BASIC RESPONSES	A B AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit □ forcing □ Other: Weak	INCORPORATED ©
Jump raises - majors limit \square forcing \square Other: Weak	STANDARD SYSTEM CARD
Jump shifts after minor opening At 2 level, natural non forcing, 4-7 pts	Names: Henry Christie Nigel Rosendorff
Jump shifts after major opening Show 4 card support mini splinters or better	ABF Nos:
Responses to strong 2 suit opening 2D = either a full +ve or a 0-4 -ve	Basic System: Standard 2/1 GF Brown Sticker ■ Brown Sticker
Responses to 2NT opening 3D = strong enquiry other bids p/c	Classification: Green Blue Red Yellow Yellow Yellow Start Start
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning
Sequence leads: Overlead all All except AK x (x)	1 1 + pts, 3 1 1 + pts, 3 (4) 1 1 + pts, 5 1 1 1 + pts, 5 1 1 1 + pts, 5 1 1 1 + pts, 5
Underlead Other: Underlead internal sequences	1 NT 15-17 pts may contain 5 card major a
Four or more with an honour 4th highest 🗹 attitude 🔙	2♠ Stayman: simple extended Other: 5 card major
3rd/5th Other:	Transfers 2♦ Hearts 2♥ Spades 2♠ Clubs
From 4 small 2nd highest Other:	2 NT Diamonds Other:
From 3 cards (no honour) top middle bottom	2♣ Game Force, including 23+ balanced
Signal on partner's lead: high encourage	2 Multi (6 H or 6S, 5-10 pts) or 20-22 bal
Other:	2♥ 2 suits same rank, 5-10 pts (i.e. 5+/5+ in H and S or C and D) (2NT = strong
Signal on declarer's lead reverse count	2 suits same colour, 5-10 pts (i.e. 5+/5+ in H and D or C and S) (2NT = strong
Discards McKenney high encourage low encourage	2 NT 2 suits other, 5-10 pts (i.e. 5+/5+ in C and H or D and S) (3D = strong enqu
odd/even 🗹 Other:	3 NT Minor pre-empt (weak 8 card suit or weak 7/4 in minors)
Count natural reverse 🗸	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
INT: Blackwood ☐ RKCB ☑ Other:	Namyats $(4C = H, 4D = S) = 7.5$ to 9 PT
Gerber When?	RCO openers 2H,S, NT
Other Conventions	
4NT =1430 RKCB	COMPETITIVE BIDDING
Jacoby 2NT over 1M	Negative doubles through 4H Responsive doubles through 4H
	Jump overcalls Weak Unusual NT Yes (lower 2 suits)
	1NT overcall (immediate) 15-18 (re-opening) 12-14
	Immed cue of minor Michaels (weak or strong)
	Immed cue of major Michaels (weak or strong)
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) $x = Pen$, $2C = single suiter$, $2D = majors$, $2M = M$
Fyshwick ACT 2609	Over opponent's 1NT (strong) $x = single suiter, 2C = minors, 2D = majors, 2M =$
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos $x = t/0$
Copyright © BCC 6.3.20.1	Over opening threes $x = t/o$



