

#### 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)
<b>Leads</b> Sequences:	Top	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	2nd	
In partner's suit	same	
<b>Discards</b>	Usually rev count	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	rev count unless A led	
<b>Signal</b> on declarer's lead:	rev count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 03 14
Asking Bids	<input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>
Several early Blackwood with subsequent suit asks.	

#### 7. OTHER CONVENTIONS


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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 <input checked="" type="checkbox"/>

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 Majjor 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