

## 4. BASIC RESPONSES

Jump raises - minors	mixed raise (wide range at favourable)
Jump raises - Majors	mixed raise (wide range at favourable)
Jump shifts after minor opening	1m-2M 6+M INV, 1D-3C 6+C INV. Fit-showing if passed hand
Jump shifts after Major opening	3C=3-card IM NV, 3D=4-card M INV. Jump oM natural INV
Responses to strong 2 suit open.	2D negative/waiting, others NAT positive
Responses to 2NT opening	muppet stayman, transfers, 3S minors, 4C to 4S 2-under TRF

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead* (see notes below)	same, underlead for unblock
Four or more with an honour	3 <sup>rd</sup> from even, low from odd	4 <sup>th</sup>
From 4 small	3 <sup>rd</sup> from even, low from odd	2 <sup>nd</sup> (occasionally 1 <sup>st</sup> )
From 3 cards (no honour)	3 <sup>rd</sup> from even, low from odd	2 <sup>nd</sup> (occasionally 1 <sup>st</sup> )
In partner's suit	can be ATT if supported, also -->	3 <sup>rd</sup> from xxx if not supported
<b>Discards</b>	low enc, suit pref, reverse count	same
<b>Count</b>	reverse	same
<b>Signal</b> on partner's lead:	low enc	
<b>Signal</b> on declarer's lead:	suit pref/smith or reverse count	
<b>Notes</b> ATT situations = trick 1 and 1st discard. K from AK if about to switch to a singleton.		
K for count from AK if at 5-level or declarer opened a preempt. Q can be from AKQ		
vs NT: leader lo-hi to enc the lead, their partner hi-lo to enc the lead or SP if ATT known		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	3S nonserious in ♥, 3NT nonserious in ♠	
Cue Bids <input type="checkbox"/>	1 <sup>st</sup> /2 <sup>nd</sup> together, more often 1st at five-level	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

2C Drury by passed hand	Fit-showing jumps by passed hand
Transfers starting at 1NT over 1M (X)	Ghestem: (1M)3C=5oM+5D; 2M=5oM+5C
1NT 2C 2M 3oM slam try with some shortag	Ghestem also applies over weak 2s
1NT 2C 2M 4C BAL slam try	Gazzilli
Kokish with transfer rebids after 2C-2D	Transfer Lebensohl over 1NT interference
<b>www.abf.com.au</b>	EKCB responses usually 01122 unless very strong hand

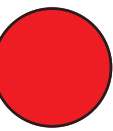
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	774596	Liam MILNE
& Names:	807435	James COUTTS
Basic System:	<b>[Dealer NV v. V ONLY] Light openings, fruity two-level openings</b>	
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♣ <b>4+♠ UNBAL (8)9+, or 2+♠ 13-15 BAL</b>	1♥ 5+♥ (8)9+
1♦ <b>4+♦ UNBAL (8)9+, or 2+♦ 16-17 BAL</b>	1♠ 5+♠ (8)9+
1NT 9-12 BAL	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ simple stayman, may have 5+♠ INV 2♦ (a) ask 5M (b) INV+ with 5+M 2♠ NAT NF 2♥ NAT NF 2NT GF 6+m other 3m = NAT NF, 3M = SPL	
2♣ GF or 22+BAL	
2♦ <b>0-8 multi 5(6) 1M</b>	
2♥ <b>0-8 4(5)♥ + another suit (4-5♠/5♣/5♦)</b>	
2♠ <b>0-8 4(5)♠ + 5m</b>	
2NT (19)20-21	3NT Good 4M opening (~8-9 tricks)
other 3any = wide-ranging preempts, often weak with 6 cards	

## 2. PRE-ALERTS

<b>This system is ONLY dealer NV v. V</b>	2♦ 0-8 multi 5(6) 1M
1m either (8)9+ UNBAL or split-range BAL	2♥ 0-8 4(5)♥ + another suit
Transfer responses to 1♣	2♠ 0-8 4(5)♠ + 5m