Describe strength, minimum length or specific meaning 1			RESPONSES TO	OPEN	NING BIDS	
1			Describe strength, minimum ler	igth or sp	pecific meaning	Α
1NT 6-10pts, denies 4M 2 10+ pts, 5C (can be 4C if 16+ pt3) GF splinter 6C denies a 4 card M 2 4-7 pts, 6D 3 4-7 pts, 6H 3NT 13-15 pts exactly 3334 2 4-7 pts, 6S 4 bids natural weak to play 1 1√4 5+ pts, 4M 3 GF splinter, 4D denies a 4 card M 1NT 6-10pts, denies 4M 3 4-9 pts, 5D (rarely 9pts) 2 GF, 4C 3 GF splinter, 4D denies a 4 card M 2 4-7 pts, 6H 3 NT 13-15 pts exactly 3334 4 4-9 pts, 5D (rarely 9pts) 3 GF splinter, 4D denies a 4 card M 1NT 6-10pts, denies 4M 3 4-9 pts, 5D (rarely 9pts) 4 610+ pts 5D (can be 4D if 16+ pts) GF splinter, 4D denies a 4 card B 2 4-7 pts, 6H 3 NT 13-15 pts, exactly 3334 2 4-7 pts, 6S 4 0 thernatural weak to play 1 √√2 1NT Forcing 5-11 pts (incl weak raise) mini splinter or better 2 GF, 3(4)C 3 mini splinter or better 3 GF splinter 4 6-6 pts 4M 2 √√2 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2 NT GF raise 4M, asks for shortage 4 4 6 GF splinter 2 √2 - ve (0-4 w/o Ace, or any+ ve 8+2 √2 Semi positive 4(5) -7 pts other 3 √2 Pass or correct 3 √2 Semi positive 4(5) -7 pts 0 ther Semi positive 4(5) -7 pts 2 √2 Pass or correct (invite to 4H) 3 √2 p/c 2 NT Strong enquiry 3 NT to play 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct 3 √2 pass or correct 4 √2 pass or correct	1♣	1•	5+pts, 4D	2NT	11-12 pts, exactly 3334	
2 10+ pts, 5C (can be 4C if 16+ pts) GF splinter 5C denies a 4 card S 2 4-7 pts, 6D 3 GF splinter 5C denies a 4 card H 3NT 13-15 pts exactly 3334 2 4-7 pts, 6S 4 bids natural weak to play 1 1 5+ pts, 4M 3 GF splinter, 4D denies a 4 card M 1NT 6-10pts, denies 4M 3 4-9 pts, 5D (rarely 9pts) 2 GF, 4C 3 GF splinter, 4D denies a 4 card M 2 4-7 pts, 6H 3NT 13-15 pts, exactly 3334 2 4-7 pts, 6H 3NT 13-15 pts, exactly 3334 3 GF splinter, 4D denies a 4 card H 3 4-9 pts, 5D (rarely 9pts) 3 GF splinter, 4D denies a 4 card H 3 4-9 pts, 5D (rarely 9pts) 4-7 pts, 6H 3 NT 13-15 pts, exactly 3334 4 Othernatural weak to play 4 4-7 pts, 6S 4 natural weak to play 4 11-12 pts, exactly 3334 4 Othernatural weak to play 1 NT Forcing 5-11 pts (incl weak raise) mini splinter or better 4 GF, 3(4)C 3 mini splinter or better 4 GF pts 4M 2 A-6 pts 4M 2 A-6 pts 4M 3 A-6 pts 4M 4 GF splinter 2 -ve (0-4 w/o Ace, or any+ ve 8+2 A-6 pts 4M 5 Semi positive 4(5) -7 pts 5 other Semi positive 4(5) -7 pts 2 -ve (0-4 w/o Ace, or any+ ve 8+2 A-6 pts 4M 5 Semi positive 4(5) -7 pts 5 other Semi positive 4(5) -7 p		1 ♥ /♠	5+pts, 4M	3♣	4-9 pts 5C (rarely 9pts)	
4-7 pts, 6D 2		1NT	6-10pts, denies 4M	3♦	GF splinter 6C denies a 4 card M	
2		2♣	10+ pts, 5C (can be 4C if 16+	pt3) *	GF splinter 5C denies a 4 card S	
2		2♦	4-7 pts, 6D	3♠	GF splinter 5C denies a 4 card H	
1		2♥	4-7 pts, 6H	3NT	13-15 pts exactly 3334	
1NT 6-10pts, denies 4M 2 GF, 4C 3 GF splinter, 4D denies a 4 card S 2 610+ pts 5D (can be 4D if 16+ p €) 4-7 pts, 6H 2 4-7 pts, 6S 2 4-7 pts, 6S 2NT 11-12 pts, exactly 3334 13-15 pts, exactly 3334 4 Other natural weak to play 1 NT Forcing 5-11 pts (incl weak raise) GF, 3(4)C 3 mini splinter or better a GF, 3(4)C 3 Fraise 4M, asks for shortage 4 6 pts 4M 2 NT GF raise 4M, asks for shortage 4 4 6 pts 4M 2 NT GF raise 4M, asks for shortage 4 4 6 pts 4M 2 NT GF raise 4M, asks for shortage 2 Pass or correct 3 A GF natural 2 Pass or correct (invite to 4H) 2 Pass or correct (invite to 4H) 3 NT To play 2 NT Strong enquiry 3 NT to play 3 Pass or correct 4 Pass or correct 4 Pass or correct 3 Pass or correct 4 Pass or correct 5 Pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 5 Pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct		2♠	4-7 pts, 6S	4 bids	natural weak to play	U
2♣ GF, 4C 2♦ 610+ pts 5D (can be 4D if 16+ p♣) GF splinter, 4D denies a 4 card S 2♦ 4-7 pts, 6H 2▼ 4-7 pts, 6S 2♠ 11-12 pts, exactly 3334 13-15 pts, exactly 3334 11-12 pts, exactly 3344 11-12 pts, exactly 3334 11-12 pts, exactly 3344 13-15 pts, exactly 3344 14-6 pts 4M 14	1•	1 ♥ /♠	5+ pts, 4M	3♣	GF splinter, 4D denies a 4 card M	
2 610+ pts 5D (can be 4D if 16+ pts 4D if 16+ pts 6D if 1		1NT	6-10pts, denies 4M	3♦	4-9 pts, 5D (rarely 9pts)	
2▼ 4-7 pts, 6H 2♣ 4-7 pts, 6S 2NT 11-12 pts, exactly 3334 11-12 pts, exactly 3334 4 Other natural weak to play 11-12 pts, exactly 3334 4 Other natural weak to play 11-12 pts, exactly 3334 4 Other natural weak to play 11-12 pts, exactly 3334 4 Other natural weak to play 11-12 pts, exactly 3334 4 Other natural weak to play mini splinter or better 2♠ GF, 3(4)C 3♣ 4-6 pts 4M 2♥/♠ 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2NT GF raise 4M, asks for shortage 4♣/♠ GF splinter 2♠ -ve (0-4 w/o Ace, or any+ ve 8+2♥/♠ Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2♠ Pass or correct 2♠ Pass or correct (invite to 4H) 3♥/♠ p/c 2NT Strong enquiry 3NT To play 2♥/♠ 2NT Strong enquiry 3NT to play 3♠/♠ pass or correct 4♠/♠ pass or correct 2NT 3♠ pass or correct 4♠/♠ pass or correct 4♠/♠ pass or correct 5trong enquiry 4♠/♠ pass or correct 4♠ pass or correct 2NT 3♠ pass or correct 4♠ pass or correct		2♣	GF, 4C	3♥	GF splinter, 4D denies a 4 card S	C
2♠ 4-7 pts, 6S 2NT 11-12 pts, exactly 3334 4 Othernatural weak to play 1▼/♠ 1NT Forcing 5-11 pts (incl weak raise) mini splinter or better 2♠ GF, 3(4)C 2♠ GF, 4D 3♥/♠ 4-6 pts 4M 2♥/♠ 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2NT GF raise 4M, asks for shortage 4♠/♠ GF splinter 2♠ -ve (0-4 w/o Ace, or any+ ve 8+2♥/♠ Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2♠ 2♠ Pass or correct 2♠ Pass or correct 3♠/♠ GF natural 2♠ Pass or correct (invite to 4H) 3♥/♠ p/c 2NT Strong enquiry 3NT To play 2♥/♠ 2NT Strong enquiry 3NT to play 2♥/♠ 2NT Strong enquiry 3NT to play 3♠/♠ pass or correct 3♥/♠ pass or correct 3♥/♠ pass or correct 4♠/♠ pass or correct 3♥/♠ pass or correct 3♠ pass or correct 4♠/♠ pass or correct		2♦	610+ pts 5D (can be 4D if 16+	p ®	GF splinter, 4D denies a 4 card H	4
