

## 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 weak (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 majors; 3♠: Minor suit Stayman

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> 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
<b>Discards</b>	Reverse Count, 1st may be SP	
<b>Count</b>	Reverse Count	
<b>Signal</b> on partner's lead:	Reverse Attitude; Reverse Count	
<b>Signal</b> on declarer's lead:	Reverse Count	
<b>Notes</b>	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? Kickbo
<b>Slam Notes</b>			
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"/>	After 1NT - 2♣ - 2♦ - 2♥		

## 7. OTHER CONVENTIONS

Leong Transfers	Support X/XX after 1m - 1M (or equivalent)
Lebensohl	Good/Bad 2NT (2NT is Good)
Gazzilli	Unusual Over Unusual (Cheapest cue raise)
Anti-Stayman (Gogirl)	
Smolen	

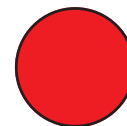
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# AUSTRALIAN BRIDGE FEDERATION INC.



## 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 type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" 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) 5+, 11+ HCP	1♠ 5+, 11+ HCP	
1NT 13.5 - 16 HCP, can be offshape (incl. singleton honour)	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ 5-card Stayman (weak ♦; most GI; Some GF, Most Slam Interest)		
2♦ 5+ hearts OR GI 4=4 majors	2♠ GF; Unspecified singleton	
2♥ 5+ spades	2NT Weak ♣ OR GI+ 5+/5+ majors	
other 3♣ = Weak ♦ OR GF 5+/5+ minors; 3♦ = GF, 4/4 majors; 3M = Anti-Stayman		
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	11 - 14 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 (12), no major 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, 3+♣, bal 4♣ Pre-emptive
1♦ 1♥ 4+♥, 5+ HCP 1♠ 4+♠, 5+ HCP 1NT 4+♣, weak or 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
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♣ Weak, 6+ ♣	3♦ Weak, 6+ ♦ 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♣ Weak, 6+♣ 3♦ Weak, 6+♦	3♥ Weak, 6+♥ 3♠ Distributional GF Raise 3NT GF Splinter in any suit 4♣ Void Splinter in ♣
1NT 3♣ Weak ♦ or GF minors 3♦ GF+, 4+/4+ majors 3♥ GF+, 4♥ not 4♠ other	3♠ GF+, 4♠ not 4♥ 3NT To Play 4♣ Transfer to 4♥	4♦ Transfer to 4♠ 4♥ To Play 4♠ To Play
2♣ 2♦ 4+♥, GF or 5+♥ weak 2♥ 4+♠, GF or 5+♠ weak 2♠ 0 - 3 OR 3-suited or bal other After 2♦/2♥ Response and accept, next bid is transfer	2NT ♣, weak or GF 3♣ ♦, weak or GF 3♦ GF 4=4 majors Bal 3NT	3♥ Shortage, both minors 3♠ Shortage, both minors
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)

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	3NT To Play 4♣ Splinter 4♥ To Play
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	4♣ Splinter 4♥ Splinter 4♠ To Play
2NT 3♣ Muppet Stayman 3♦ Transfer to ♥, GF 3♥ Transfer to ♠, GF other	3♠ Minor-suit Stayman 3NT To Play 4♣ Sets ♣ (Kickbo)	4♦ Sets ♦ (Kickbo) 4♥ Quantitative, 5+♣ 4♠ Quantitative, 5+♦

## 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**

Multi 2♦ X = Opening hand without an overcall

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** Over 1♣ : X = Reds or Blacks; 1♦ = Majors or Minors; 1NT = Odd suits

**to** Others are natural.

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

**♣** Over a strong 2♣ opening, we play all of the above up one level.

**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 <4 1m opening which contains a weak NT, it shows 4M and 5+ either minor

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

Is always natural in balancing seat, 11 - 14.