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	all	Jump overcalls	weak (except 3C over 1M = 5oM +5D)
Responsive doubles through	all	Unusual NT	LUBS 5/5+, strength is vul dependent
1NT overcall - immediate	15-18	Immediate cue of minor	majors 5/5+, vul dependent
1NT overcall - re-opening	(13)14-16	Immediate cue of Major	5oM + 5C, vul dependent
Over weak twos	Ghestem	Over opening threes	Michaels + Leaping Michaels
Over opponent's 1NT	direct: X=PEN, 2C=MM, 2D=one M, 2M=5M 4+m, 2NT=♣ weak/strong, 3C=♦ strong, 3D=♦ weak, 4C=extreme majors		
Balancing and passed hand vs str NT: X=one m or MM, 2C=♣+M, 2D=♦+M, 2M=NAT			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 0+	2♦ 5♠, 4+♥, ~3-8	3♦ PRE
1♥ 4+♠ 0+	2♥ 6+♥ (8)9-11	3♥ PRE
1♠ see 'other' below	2♠ 6+♠ (8)9-11	3♠ PRE
1NT 10-11 can have 4M	2NT weak raise to 3♣	3NT to play
2♣ 5+♣ 10+	3♣ 5+♣ ~5-9	4♣ PRE
other 1C-1S: ♦GF, 5-10 BAL no major, to play in a minor, or to play 3NT from other side		
1♦ 1♥ NAT	2♥ 6+♥ (8)9-11	3♥ PRE
1♠ NAT	2♠ 6+♠ (8)9-11	3♠ PRE
1NT NF up to 12	2NT NAT INV ~13 HCP	3NT ~14-15 usually 3334
2♣ GF 2+♣	3♣ 6+♣ (8)9-11	4♣
2♦ 4+♦ 10+	3♦ 4+♦ ~5-9	4♦ PRE
other		
1♥ 1♠ 4+♠	2♥ ~5-10 wide range	3♦ 4+♥ INV
1NT 0-13 NF denies 4♠	2♠ 6+♠ INV	3♥ mixed raise
2♣ GF 2+♣	2NT 4+♥ GF	3♠ ♠ SPL
2♦ GF 5+♦	3♣ 3♥ INV	3NT ♦ SPL
other 1H-1NT: NF, up to 13 HCP, denies 4♠, can have 3♥ if weak (~0-5)		
1♠ 1NT see 'other' below	2♠ ~5-10 wide range	3♥ 6+♥ INV
2♣ GF 2+♣	2NT 4+♠ GF	3♠ mixed raise
2♦ GF 5+♦	3♣ 3♠ INV	3NT ♥ SPL
2♥ GF 5+♥	3♦ 4+♠ INV	4♣ ♣ SPL
other 1S-1NT: NF, up to 13 HCP, can have 3♠ if weak (~0-5)		
1NT 3♣ NAT NF	3♠ 13(54)	4♦ TRF to ♠
3♦ NAT NF	3NT to play	4♥ to play
3♥ 31(54)	4♣ TRF to ♥	4♠ to play
other		
2♣ 2♦ negative or waiting	2NT	3♥
2♥ NAT good suit	3♣ NAT good suit	3♠
2♠ NAT good suit	3♦ NAT good suit	3NT
other 2C-2D-3M = 4M, 5+♦		
2♦ 2♥ Pass/Correct	3♣ NAT NF	3♠ NAT F
2♠ Pass/Correct	3♦ NAT INV	3NT to play
2NT STR INQ	3♥ Pass/Correct	4♣ Bid step under your suit
other 4D bid your M, 4H/4S to play		

**Notes** No fast arrival in 2/1 auctions - jump to 3NT shows ~15-17 not suitable for 1NT  
After reverse: cheapest of 4th suit/NT/impossible suit asks opener to bid 1st step with min

2♥ 2♠ Pass/Correct	3♦ NAT NF	3NT to play
2NT STR INQ	3♥ NF raise	4♣
3♣ Pass/Correct	3♠ NAT F	4♥ NAT to play
other		
2♠ 2NT STR ENQ	3♥ NAT NF	4♣ Pass/Correct
3♣ Pass/Correct	3♠ NF raise	4♥ To play
3♦ NAT NF	3NT to play	4♠ To play
other 4NT bid your m, 5C/5D to play		
2NT 3♣ muppet stayman	3♠ minors GF	4♦ ♠ slam try
3♦ TRF to ♥	3NT to play	4♥ ♣ slam try
3♥ TRF to ♠	4♣ ♥ slam try	4♠ ♦ slam try
other		

## 9. CONVENTIONS

**Unusual NT:** LUBS 5/5+, strength depends on vulnerability

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

**NT Checkback** ☐ Priorities: 2C-->2D to play or INV, others transfers (not 2way CB)

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X values, Leaping Michaels (major ambiguous)

RCO style 2-s

Other 2-s

**Defence** (1♣) : X majors, NT minors; aggressive style NV vs. V

to

**strong** (2♣) : X majors, NT minors

1♣ / 2♣

**Over 1NT Interference** Transfer Lebensohl

**Lebensohl - other uses** (2x) Dbl (P); we also play Trf Leb after (1NT) Dbl (any)

**Take out of 4 level pre-empts**

4♣/4♦

4♥

4♠

## 10. OTHER NOTES

2NT in comp is rarely NAT

Jump to 3M in comp is often a mixed raise if we don't have another mixed raise available

Trial bids after 1M-2M are long suit, including after overcall

DOPE if they interfere above our trump suit, DOPI below

Jumping in 4th suit shows 5-5 INV