2NT 11-12 pts, exactly 3334 4 Othernatural weak to play 1▼/♠ 1NT Forcing 5-11 pts (incl weak raise) mini splinter or better 2♠ GF, 3(4)C 3♥ mini splinter or better 2♠ GF, 4D 3▼/♠ 4-6 pts 4M 2▼/♠ 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2NT GF raise 4M, asks for shortage 4♣/♦ GF splinter 2♠ -ve (0-4 w/o Ace, or any+ ve 8+2▼/♠ Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2♠ 2♥ Pass or correct 3♣/♠ GF natural 2♠ Pass or correct (invite to 4H) 3▼/♠ p/c 2NT Strong enquiry 3NT To play 2▼/♠ 2NT Strong enquiry 3NT to play 3♣/♠ pass or correct 4♣/♠ pass or correct 3▼/♠ pass or correct 4♣/♠ pass or correct 3▼/♠ pass or correct 4♠/♠ pass or correct 3♠ Strong enquiry 4♠ pass or correct		2♥	4-7 pts, 6H	3NT	13-15 pts, exactly 3334	Ν
1 NT Forcing 5-11 pts (incl weak raise) mini splinter or better 2 GF, 3(4)C 2 GF, 4D 3 √ 4-6 pts 4M 2 √ 2 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2NT GF raise 4M, asks for shortage 4 √ GF splinter 2 2		2♠	4-7 pts, 6S	4♦	natural weak to play	D
GF, 3(4)C 2 GF, 4D 3 V 4-6 pts 4M 2 V 2 7-9 pts, constructive raise 3M 3NT 2NT GF raise 4M, asks for shortage 4 GF splinter 2 -ve (0-4 w/o Ace, or any+ ve 8+2 V Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2 Pass or correct 2 Pass or correct (invite to 4H) 2NT Strong enquiry 3NT To play 2 V Pass or correct 3 V pass or correct 4 V pass or correct 3 V pass or correct 3 V pass or correct 4 V pass or correct 3 V pass or correct 4 V pass or correct 3 V pass or correct 4 V pass or correct 2 NT 3 pass or correct 4 N pass or correct 4 Pass or correct 2 NT 3 pass or correct 4 Pass or correct		2NT	11-12 pts, exactly 3334	4 Othe	natural weak to play	D
2 GF, 4D 2 V/2 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2NT GF raise 4M, asks for shortage 4 V GF splinter 2 Ve (0-4 w/o Ace, or any+ ve 8+2 V/2 Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2 Pass or correct 2 Pass or correct (invite to 4H) 2 NT Strong enquiry 3NT To play 2 V/2 2NT Strong enquiry 3NT to play 3 V/2 pass or correct 4 V/2 pass or correct 3 V/2 pass or correct 4 V/2 pass or correct 2NT 3 pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 2NT 3 pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 2NT 3 pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct 2NT 3 pass or correct 4 Pass or correct 4 Pass or correct 4 Pass or correct	1 ♥ /♠	1NT	Forcing 5-11 pts (incl weak rai	se} ≜	mini splinter or better	
2♥/♠ 7-9 pts, constructive raise 3M 3NT Bal raise, 11-13 pts, 4M 2NT GF raise 4M, asks for shortage 4♣/♠ GF splinter 2♠ 2♠ -ve (0-4 w/o Ace, or any+ ve 8+2♥/♠ Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2♠ Pass or correct 3♣/♠ GF natural 2♠ Pass or correct (invite to 4H) 3♥/♠ p/c 2NT Strong enquiry 3NT To play 2♥/♠ 2NT Strong enquiry 3NT to play 3♣/♠ pass or correct 4♣/♠ pass or correct 3♥/♠ pass or correct 4♥/♠ pass or correct 3♥/♠ pass or correct 4♠/♠ pass or correct 3♠ Strong enquiry 4♠ pass or correct		2♣	GF, 3(4)C	3♦	mini splinter or better	
2NT GF raise 4M, asks for shortage 4♣/ GF splinter 2♠ 2♦ -ve (0-4 w/o Ace, or any+ ve 8+2♥/♠ Semi positive 4(5) -7 pts other Semi positive 4(5) -7 pts 2♦ Pass or correct 3♣/ GF natural 2♠ Pass or correct (invite to 4H) 3♥/♠ p/c 2NT Strong enquiry 3NT To play 2♥/♠ 2NT Strong enquiry 3NT to play 3♣/ pass or correct 4♣/ pass or correct 3▼/♠ pass or correct 4♣/ pass or correct 2NT 3♠ pass or correct 4♠/ pass or correct 3 ♥ pass or correct 4♠/ pass or correct 3 ♥ pass or correct 4♠ pass or correct		2♦	GF, 4D	3 ♥/ ♠	4-6 pts 4M	
2		2 ♥ /♠	7-9 pts, constructive raise 3M	3NT	Bal raise, 11-13 pts, 4M	
other Semi positive 4(5) -7 pts 2 Pass or correct 3		2NT	GF raise 4M, asks for shortage	9 4♣/♦	GF splinter	D
2 Pass or correct 2 Pass or correct 3 ♣ GF natural 2 Pass or correct (invite to 4H) 3 ♥ A 2NT Strong enquiry 3NT To play 2 ▼ A 2NT Strong enquiry 3NT to play 3 ♣ pass or correct 4 ♣ pass or correct 3 ▼ A 2NT Strong enquiry 3 NT to play 4 ♣ pass or correct 4 ▼ A 2NT pass or correct 4 ▼ A 2NT pass or correct 4 ▼ A 2NT Strong enquiry 4 Pass or correct	2♣	2•	-ve (0-4 w/o Ace, or any+ ve 8	+ 2♥/♠	Semi positive 4(5) -7 pts	_
2♠ Pass or correct (invite to 4H) 3♥/♠ p/c 2NT Strong enquiry 3NT To play 2♥/♠ 2NT Strong enquiry 3NT to play 3♣/♦ pass or correct 4♣/♦ pass or correct 3♥/♠ pass or correct 4♥/♠ pass or correct 2NT 3♠ pass or correct 4♠ pass or correct 3♦ Strong enquiry 4♠ pass or correct		other	Semi positive 4(5) -7 pts			L
2NT Strong enquiry 3NT To play 2♥/♠ 2NT Strong enquiry 3NT to play 3♠/♠ pass or correct 4♠/♠ pass or correct 3♥/♠ pass or correct 4♥/♠ pass or correct 2NT 3♠ pass or correct 4♠ pass or correct 3♠ Strong enquiry 4♠ pass or correct	2•	2♥	Pass or correct	3 ♣/ ♦	GF natural	
2♥/♠ 2NT Strong enquiry 3NT to play 3♣/♠ pass or correct 4♣/♠ pass or correct 3♥/♠ pass or correct 4♥/♠ pass or correct 2NT 3♠ pass or correct 4♠ pass or correct 3♠ Strong enquiry 4♠ pass or correct		2♠	Pass or correct (invite to 4H)	3 ♥/ ♠	p/c	T
3♣/♦ pass or correct 3♥/♠ pass or correct 4♣/♦ pass or correct 2NT 3♠ pass or correct 4♣ pass or correct 4♠ pass or correct 5 trong enquiry 4♠ pass or correct 4♠ pass or correct		2NT	Strong enquiry	3NT	To play	
3 ♥/♠ pass or correct 4 ♥/♠ pass or correct 2NT 3♠ pass or correct 4♠ pass or correct 3♠ Strong enquiry 4♠ pass or correct pass or correct	2♥/♠	2NT	Strong enquiry	3NT	to play	
2NT 3♣ pass or correct 3♦ Strong enquiry 4♣ pass or correct 4♦ pass or correct		3♣/♦	pass or correct	4♣/♦	pass or correct	
3♦ Strong enquiry 4♦ pass or correct		3 ♥/ ♠	pass or correct	4 ♥ /♠	pass or correct	In
3 1 3	2NT	3♣	pass or correct	4♣	pass or correct	ch 41
nace or correct		3♦	Strong enquiry	4♦	pass or correct	sl
pass of correct 4 pass of correct		3♥	pass or correct	4♥	pass or correct	4
3♠ pass or correct 4♠ pass or correct		3♠	pass or correct	4♠	pass or correct	2
3NT To play other 5C is pass or correct 5D etc to play		3NT	To play	other	5C is pass or correct 5D etc to pla	

