

## 4. BASIC RESPONSES

Jump raises - minors 1C:3C = 6C, 5-7 1D:3D = invite

Jump raises - Majors invite, 4+M, 8-12

Jump shifts after minor opening weak

Jump shifts after Major opening 1H:2S = weak 1M:3X = natural invite

Responses to strong 2 suit open. 2C:2D-2S are controls 2C:2NT-3H are transfers

Responses to 2NT opening puppet stayman, transfers, minor stayman

## 5. PLAY CONVENTIONS

Show priorities	Versus	Suit (or both)	Versus	NoTrump (if different)
Leads Sequences:	Top			
Four or more with an honour	4th			
From 4 small	2nd			
From 3 cards (no honour)	2nd			
In partner's suit	same			
Discards	Usually rev count			
Count	Reverse			
Signal on partner's lead:	rev count unless A led			
Signal on declarer's lead:	rev count			
Notes				

## 6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood  RKCB 03 14

Asking Bids  Cue Bids

Several early Blackwood with subsequent suit asks.

## 7. OTHER CONVENTIONS

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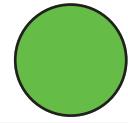
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.

Phil Markey

& Names:

David Appleton

Basic System: Outre ACOL

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2+, 14-(20) bal OR 9+ unbal 1♥ 5+

1♦ 4+ 1♠ 5+

1NT 9-13 (rare 14), may be singleton A/K

may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ trf H 2♠ Baron, slam try

2♥ trf S 2NT puppet 3C, to play minor

(Dbl) pass asks XX or bid 5 cd suit other XX is 8+ willing to play

2♣ FG, control answers, but 2NT+ are trf

2♦ 4+S 4+D, 0-8 3rd seat Natural 0-15

2♥ 4+S 4+H, 0-8 3rd seat Natural 0-15

2♠ 4+S 4+C, 0-8 3rd seat Natural 0-15

2NT (20)-22 bal 3NT 5S 6H, 9-13

other

## 2. PRE-ALERTS

trf over 1st/2nd seat 1C only

3rd/4th seat 1NT is 20-(22)

overcalls very wide 0-14

Ghestem overcalls

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4S  
Responsive DBL thru 4S

Jump overcalls intermediate Unusual NT (55)+ lowest unbid

1NT overcall: (immediate) 15-17 (re-opening) 15-17

Immediate cue: (minor) 5+S 5+other minor (Major) 5+ other Major 5+C

Over: Weak Twos Leap Michaels Opening Threes

Opponent's transfers

Opponent's 1NT 2C = Majors, Others = natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+H 0+	2♦ 6+ 0-6	3♦ (6)+ 0-6
1♥ 4+S 0+	2♥ 6+ 0-6	3♥ (6)+ 0-6
1♠ (7)+ no Major	2♠ 6+ 0-6	3♠ (6)+ 0-6
1NT 0-(7) can have 4M	2NT	3NT 5S 6H, 9-12
2♣ 6+D 10+	3♣ 6+ 5-7	4♣ 7+ C 0-6
other		

1♦ 1♥ 4+H (5)+	2♥ 6+ 0-6	3♥ (6)+ 0-6
1♠ 4+S (5)+	2♠ 6+ 0-6	3♠ (6)+ 0-6
1NT 10+ enq F1	2NT	3NT 5S 6H, 9-12
2♣ to play	3♣ 6+C invite	4♣ 7+C to play
2♦ 3+D (5)-9	3♦ invite	4♦ to play
other		

1♥ 1♠ 4+S, usually 0-2H	2♥ 3+H simple raise	3♦ 6+D invite
1NT 6-9 maybe 10 with C	2♠ 6+ 0-6	3♥ 4+H invite 8-12
2♣ 3-way: limit, bal, C	2NT 4+H art FG	3♠ (6)+ 06
2♦ 5+D 10+	3♣ 6+C invite	3NT 5+D 6+C 9-12
other 4m = to play		

1♠ 1NT 6-9 maybe 10 with C	2♠ 3+S simple raise	3♥ 6+H invite
2♣ 3-way: limit, bal, C	2NT 4+S art FG	3♠ 4+S invite 8-12
2♦ 5+D 10+	3♣ 6+C invite	3NT 5+D 6+C 9-12
2♥ 5+H 10+	3♦ 6+D invite	4♣ to play
other 4X = to play		

1NT 3♣ natural slam try	3♠ natural slam try	4♦ to play
3♦ natural slam try	3NT to play	4♥ to play
3♥ natural slam try	4♣ to play	4♣ to play
other		

2♣ 2♦ 0/1 or 4 controls	2NT excellent 6+C	3♥ excellent 6+S
2♥ 2 or 5 controls	3♣ excellent 6+D	3♠
2♠ 3 or 6 controls	3♦ excellent 6+H	3NT
other		

2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT strong enq	3♥ natural FG	4♣ natural FG
other		

Notes		

2♥ 2♠ to play	3♦ to play	3NT to play
2NT strong enq	3♥ to play	4♣ natural FG
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT strong enq	3♥ to play	4♣ to play
3♣ to play	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ puppt stayman	3♠ minor stayman	4♦ H slam try
3♦ trf H	3NT to play	4♥ S slam try
3♥ trf S	4♣ D slam try	4♣ C slam try
other		

## 9. CONVENTIONS

Unusual NT: Lowest unbid

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = 13+ not a 2NT overcall

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2C) : Natural

1♣ / 2♣

Over 1NT Interference X = take out

Lebensohl - other uses only after 1NT and weak 2D

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4NT 2 suits

4♠ X, 4NT 2 suits

## 10. OTHER NOTES

Ghestem (55)+ overcalls (cue = Hi Lo, 2NT = 2 Lowest, 3C(D over 1D) = 2 Highest)

Transfers and many coded sequences after 1C opening

1D:1NT only has 4M if FG