

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)
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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+♥, 1♥ = 4+♠, 1♠ = WK

no M or FG C; 2C = WK C,

2♦ = 6+♥ WK+, 2♥ = 6+♠ WK+,

2♠ = 6+♣ INV+

1♦ - (1♠): X = 4♥ any strength or 5♥ WK,

1NT = NAT, 2♣ = 5+♥ INV+ or 6+♥ WK+

2♦ = WK ♦, 2♥ = INV+ 5+♣, 2♠ = ART

force inc. INV+ ♦

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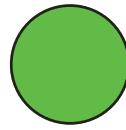
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AUSTRALIAN BRIDGE
FEDERATION INC.



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♣

1♣ includes most 11-14 (semi-)balanced

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(+♣) INV; see (6)	3NT 4+♣0-1♥ >min FG
2♥ 5+♦ FG	3♦ 6(+♦) INV; see (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-empt

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