CONVENTIONS

Additional res	ponses t	o 1NT			
3♣/3♦	Natural (GF slam interes	st		
3♥/3♠	Natural (GF slam interes	st		
4♠	Key card	l in C			
4♦	Key card	l in D			
4♥	To play				
4♠	To play				
Unusual NT:	m	inors□	other suits] [ower 2 unbid suits
other					
Other slam bio	dding	Cue Bid	s\	Asking Bids□	
4th Suit Forcir	ng	One round□			Game force ✓
NT Checkback		Priorities	Transfer r	esponses after	1NT rebid
Defence to 3N	T openin	g			
Defence to op	ening Tw	o's: Multi 2♦ I	Immediate X	= 16+, otherwi	se X = T/O
RCO sty	le 2-s	Immediate X =	16+, otherw	vise X =T/O	
Other 2-	S	x=T/O			
Defence to str	ong 뢒	Rosendorff			
Lebensohl		Over NT inter	ference	After natural ov	ercall of 1NT
Other us	es Afte	er natural 2 leve	el opener; aft	er (1M) P (2M)	Χ
Take out of 4 I	evel pre-	empts	4 ♣ /4♦ X	= T/O	
	4♥	X = T/O	4 ♠ X = Va	alues - 4NT = a	ny 2 suited T/O

OTHER NOTES

Inverted minor suit raises, long suit trials, Transfer responses to 1NT rebid, check back over openers 2NT rebids, BART over Forcing 1NT, 5 card major stayman, 4th suit forcing to game but not over openers reverse, blackout over opener's reverse, slow arrival= additional strenght suit contracts only, puppet stayman over strong 2NT, 4 minor by strong or unlimited hand is KCB for minor, cue raises = invite or better 2C (2 or 3 support, 9-11 pts) and 2D (4+ support 8+ pts) by passed hand = 2 way drury -

