

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)
Leads Sequences:	overlead* (see notes below)	same, underlead for unblock
Four or more with an honour	3 rd from even, low from odd	4 th
From 4 small	3 rd from even, low from odd	2 nd (occasionally 1 st)
From 3 cards (no honour)	3 rd from even, low from odd	2 nd (occasionally 1 st)
In partner's suit	can be ATT if supported, also -->	3 rd from xxx if not supported
Discards	low enc, suit pref, reverse count	same
Count	reverse	same
Signal on partner's lead:	low enc	
Signal 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 <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	3S nonserious in ♥, 3NT nonserious in ♠	
Cue Bids <input type="checkbox"/>	1 st /2 nd 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
www.abf.com.au	EKCB responses usually 01122 unless very strong hand

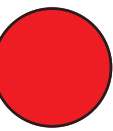
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	774596	Liam MILNE
& Names:	807435	James COUTTS
Basic System:	[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 <input type="checkbox"/>
1♣ 2+♣, 10+ [transfer responses]	1♥ 5+♥ (maybe 4 in 3 rd), 10+	
1♦ 4+♦, 10+	1♠ 5+♠ (maybe 4 in 3 rd), 10+	
1NT (14)15-17	(third seat favourable 11-16)	may contain 5 card Major <input checked="" type="checkbox"/>
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-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

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