

## 4. BASIC RESPONSES

Jump raises - minors	mixed raise
Jump raises - Majors	mixed raise
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					

**Notes** 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  RKCB 1430 4♣ Gerber  when?

**Slam Notes** 3S nonserious in ♥, 3NT nonserious in ♠

Cue Bids  1<sup>st</sup>/2<sup>nd</sup> together, more often 1st at five-level

Asking Bids

## 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

[www.abf.com.au](http://www.abf.com.au)

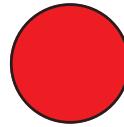
PDF Form Rev. 17K21 by RoL

MyRev. Nov 2022

Copyright © ABF 2017



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	774596	Liam MILNE
& Names:	807435	James COUTTS
Basic System:	[All positions excl. dealer NV v. V] 2/1 with transfer responses to 1♣	
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

1♣ 2+♣, 10+ [transfer responses] 1♥ 5+♥ (maybe 4 in 3<sup>rd</sup>), 10+

1♦ 4+♦, 10+ 1♠ 5+♠ (maybe 4 in 3<sup>rd</sup>), 10+

1NT (14)15-17 (third seat favourable 11-16) may contain 5 card Major

1NT Responses 2♣ simple stayman

2♦ TRF to ♥

2♠ range ask or ♣

2♥ TRF to ♠

2NT asks for 5M

other 3C=♦, 3D=minors GF, 3H=31(54), 3S=13(54), 4C=♥, 4D=♠

2♣ GF or 22+BAL

2♦ 4♣ 5+♥ 10-15

2♥ 6♥ 5-9

2♠ 6♠ 5-9

2NT (19)20-21

3NT Good 4M opening (~8-9 tricks)

other

## 2. PRE-ALERTS

Light action favourable

Transfers over 1♣ and after 1♣ (1♦)

Flannery 2♦ opening (4♣ 5+♥ 10-15)

Transfers/switches in competition

Points are a guideline, judgement can be --> <-- used in all situations

## 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 11-12 can have 4M	2NT weak raise to 3♣	3NT to play
2♣ 5+♣ 10+	3♣ 5+♣ ~6-9	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 11	2NT NAT INV	3NT ~12-14 usually 3334
2♣ GF 2+♣	3♣ 6+♣ (8)9-11	4♣
2♦ 4+♦ 10+	3♦ 4+♦ ~6-9	4♦ PRE
other		

1♥ 1♠ usually 5+♠ NAT	2♥ ~7-10 constructive	3♦ 4+♥ INV
1NT see 'other' below	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 12 HCP, can have 4♠, can have 3♥ if weak (~0-7)	

1♠ 1NT see 'other' below	2♣ ~7-10 constructive	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 12 HCP, can have 3♠ if weak (~0-7)	

1NT 3♣ TRF to ♦	3♠ 13(54)	4♦ TRF to ♠
3♦ minors GF	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♥ to play	3♣ NAT NF	3♠ NAT INV
2♠ to play	3♦ NAT INV	3NT to play
2NT GF ENQ	3♥ NAT INV	4♣ ♥ slam try, short ♠
other	4D ♠ slam try, short ♥	

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♠ ENQ* see note	3♦ NAT F	3NT to play
2NT 5+♠ F	3♥ to play	4♣ mini KC (01122)
3♣ NAT F	3♠	4♥
other		
2♠ 2NT ENQ	3♥ ♣	4♣ mini KC (01122)
3♣ ♥	3♠ to play	4♥
3♦ NAT F	3NT to play	4♠
other		
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-empt

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

After 2M-next step ENQ: steps are min unbal, max unbal, max bal, min bal

DOPE if they interfere above our trump suit, DOPI below

Jumping in 4th suit shows 5-5 INV

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