BASIC RESPONSES	A B AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit ☐ forcing ☐ Other: not applicable	INCORPORATED
Jump raises - majors $\operatorname{limit} \square$ forcing \square Other: not applicable	
Jump shifts after minor opening not applicable	STANDARD SYSTEM CARD Names: Trevor Fuller Don Allen
Jump shifts after major opening not applicable	
Responses to strong 2 suit opening not applicable	ABF Nos: 0120601 Basic System: Forcing Pass Brown Sticker□
Responses to 2NT opening 3C/D correctible	
PLAY CONVENTIONS	Classification: Green □ Blue □ Red □ Yellow ☑ OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning
Sequence leads: Overlead all All except AK x (x)	1♠ 8-12, 4+H 1♦ 8-12, 4+S 1♥ 8-12, minor(s) 1♠ 0-8, a
Underlead Other: A asks for attitude, K asks for count	1 NT 9-12 balanced with no 4 card major may contain 5 card
Four or more with an honour 4th highest attitude	2♠ Stayman: simple extended Other: Relay
3rd/5th Other:	Transfers 2♦ to H 2♥ to S 2♠ to C
From 4 small 2nd highest Other:	2 NT to D Other:
From 3 cards (no honour) top middle bottom	2♣ 8-12 with 5+ hearts and 4+ of either minor
Signal on partner's lead: high encourage low encourage	2 8-12 with 5+spades and 4+ of either minor
Other: Count	2♥ 8-12 with 5+/4+ either way in the majors
Signal on declarer's lead	2♠ 4-7 with 6+ spades
Discards McKenney high encourage low encourage	2 NT Pre-empt in either minor and denies 2 of top 3 honours
odd/even Other:	3 NT Specific Ace Ask
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECT
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood ☐ RKCB ☑ Other:	Pass in first or second position shows 13+ a
4♣ Gerber ☐ when?	Symmetric Relay over Pass, 1C, 1D, 1H an
Other Conventions	Denial Cue Bidding
Pass in first or second position shows 13+ rape	COMPETITIVE BIDDING
Symmetric Relay over Pass, 1C, 1D, 1H an	Negative doubles through 4H Responsive doubles through 4D
Denial Cue Bidding	Jump overcalls weak Unusual NT Michaels
	1NT overcall (immediate) 15-18 (re-opening) 10-14
	Immed cue of minor Michaels
A PART Market	Immed cue of major Michaels
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) DONT
Fyshwick ACT 2609	Over opponent's 1NT (strong) DONT
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos x = takeout



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Over opening threes

	INCORPORATED ©
STANDARD	SYSTEM CARD
Names: Trevor Fuller	Don Allen
ABF Nos: 0120601	
Basic System: Forcing Pass	Brown Sticker□
Classification: Green ☐ Blue ☐	Red ☐ Yellow ☑
OPEN	ING BIDS
Describe strength, minimum length, or spe	ecific meaning Canape□
1♠ 8-12, 4+H 1♦ 8-12, 4+S	1♥ 8-12, minor(s) 1♠ 0-8, any
1 NT 9-12 balanced with no 4 card ma	ajor may contain 5 card major□
2 ♣ Stayman: simple exi	tended Other: Relay
Transfers 2♦ to H 2♥	to S 2♠ to C
2 NT to D Other:	
2♣ 8-12 with 5+ hearts and 4+ of either	r minor
2 8-12 with 5+spades and 4+ of either	er minor
2♥ 8-12 with 5+/4+ either way in the m	najors
2♠ 4-7 with 6+ spades	
2 NT Pre-empt in either minor and der	ies 2 of top 3 honours
3 NT Specific Ace Ask	
	AT MAY HAVE UNEXPECTED JIRE SPECIAL DEFENCE
Pass in first or second position shows 1:	
Symmetric Relay over Pass, 1C, 1D, 1H	
,	dil
Denial Cue Bidding	
COMPETIT	TIVE BIDDING
Negative doubles through 4H	Responsive doubles through 4D
Jump overcalls weak Unusu	al NT Michaels
1NT overcall (immediate) 15-18	(re-opening) 10-14
Immed cue of minor Michaels	
Immed cue of major Michaels	
Over opponent's 1NT (weak) DONT	
Over appearatio 1NT (strong) DONT	

