4. BASIC RESPONSES

Jump raises - minors	to 1♣ weak to 1♦ 6-9
Jump raises - Majors	weak
Jump shifts after minor opening	to 2M 3-7
Jump shifts after Major opening	ART GF raise/ART inv raise/Nat invite
Responses to strong 2 suit open.	2♦ waiting
Responses to 2NT opening	simple stay/tfrs/3♠=minor suit stayman 4x = 2 under tfrs

5. PLAY CONVENTIONS

Show priorities	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead	Overlead, may u'lead for unblock
Four or more with an honour	3rd/low	Attitude
From 4 small	3rd	Top/2nd
From 3 cards (no honour)	3rd	Top/2nd
In partner's suit	same	
Discards	low encourage	low encourage
Count	reverse	reverse
Signal on partner's lead:	low encourage	low encourage
Signal on declarer's lead:	rev count. some s/p(NT) s/p in trumps	

Notes

6. SLAM CONVENTIONS

4♣ Gerber ☐

4NT: Blackwood ☒ RKCB 1430

Asking Bids ☐ Cue Bids ☒

7. OTHER CONVENTIONS

Drury by Passed hand

Transfer Rebids after 1D 1M

some suit switches in COMP

Fit-showing jumps by ph

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AUSTRALIAN BRIDGE FEDERATION LTD.

STANDARD SYSTEM CARD

ABF Nos.	330167	Tony Nunn
& Names:	599069	Paul Dalley

Basic System: 2/1 with transfer responses to 1♣, mini NT 1/2 Fav

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, min.length, or specific meaning — Canapé ☐

1♣	2(1)+ 11-14[14-16] Bal or Natural	1♥	5+
1♦	4+, unbal	1♠	5+

1NT (14)-17 Bal [10-13 1/2 FAV] may contain 5 card Major ☒

1NT Responses			
2♣	Simple Stayman		
2♦	H [F 2H, 5+H Inv+ or 5+S GF]	2♠	C or Range Probe [to play]
2♥	S [to play]	2NT	D [F3C, C or D GF]
(Dbl)	System on, XX forces 2♣ (str nt)	other	[2C C or 2+suits w/o C, others nat]

2♣	Game Force or 23-24 Bal
2♦	(17)18-19 Balanced
2♥	weak, 5/6 ♥
2♠	weak 5/6 ♠

2NT (19)20-22 Bal **3NT** Gambling

other

2. PRE-ALERTS

Transfer responses to 1♣	We open 1♣ with all 11-14[14-16] bal. may
Low level transfers in comp. auctions	have a 5M, maybe 3352
Ultra light preempts at fav. vulnerability	Mini-NT 1/2 Seat FAV

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles — Negative DBL thru 4S

X/XX may be transfer at low-levels — Responsive DBL thru 4S

Jump overcalls NV:weak V:INT (1♣) 2♦ Michaels — Unusual NT Lower unbid suits

1NT overcall: (immediate) 15-18 (re-opening) 14-16

Immediate cue: (minor) (1♣) 2♣ Nat. (1♦) 2♦ Michaels (Major) Michaels

Over: Weak Twos X + lebensohl — Opening Threes X = T/O

Opponent's transfers X = t/o at 1-level. lead directing at higher levels

Opponent's 1NT 2♣= majors, 2♦ = 1 Major, 2M = M + m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	4+♥	2♦	Nat GF single suited	3♦	Nat. preempt
	1♥	4+♠	2♥	3-7	3♥	Nat preempt
	1♠	no major/GF 5+♦4+M	2♠	3-7	3♠	Nat preempt
	1NT	11-12	2NT	Nat GF	3NT	
	2♣	GF	3♣	weak	4♣	
	other					
1♦	1♥	4+♥	2♥	3-7	3♥	Splinter
	1♠	4+♠	2♠	3-7	3♠	Splinter
	1NT	nat	2NT	Nat GF	3NT	
	2♣	nat GF	3♣	Nat Invite	4♣	
	2♦	nat GF	3♦	6-8	4♦	
	other					
1♥	1♠	Nat	2♥		3♦	Nat INV
	1NT	semi-forcing	2♠	GF raise	3♥	weak
	2♣	Nat GF/Bal GF	2NT	Invite in ♥	3♠	splinter
	2♦	Nat GF	3♣	Nat INV	3NT	
	other					
1♠	1NT	semi-forcing	2♠		3♥	NAT INV
	2♣	Nat GF/Bal GF	2NT	GF raise	3♠	weak
	2♦	Nat GF	3♣	Invite in ♠	3NT	
	2♥	Nat GF	3♦	Nat INV	4♣	
	other					
1NT	3♣	pup. stay [to play]	3♠	13(54) GF [to play]	4♦	♠ [to play]
	3♦	Minors GF [to play]	3NT		4♥	
	3♥	31(45) GF [to play]	4♣	♥ [to play]	4♠	
	other					
2♣	2♦	waiting	2NT		3♥	
	2♥	Nat, good suit	3♣	Nat, good suit	3♠	
	2♠	Nat, good suit	3♦	Nat, good suit	3NT	
	other					
2♦	2♥	4+♠, F2♠	3♣	(54)M	3♠	4♥
	2♠	TFR to 2NT	3♦	44M	3NT	55+M
	2NT	one minor	3♥	4♠	4♣	
	other					

Notes

2♥	2♠	NF if NV, F1 vul	3♦	NF if NV, F1 vul	3NT	
	2NT	ask shortage	3♥	to play	4♣	
	3♣	NF if NV, F1 vul	3♠		4♥	
	other					
2♠	2NT	ask shortage	3♥	NF if NV, F1 vul	4♣	
	3♣	NF if NV, F1 vul	3♠	to play	4♥	
	3♦	NF if NV, F1 vul	3NT		4♠	
	other					
2NT	3♣	stayman	3♠	minor suit stayman	4♦	♠ mild slam try +
	3♦	♥	3NT		4♥	♣ mild slam try +
	3♥	♠	4♣	♥ mild slam try +	4♠	♦ mild slam try +
	other					

9. CONVENTIONS

Unusual NT: Lower unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2-way checkback

Defence to 3NT opening

Defence to Opening Twos X-X-X

Multi 2♦ X = 13-15 bal or strong

RCO style 2-s

Other 2-s

Defence to strong 1♣ / 2♣ (1♣) : X = majors, 1nt = minors

(2♣) :

Over 1NT Interference rubensohl after two-level INT, transfers/switch at 3-level

Lebensohl - other uses after (2x) X P ??

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES