦ 6+♥, Invitational+ 2♥ 6+♠, Invitational+ 2♠ 4+♣, GF (16+ if bal) 2NT GF, 5+ clubs + another 3♣ GF+, 3-suited short ♣ 3♦ GF+, 3-suited short ♦ 3♥ GF+, 3-suited short ♥ 3♠ GF+, 3-suited short ♠ 3NT 12 - 15, 4m-3-3 4♣ Pre-emptive	3♦ GF+, 3-suited short ♦ 3♥ GF+, 3-suited short ♥ 3♠ GF+, 3-suited short ♠ 3NT 12 - 15, 4m-3-3 4♣ Pre-emptive
1♦ 1♥ 4+♥, 5+ HCP 1♠ 4+♠, 5+ HCP 1NT ♣, 5+ weak or 4+ GF 2♣ Good 2♦ OR GF Raise 2♦ Bad raise to 2♦ other 4♥/4♠: Void splinter	2♥ 6+♥, Invitational 2♠ 6+♠, Invitational 2NT Invitational, 3+ raise 3♣ 6+♣, Invitational 3♦ Pre-emptive raise 3♥ GF ♥ splinter 3♠ GF ♠ splinter 3NT GF ♣ splinter 4♣ Void splinter 4♦ Pre-emptive	3♥ GF ♥ splinter 3♠ GF ♠ splinter 3NT GF ♣ splinter 4♣ Void splinter 4♦ Pre-emptive
1♥ 1♠ 5 - 12 HCP OR GF Bal 1NT 5+ spades 2♣ GF♣ OR Good 2♥ bid 2♦ GF♦ OR GI♥ Raise other 4♣: Void Splinter in ♦; 4♦: Void Splinter in ♠	2♥ Bad raise to 2♥ 2♠ GF 4+ Raise 2NT GF, Balanced with 3♥ 3♣ Invitational, 6+ !C 3♦ Invitational, 6+ !D 3♥ Distributional GF Raise 3♠ GF Splinter in any suit 3NT Void Splinter in ♣	3♦ Invitational, 6+ !D 3♥ Distributional GF Raise 3♠ GF Splinter in any suit 3NT Void Splinter in ♣
1♠ 1NT 5 - 12 HCP 2♣ GF, ♣ OR Balanced 2♦ GF♦ OR Good 2♠ bid 2♥ GF♥ OR GI♠ Raise other 4♦: Void Splinter; 4♥: Void Splinter	2♠ Bad raise to 2♠ 2NT GF 4+ Raise 3♣ Invitational, 6+!C 3♦ Invitational, 6+!D 3♥ Invitational, 6+!H 3♠ Distributional GF Raise 3NT GF Splinter in any suit 4♣ Void Splinter in ♣	3♥ Invitational, 6+!H 3♠ Distributional GF Raise 3NT GF Splinter in any suit 4♣ Void Splinter in ♣
1NT 3♣ ♦ Weak or GF 3♦ GF, 4=4 majors 3♥ GF, 4♠ and not 4♥ other	3♠ GF, 4♥ and not 4♠ 3NT To Play 4♣ Transfer to 4♥	4♦ Transfer to 4♠ 4♥ To Play 4♠ To Play
2♣ 2♦ 4+ Hearts 2♥ 4+ Spades 2♠ Negative OR No major other	2NT Clubs 3♣ Diamonds 3♦ GF+, 4=4 majors 3♥ 4=1=4=4 (approx) 3♠ 1=4=4=4 (approx) 3NT	3♥ 4=1=4=4 (approx) 3♠ 1=4=4=4 (approx) 3NT
2♦ 2♥ To Play 2♠ To Play 2NT GI+ Relay other 4♦: Sets ♦ (Kickbo); 4♥/4♠: To Play	3♣ Natural, Invitational 3♦ Natural, Invitational 3♥ Mixed Raise 3♠ Mixed Raise 3NT To Play 4♣ Sets ♣ (Kickbo)	3♠ Mixed Raise 3NT To Play 4♣ Sets ♣ (Kickbo)

Notes

2♥ 2♠ Natural, non-forcing 2NT Puppet to 3♣ 3♣ Natural, GF other Going via 2NT to 3♠/3NT is "flexible" GF.	3♦ Natural, GF 3♥ Non-invitational raise 3♠ Good 6+♠, GF 3♥ Natural, GF 3♠ Non-invitational raise 3NT To Play 3♥ Transfer to ♥, GF 3♥ Transfer to ♠, GF other	3NT To Play 4♣ Splinter 4♥ To Play 4♣ Splinter 4♥ Splinter 4♠ To Play 4♦ Both minors, slam try 4♥ 5+/5+m, !H shortage 4♠ 5+/5+m, !S shortage
2♠ 2NT Puppet to 3♣ 3♣ Natural, GF 3♦ Natural, GF other Going via 2NT to 3NT is choice of games	3♥ Natural, GF 3♠ Non-invitational raise 3NT To Play 3♠ Transfer to !C 3NT To Play 4♣ Transfer to !D	4♣ Splinter 4♥ Splinter 4♠ To Play 4♦ Both minors, slam try 4♥ 5+/5+m, !H shortage 4♠ 5+/5+m, !S shortage
2NT 3♣ Muppet Stayman 3♦ Transfer to ♥, GF 3♥ Transfer to ♠, GF other	3♠ Transfer to !C 3NT To Play 4♣ Transfer to !D	4♦ Both minors, slam try 4♥ 5+/5+m, !H shortage 4♠ 5+/5+m, !S shortage

9. CONVENTIONS

Unusual NT: Lowest Two Unbid Suits, Intermediate or better

4th Suit Forcing One round ☐ Fifth Suit Forcing if applicable Game force ☒

NT Checkback ☐ Priorities: Leong Transfers

Defence to 3NT opening

Defence to Opening Twos X = T/O (flexible); Leaping Michaels

Multi 2♦ X = Opening hand without an overcall if no strong option; T/O ♠ otherwise

RCO style 2-s X = 16+ HCP (next double takeout by either hand), others are natural

Other 2-s X = T/O of anchor if it exists, otherwise as above

Defence WWOCRSSOCR: X = Wonder in hearts; 1D = Wonder in spades;

to 1♥/2♥ = Odd suits; 1♠/2♠ = Colour; 1NT/2NT = Rank;

strong 2♣ = Single suited minor; 2♦ = Single suited major

♣ Over 1♦ negative, X = spades + another; 1NT = 2-suited without spades

Over 1NT Interference Rubensohl

Lebensohl - other uses Takeout double at the 2-level

Take out of 4 level pre-empts 4♣/4♦ X = Flexible Takeout

4♥ X = Flexible Takeout 4♠ X = Convertible Values

10. OTHER NOTES

1NT OVERCALL

Over 1M opening, it shows overcalling values with 5+m and 4OM

Over 1m opening which is frequently a weak NT with 3, it shows 4M and 5+ either minor

Over other 1m openings, it shows 15 - 17(18) balanced

Is always natural in balancing seat, 10 - 18.