x = takeout

		RESPONSES TO	OPEN	NING BIDS				
Describe strength, minimum length or specific meaning								
1 ♣	1•	game inv relay	2NT	game inv with 4+ herats				
	1 ♥ /♠	1H = gf relay, 1S = natural nf	3♣	pre-emptive				
	1NT	8-12 bal, without a heart fit	3♦	pre-emptive				
	2♣	natural, non forcing	3♥	4+ hearts, pre-emptive				
	2♦	natural, non forcing	3♠	pre-emptive				
	2♥	3+ hearts, non forcing	3NT	to play				
	2♠	natural, non forcing	4 bids	pre-emptive				
1 ♦	1 ♥ /♠	1H=game inv relay, 1S=GF rel	aÿ♣	pre-emptive				
	1NT	8-12 bal, without a spade fit	3♦	pre-emptive				
	2♣	natural, non forcing	3♥	pre-emptive				
	2♦	natural, non forcing	3♠	4+ spades, pre-emptive				
	2♥	natural, non forcing	3NT	to play				
	2♠	3+ spades, non forcing	4♦	pre-emptive				
	2NT	game inv with 4+ spades	4 Othe	r pre-emptive				
1 ♥ /♠	1NT	GF over 1H, 15-18 bal over 1S	3♣	corr. over 1H, 12-17 nat over 1				
	2♣	corr. over 1H, 18+ any over 1S	3 ◆	corr. over 1H, pre-empt over 1				
	2♦	corr. over 1H, 12-17 nat. over	1⋚♥/♠	pre-emptive				
	2 ♥ /♠	nat. nf over 1H,12-17 nat over	1§NT	to play				
	2NT	pick minor over 1H; 20-22 bal	4♣/♦	corr. over 1H, pre-empt over 1				
2♣	2♦	relay, at least inv to game	2 ♥ /♠	2H = signoff, 2S = natural nf				
	other	inv to game with a heart fit						
2•	2♥	relay, at least inv to game	3♣/♦	correctible				
	2♠	signoff	3 ♥/ ♠	pre-emptive				
	2NT	inv to game with a spade fit	3NT	to play				
2 ♥ /♠	2NT	relay, at least inv to game	3NT	to play				
	3 ♣/ ♦	nat nf over 2H;nat forcing over	24€4/♦	pre-emptive				
	3 ♥/ ♠	signoff over 2H; nat forcing ov	2\$₹/♠	to play				
2NT	3♠	correctible	4♣	correctible				
	3♦	correctible	4♦	correctible				
	3♥	natural and forcing	4♥	to play				
	3♠	natural and forcing	4♠	to play				
	3NT	to play	other	4NT = bid minor				

CONVENTIONS

Additional res	sponses	to 1NT							
3♣/3♦	pre-emp	pre-emptive							
3♥/3♠	pre-emp	pre-emptive							
4♣	pre-emp	otive							
4♦	pre-emp	pre-emptive							
4♥	to play	to play or pre-emptive							
4♠	to play	or pre-emptive	!						
Unusual NT:	n	ninors□	other suits	⊿ ı	ower 2 unbid suits□				
other									
Other slam bi	idding	Cue B	ids☑	Asking Bids □	2				
4th Suit Forci	ing	One round			Game force□				
NT Checkbac	k 🗌	Prioritie	s						
Defence to 3N	NT openir	ng x = per	nalty						
Defence to op	ening Tv	vo's: Multi 2♦	x = 16+ any	shape,					
		suit bid = 10-	-15 natural						
RCO sty	yle 2-s	as above							
Other 2	-S	as above							
Defence to st	rong 뢒	CRASH start	ting at 1NT						
			,						
Lebensohl		Over NT int	erferenc€						
Other us									
Take out of 4	•	•	4 ♣ /4♦ x =						
	4♥	x = takeout	4 ♠ 4NT =	= takeout					
		ОТН	ER NOT	ES					
Cummatria Da	lov ofter								
Symmetric Re Denial Cue Bi	•	Pass, IC, ID,	III, allu IIVI	operiings					
Denial Cue Di	uuiiig								

FORCING PASS SYSTEM (played by Trevor Fuller and Don Allen)

OPENING RIDS DECDUNCE

OPENING BIDS	RES	PONSE
PASS	13+ HCP,	any shape
	1.*	11+ HCP, game forcing relay
	1♦	0-7 HCP, any shape
	1♥/♠	7-10 HCP, 4+ suit.
	1NT	8-10 HCP, balanced
	2♣/♦	7-10 HCP, 4+ suit
	2♥	7-10 HCP, 4441 shape with short major
	2 ♠ up	7-10 HCP, both minors, at least 5/4
1C	Q 12 ЦСD ,	with A hearts
IC		with 4+ hearts
	1 •	Game invitational relay
	1 • 2 · ·	Game forcing relay
	1 ★ to 2 ♥	0-12 HCP, natural and not forcing
	1NT	8-12 HCP, balanced Invitational with 4+ hearts
	2NT	
	2 ♠ up	0-12 HCP, pre-emptive
1D	8-12 HCP	with 4+ spades
	1♥	Game invitational relay
	1 ♠	Game forcing relay
	1NT	8-12 HCP, balanced
	2♣ to 2♠	0-12 HCP, natural and non forcing
	2NT	Invitational with 4+ spades
	3 ♣ up	0-12 HCP, pre-emptive
1H	8-12 HCP,	6+ in either minor, or 5+/4+ in both
	1 🛦	Game invitational relay
	1NT	Game forcing relay
	2♣/♦	Correctible
	2♥/♠	Natural, non forcing
	2NT	Pick your best minor
	3♣/♦	Correctible and pre-emptive
	3♥/♠	Natural with a 6+ suit, invitational
1S	0-8 HCP, a	ny shape
	1NT	15-17 HCP, balanced
	2.	18+ HCP, artificial, forcing
	2♦/♥/♠	12-17 HCP, natural and non forcing
	2NT	20-22 HCP, balanced
	3♣	Pre-emptive
1NT	9-12 HCP.	balanced with no 4 card major
44 1 4	2 *	Relay, at least invitational to game
	<u></u> -1-	rong, at roust invitational to game

Relay, at least invitational to game

2♦ to 2NT Transfers 3♣ to 3♠ Pre-emptive 3NT To play

2C 8-12 HCP, 5+ hearts and 4+ in either minor

2♦ Relay, at least invitational to game

2♥ Signoff

2NT Invitational with a fit

3♣/♦ Correctible

2D 8-12 HCP, 5+ spades and 4+ in either minor

2♥ Relay, at least invitational to game

2♠ Sign off

2NT Invitational with a fit

3♣/♦ Correctible

2H 8-12 HCP, 5/4 hearts and spades (either way)

