

4. BASIC RESPONSES

Jump raises - minors	WK NAT
Jump raises - Majors	WK NAT
Jump shifts after minor opening	1♣: 2♦ = INV ♦, 2M = WK M; 1♦: 2♥/♠ = 5+♥5+♠, WK/INV
Jump shifts after Major opening	3M-1: INV 4+M or MIN FG 4+M w/ unspecified SPL
Responses to strong 2 suit open.	2♣: mostly as over 1NT; 2♥-2♠ = ART relay
Responses to 2NT opening	3♣ = modified Muppet Stayman; 3♦/♥ = TRF; 3♠ = minors

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Underlead	See Note #1
Four or more with an honour	3rd/Low	Attitude
From 4 small	3rd highest	Attitude
From 3 cards (no honour)	Bottom	Attitude
In partner's suit	Overlead; J/T/9 = 0/2 higher	Overlead; J/T/9 = 0/2 higher
Discards	Odd=ENCRG, Even=McKenney	Odd=ENCRG, Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Reverse attitude at trick 1	Reverse attitude at trick 1
Signal on declarer's lead:	Rev count; vs NT: rev Smith echo if count not required	
Notes	(1) Overlead, but: a) A asks for unblock/rev count (rarely, Q asks for unblock of J) b) T shows J or 9 and a higher non-touching honour (e.g. KT9, KJT), c) 9 shows T (or, occasionally, rev ATT) (2) against suit/NT: often lead middle card from non-touching HHx	

6. SLAM CONVENTIONS

4NT: Blackwood ☐	RKCB 1430	4♣ Gerber ☒ when? Hell freezes over
Slam Notes	4 of our suit + 1 is often RKCB; where voidwood applies, 03/14	
Cue Bids ☒	1st or 2nd round controls	
Asking Bids ☐		

7. OTHER CONVENTIONS

Examples of transfers in competition	1♦ - (1♠): X = 4♥ any strength or 5♥ WK,
1♠ - (1♦): X = 4+♥, 1♥ = 4+♠, 1♠ = WK	1NT = NAT, 2♣ = 5+♥ INV+ or 6+♥ WK+
no M or FG C; 2C = WK C,	2♦ = WK ♦, 2♥ = INV+ 5+♠, 2♠ = ART
2♦ = 6+♥ WK+, 2♥ = 6+♠ WK+,	force inc. INV+ ♦
2♠ = 6+♣ INV+	

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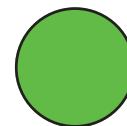
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	343315	Christy Geromboux
& Names:	696481	Sebastian Yuen
Basic System:	Heavily modified 2/1, transfer responses to 1♣	
Brown Sticker ☐	Classification:	Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape ☐
1♣ (1)2+♠, NAT or most 11-14 (semi-)BAL	1♥ 5+♥, never BAL if 1st/2nd
1♦ 4+♦, never BAL	1♠ 5+♠, only BAL in 1st/2nd if 11-12
1NT (14)15-17 (semi-)BAL	may contain 5 card Major ☒
1NT Responses	2♣ Simple Stayman
2♦ 5+♥	2♠ ART FG, three-suited, usually not 5M
2♥ 5+♠	2NT (4)5+♣
other 3♣ = 5+♦; 3♦ / ♥ / ♠ = 4♥4♠ / 4♠ / 4♥ FG	
2♣ ART 18-19 (semi-)BAL	
2♦ (5)6♥, less than an opening hand; or ART FG: ♦ or ♠ or 24+ (semi-)BAL	
2♥ ART 20-21 (semi-)BAL or FG ♥	
2♠ (5)6♠, less than an opening hand	
2NT 22-23 (semi-)BAL	3NT 5♠6(+)♥, ~9-13
other	

2. PRE-ALERTS

Transfer responses to 1♣	Transfers in a range of low-level COMP
1♠ includes most 11-14 (semi-)balanced	auctions, including some X and XX
hands and may contain 5M/6♦/5422s/etc.	Note non-standard and varying carding