2♠ Signoff 2NT Relay

3♣/♦ Natural, non forcing

2S 4-7 HCP, natural 6+ suit

2NT Pre-empt in either minor, and denies 2 of top 3 3C/D/H/S Pre-empt (with 2 of top 3 honours if a minor)

3NT Sepcific Ace Ask

Competitive Auctions

Michaels Cue Bids, either weak or strong

Weak jump overcalls, 6+ suit, may be undisciplined

1NT overcall is 15-18 HCP (in passout seat is 10-14 HCP)

Double for takeout over pre-emptive bids up to and including 4♥

Responsive doubles to 3 A

Over weak two bids a 2NT overcall is 15-18 HCP and balanced

Over weak two bids with an anchor suit, double is takeout

Over weak two bids without an anchor suit, double shows 16+ HCP

Cue raises

DONT over 1NT openings

Lebensohl

Over strong 1.4 opening use CRASH

Agreements and Conventions

Roman Key Card Blackwood

Denial cue bidding

Long suit trial bids

Extensive use of relays

Leads and Signals

4th highest

Overlead sequences

MUD

Lead of an A to NT asks for attitude

Lead of a K to NT ask partner to unblock, otherwise to give count

Lead of a 10 to NT promises an honour higher than the J

When following suit we primarily give natural present count. However attitude and McKenny may be given in certain circumstances.

When discarding we give natural present count with McKenny overtones.

BASIC RESPONSES AUSTRALIAN BRIDGE FEDERATION limit 🗆 forcing \Box Jump raises - minors Other: 0-6 HCP (NV) 5-8 HCP VUL INCORPORATED © forcing \square limit \square Other: 0-6 HCP Jump raises - majors STANDARD SYSTEM CARD Jump shifts after minor opening 8+ - 11 HCP, 6+ CARD SUIT Chris Mulley Paul Brayshaw Names: Jump shifts after major opening MODIFIED BERGEN ABF Nos: 317640 ACCEPTANCE 384399 Responses to strong 2 suit opening DENIAL, ANGER, BARGAINING, DEPRESSION Brown Sticker□ Basic System: KAPLAN-SHEINWOLD Responses to 2NT opening PUPPET STAYMAN, FULL TRANSFERS Blue□ Red Yellow□ Classification: **PLAY CONVENTIONS** OPENING BIDS = Both Canape□ 'NT' Versus Notrump 'S' Versus Suit Describe strength, minimum length, or specific meaning Overlead all All except AK x (x) 1 5+, 12+ Sequence leads: 1 5+, 12+ Other: A,Q = REV AT: K = REV COUNT 1 NT 2 - 12 Underlead simple ✓ extended Four or more with an honour 4th highest 🗸 attitude 2♠ Stayman: Other: 3rd/5th Other: 2♠ CLUBS Transfers 2♦ HEARTS 2♥ SPADES 2nd highest 🗸 Other: From 4 small 2 NT DIAMONDS Other: bottom (no honour) middle GF OR 23-24 BALANCED From 3 cards top low encourage Signal on partner's lead: high encourage 5-9 HIGH CARD POINTS: 4+/4+ MAJORS: 6 HEARTS OR 5+/5+ CLUBS Other: REV COUNT 5-9 HCP: 5-6 HEARTS: 6+ SPADES OR 5+/5+ HEARTS AND MINOR Signal on declarer's lead **REV COUNT** 5-9 HCP: 5-6 SPADES: 5+/5+ SPADES AND RED SUIT Discards McKenney [high encourage low encourage GOOD 20 - 22 HCP, BALANCED, CAN HAVE 5M odd/even [Other: REV COUNT; FIRST MAY BE REVOLVING S/PNT GOOD 4 LEVEL MINOR PRE-EMPT (1 LOSER SUIT) reverse 🔽 Count natural PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE **CONVENTIONS** TRANSFER RESPONSED TO ONE CLUB. ES, FORCING Other: SPECIFIC NON-KINGS 4NT: Blackwood 1 HEART - 1SPADE = 6-11 HCP, <5 SPAD Gerber \square when? NOT IN A PINK FIT... OR ANY OTHER TIME Other Conventions **COMPETITIVE BIDDING SPLINTERS** FIT SHOWING JUMPS BY PAST HANDS 4H 4H SHORT SUIT TRIES KAPLAN INVERSION Negative doubles through Responsive doubles through FIFTH SUIT FORCING LEONG TRANSFERS Jump overcalls WEAK LOWEST TWO UNBID, INTERMEDIATE Unusual NT 1NT overcall (immediate) CUE 1ST OR 2ND ROUND CONTROL 15-18 HCP (re-opening) 11-14 HCP MODIFIED GAZILLI Immed cue of minor 5+/5+ MAJORS, WEAK OR STRONG Immed cue of major 5+/5+ OTHER MAJOR AND A MINOR ©ABF Marketing Over opponent's 1NT (weak) DUPONT, X=PENALTIES PO Box 397 Fyshwick ACT 2609 Over opponent's 1NT (strong) MODIFIED DONT (X=ANY SINGLE SUITED) Tel: 02 6239 2265 Over weak twos X=T/O: LEAPING MICHAELS FAX: 02 6239 1816 Copyright © BCC 6.3.20.1 Over opening threes X=T/O

		RESPONSES TO C	DPEN	NING BIDS			CON	IVENTION	S	
		Describe strength, minimum length or specific meaning				Additional responses to 1NT				
1♣	1•	6+ HCP, 4+ HEARTS	2NT	12 M- 14 HCP, 4+ CLUBS, BA	3♣/3♦	GF: SIN	NGLE SUITED	MINOR: SHOR	TAGE IN MAJO	R/OTHER MINOR
	1 ♥ /♠	6+ 4+ SPADES/ 6-11 NO MAJ	OF•	0-6 HCP 5+ CLUBS	3♥/3♠	GF; 4 II	N BID SUIT, D	ENIES 4 IN OTH	HER MAJOR	
	1NT	9+ HCP, 5+ DIAMONDS	3♦	GF SPLINTER	4♣	PUPPE	T TO 4H			
	2♣	2 CLUBS 6-9 HCP 4+ CLUBS	3♥	GF SPLINTER	4◆	PUPPE	ET TO 4S			
	2•	9+HCP 4+ CLUBS	3♠	GF SPLINTER	4♥	TO PLA	ΑY			
	2♥	8+ - 11 HCP 6+ HEARTS	3NT	12 - 14 HCP BALANCED	4♠	TO PLA	ΑY			
	2♠	8+ - 11 HCP 6+ SPADES	4 bids	PRE-EMPTIVE	Unusual NT:	ı	minors□	other suits \square	low	er 2 unbid suits
1•	1 ♥ /♠	6+ HCP	3♣	8-11 HCP 6+ CLUBS	other II	NTERME	EDIATE OR BI	ETTER		
	1NT	1 NT 6-9 NO MAJOR	3♦	4+ DIAMONDS				,	,	
	2♣	9+ HCP 5+ CLUBS	3♥	GF SPLINTER	Other slam bi	dding	Cue E	ids	Asking Bids☑	,
	2♦	9+ HCP 4+ DIAMONDS	3♠	GF SPLINTER	4th Suit Forci	ng	One round	☐ 5TH SUIT FO	ORCING	Game forc€ ✓
	2♥	8+ - 11 HCP 6+ HEARTS	3NT	12 -14 BALANCED, NO 4M	NT Checkbac	k	Prioritie	s BAR PARTI	NER, PSYCHE	
	2♠	8-11 HCP 6+ SPADES	4♦	PRE-EMPTIVE	Defence to 3NT openi		ng DOUB	LE = PENALTIE	S, RIPSTRA	
	2NT	10-11 BAL, NO 4M	4 Othe	4C = GF SPLINTER	Defence to op	ening T	wo's: Multi 2	X= T/O SPADE	S; 2H=T/O HE/	ARTS
	1NT	SPADES / 6-11 HCP <3 SPADE		MODIFIED BERGEN				+ HEARTS AND	5+ INBID MINC)R
	2♣	12+ HCP 4+ CLUBS	3♦	MODIFIED BERGEN	RCO style 2-s		X= PENALTY INTEREST 2NT = 2 WITH CLUBS; 3C = 2 NO CLUBS			
	2•	12+ HCP 4+ DIAMONDS	3 ♥ /♠	0-6 HCP, PRE-EMPT RAISE				TH CLUBS; 3C =	2 NO CLUBS	
	2 ♥ /♠	6-9 HCP, 3 CARD RAISE	3NT	12-14 BALANCED 3 CARD RA	Other 2- ISE	S	X = T/O			
	2NT	MODIFIED BERGEN	4♣/♦	9-12 HCP SPLINTER	Defence to et	ona 🕭	V CLUBS	NT MAIOD.		
2♣	2•	NEGATIVE (LESS THAN A + K)2♥/♠		+VE GOOD SUIT / NO SUIT	Defence to strong ♣		ng ◆ X = CLUBS; NT = MAJOR + MINOR; 2C = MAJOR OR MINO			
	other	2 SUITED SEMI +VE OR BET	TER		Lebensohl		Over NT in	terferenc€ RL	JBENSOHL	
2•	2♥	TO PLAY: CORRECTABLE	3♣/♦	DIST ASK/ GI RAISE: CORRE	CTABLE Other us	ses T/0	O DOUBLE A	Γ THE 2 LEVEL		
	2♠	TO PLAY: CORRECTABLE	3 ♥/ ♠	NON-INVITATIONAL: CORRE	CTA Blak e out of 4	level pre	e-empts	4 ♣ /4♦ X = 7	Γ/Ο	
	2NT	PUPPET TO 3C: GI RELAY	3NT	TO PLAY		4	X = T/O	4♠ X = VAL	UES	
2 ♥/ ♠	2NT	PUPPET TO 3C	3NT	TO PLAY			OTH	ER NOTE	S	
	3♣/♦	NAT, FORCING: CORRECTAL	84 €/ ♦	SPLINTER: CORRECTABLE						
	3 ♥/ ♠	NON INVIT: CORRECTABLE	4 ♥ /♠	TO PLAY: CORRECTABLE	DISTURB UG				.O. I.D.I. E.O. O.V.E.I	D 00 0D
2NT	3♣	PUPPET STAYMAN	4♣	PUPPET TO 4H				E OR LENGTH D		
	3♦	TRANSFER TO HEARTS	4◆	PUPPET TO 4S				ER WAY (IF CLU	JOS WILL BE 5	+)
	3♥	TRANSFER TO SPADES	4♥	TO PLAY	2D = MAJORS		CITEK WAY			
	3♠	TRANSFER TO CLUBS	4♠	TO PLAY	2H/2S = NATURAL					
	3NT	TRANSFER TO DIAMONDS	other		2NT = 5+/5+ HEARTS AND MINOR					