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	Lots	Jump overcalls	Weak
Responsive doubles through	Some	Unusual NT	5+/5+ in the lowest unbid suits, weak or strong
1NT overcall - immediate	15-18	Immediate cue of minor	5+/5+ majors, weak or strong
1NT overcall - re-opening	11-14(1♣)/16(1♠)	Immediate cue of Major	5+/5+ oM + m, weak or strong
Over weak twos	X = T/O; leaping Michaels	Over opening threes	X = T/O; non-leaping Michaels
Over opponent's 1NT	X = penalties (over strong NT)/values (over weak NT);		
2♠ = majors, 5+/4+; 2♦ = unspecified M (weaker); 2M = M (stronger)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ INV 6(+)	3♦ WK ♦
1♥ 4+♠	2♥ WK 6(+)	3♥ 3♠0-1♥(54/55m) FG
1♠ WK no M or FG ♣/BAL	2♠ WK 6(+)	3♠ 0-1♠3♥(54/55m) FG
1NT INV (may have 4M)	2NT INV ♣	3NT To play
2♣ FG ♦	3♣ WK ♣	4♣ WK ♣
other 4♦ = RKCB on ♣, 4M = To play		
1♦ 1♥ 4+♥	2♥ 5♠5♥ WK	3♥ 0-1♥4+♦ FG
1♠ 4+♠	2♠ 5♠5♥ INV	3♠ 0-1♠4+♦ FG
1NT 5+♣ F1	2NT INV	3NT To play
2♣ 4+♦ INV+	3♣ 4+♦ ~7-10	4♣ 4+♦0-1♣ FG
2♦ WK 3-4♦	3♦ WK 4+♦	4♦ WK ♦
other 4♥ = RKCB on ♦		
1♥ 1♠ See (1)	2♥ 3(4)♥ WK	3♦ See (2); see (6)
1NT See (1)	2♠ 6♠ INV; see (6)	3♥ 4+♥ WK
2♣ See (3)	2NT 4+♥ FG	3♠ 0-1♠4+♥ >min FG
2♦ 5+♦ FG	3♣ 4+♥ ~7-10; see (6)	3NT 4+♥0-1♦ >min FG
other 4♣ = 4+♥0-1♣ >min FG; 4♦ = attempt to play 4♠; 4♠ = RKCB on ♥		
1♠ 1NT <FG, NF on min hand	2♠ 3(4)♠ WK	3♥ See (2); see (6)
2♣ 5+♥ INV or 4+♥ FG	2NT 4+♠ FG	3♠ 4+♠ WK
2♦ See (3)	3♣ 6(+)	3NT 4+♠0-1♥ >min FG
2♥ 5+♦ FG	3♦ 6(+)	4♣ 4+♠0-1♣ >min FG
other 4♦ = 4+♠0-1♦ >min FG; 4♥ = attempt to play 4♥		
1NT 3♣ TRF ♦ (WK or FG)	3♠ 4♥ <4♠ FG	4♦ PUP 4♠
3♦ 4♥4♠ FG	3NT To play	4♥ To play
3♥ 4♠ <4♥ FG	4♣ PUP 4♥	4♠ To play
other		
2♣ 2♦ TRF ♥	2NT TRF ♣, FG	3♥ 4♠ <4♥ FG
2♥ TRF ♠	3♣ TRF ♦, WK or FG	3♠ 4♥ <4♠ FG
2♠ PUP 2NT, see (4)	3♦ 4♥4♠ FG	3NT
other 4m = PUP to 4M		
2♦ 2♥ To play; see (7)	3♣ NAT F1	3♠ NAT forcing
2♠ NAT constructive NF	3♦ NAT F1	3NT To play
2NT ART inquiry	3♥ To play	4♣
other		

Notes (1) 1♥ in 1st/2nd: 1♠ = <FG, 0-4♠, 1NT = 5+♠ F1; 1♥ in 3rd/4th: 1♠ = 4+♠, 1NT = 0-3♠ (2) INV 4+M, or min FG 4+M and unspecified SPL (3) INV+ 3(4)M or FG ♣ or FG (semi-)BAL (4) To play NT or three-suited with unspecified SPL (usually not 5M)

2♥ 2♠ ART, almost forced	3♦ 5+♠ FG	3NT 6+♥0-1♦
2NT ♦ or minors, WK	3♥ 4♥0-1♠ FG	4♣ 6+♥0-1♣
3♣ ♣ WK, NF	3♠ 6+♥0-1♠	4♥
other		
2♠ 2NT ART INQ	3♥ ♥ F1	4♣ ♠, 0-1♣, FG
3♣ ♣ F1	3♠ To play	4♥ ♠, 0-1♥, FG
3♦ ♦ F1	3NT To play	4♠ To play
other		
2NT 3♣ M ask	3♠ Minors	4♦ PUP 4♠
3♦ 5+♥	3NT To play	4♥ To play
3♥ 5+♠	4♣ PUP 4♥	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower two unbid suits, 5+/5+, weak or strong

4th Suit Forcing One round ☐ 1♦-1♥-1♠-2♣ = ART WK or FG Game force ☒

NT Checkback ☐ Priorities: See (5)

Defence to 3NT opening

Defence to Opening Twos If NAT(ish): X = takeout, 4m = 5+5+ m+oM

Multi 2♦ 2♥ = ART 15-18 (semi-)BAL, 2♠/NT = ♣/♦ (stronger), 3♣/♦ = ♣/♦ (weaker)

RCO style 2-s X = values; X of P/C bids = T/O, followed by PEN X

Other 2-s As above

Defence X = majors, NT = minors

to

strong

1♣/2♣

Over 1NT Interference Transfer Lebensohl

Lebensohl - other uses (Weak 2) - T/O X - (P) - ?

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X/4NT 4♠ X/4NT

10. OTHER NOTES

(5) After 1♣-1♦-1♠, 1♣-1♦-1NT and 1♣-1♥-1NT: 2♣ = attempted PUP to 2♦, either to play or some unspecified INV; 2♦/♥/♠/NT = TRF, either WK or FG; 3-level = 5/5 FG

(6) After a third-seat 1M opening, single jumps in new suits are fit-showing (ostensibly 5+ of the bid suit and 4+ support for partner's M)

(7) Responses generally assume opener has the weak ♥ hand