

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 0-6HCP
Jump raises - Majors	Preempt	Other: 0-6 HCP (6-9 after 2 level overcall)
Jump shifts after minor opening	Transfers, or criss cross	
Jump shifts after Major opening	1♥:2♠ WJS else bergen	
Responses to strong 2 suit open.	2♦=0-1 or 4+, 2♥=2, 2♠=3 controls, 2NT thru 3H trf 6+ suit with 2/3 Top	
Responses to 2NT opening	3m to play 3M Nat F1	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead,A or Q-ATT, K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

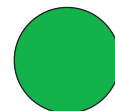
4NT: Blackwood <input type="checkbox"/>	RKCB 1430 exc.C	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>	Minorwood		
Cue Bids <input checked="" type="checkbox"/>	First and second indiscriminately		
Asking Bids <input type="checkbox"/>			

#### 7. OTHER CONVENTIONS

Jacoby	Lebensohl
Muppet Stayman	Support X/XX
mini splinters	cue raise with values
long and short suit trials	Good/Bad 2NT
Blackout	3rd suit FG after 1m opening and 2m simple rebid
<a href="http://www.abf.com.au">www.abf.com.au</a>	Leaping/non-leaping Michaels
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	143731	Douglas Newlands
& Names:	063541	Neil Ewart
Basic System:	2/1, 14-16NT, Trf over 1C	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ (10)11-20HCP 2+	1♥ 11-20HCP 5+♥	
1♦ (10)11-20HCP 4+♦	1♠ 11-20HCP 5+♠	
1NT 14-16HCP Bal/semi-bal	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>		
2♣ Stayman	Other: Keri	
2♦ TRF to ♥	2♠ TRF to ♣	
2♥ TRF to ♠	2NT TRF to ♦	
other 3♣=5+♣/5+♦; 3♦=5+♠/5+♥; 3M = (13)(54) Singleton OM		
2♣ 23+ HCP BAL or any GF		
2♦ 6+♥ or 6+♠ <12 HCP, or 20-22 Balanced		
2♥ 5+♥/4+m <12HCP		
2♠ 5+♠/4+m <12HCP		
2NT 5+♣/5+♦ <12HCP	3NT Strong Preempt Ace response	
other		

#### 2. PRE-ALERTS

Support X/XX	1M 2c 4 way artificial
Transfers over our 1C opening	Negative Free Bids
Mini SPL	Negative Free Bids

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	over M: ms; over 1m: lower 5+/5+<9HCP or GF
1NT overcall - immediate	15-18HCP	Immediate cue of minor	5+♠/5+♥ any range
1NT overcall - re-opening	11-14HCP (FOC)	Immediate cue of Major	5+/5+OM +m
Over weak twos	x with Leb, Leaping Michaels	Over opening threes	X for T/O +non-leaping Michaels
Over opponent's 1NT	Multi Landy		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 6+♥ weak or very strong	3♦ SPL 10-14 HCP
1♥ 4+♠	2♥ 6+♠ weak or very strong	3♥ SPL 10-14 HCP
1♠ Bal 6-9, or ♦ any range	2♠ 5+♣ 8-10	3♠ SPL 10-14 HCP
1NT 9-11 bal	2NT 12-13 flat Nat Inv	3NT 14-15 Flat
2♣ Inverted Minor unbal	3♣ Preemptive 5+♣	4♣ RKCB
other		
1♦ 1♥ 5+HCP 4+	2♥ 6+♥ weak (4-7HCP)	3♥ Splinter GF
1♠ 5+HCP 4+	2♠ 6+♥S weak (4-7HCP)	3♠ Splinter GF
1NT 5-11HCP	2NT 12-13 flat Nat Inv	3NT 14-15 Flat
2♣ Natural GF	3♣ 4+♦ 7-10	4♣ Spl
2♦ Inverted 4+♦ 11+	3♦ Preemptive 5+, no 4 M	4♦ RKCB
other		
1♥ 1♠ 5+HCP 4+♠	2♥ 5-10 HCP 3♥	3♦ 6-9 4+♥
1NT 5-11HCP	2♠ 6+♠ weak	3♥ Preempt 4+♥ 0-6
2♣ **4 way - see notes 1M	2NT GF raise, 4+♥	3♠ SPL
2♦ 5+♦ GF	3♣ 10-12 HCP 4+♥	3NT 13-15HCP BAL3♥
other 4♣ and 4♦ SPL 9-12HCP ; See Note 2 re 4 card raises by PH		
1♠ 1NT 5-11HCP	2♠ 5-10 HCP 3+♠	3♥ LIMIT 3♠
2♣ *4 way - see notes 1M	2NT GF raise, 4+♠	3♠ PRE 4+♠
2♦ 5+♦ GF	3♣ 10-12 HCP 4+♠	3NT 12-15HCP BAL3♠
2♥ 5+♥ GF	3♦ 6-9 HCP 4+♠	4♣ SPL 9-12HCP
other 4♦ and 4♥ SPL 9-12HCP ; See Note 2 re 4 card raises by PH		
1NT 3♣ Minors 5+/5+	3♠ 31(54) GF	4♦ TRF to ♠
3♦ 5/5 Majors GF	3NT to play	4♥ to play
3♥ 13(54) GF	4♣ TRF to ♥	4♠ to play
other		
2♣ 2♦ 0-1 or 4+ CTRLs	2NT GF 6+ ♣ with 2/3 Top H	3♥ GF 6+ ♠ with 2/3 Top H
2♥ 2 CTRLs	3♣ GF 6+ ♦ with 2/3 Top H	3♠ AKQxxx(x) any suit
2♠ 3 CTRLs	3♦ GF 6+ ♥ with 2/3 Top H	3NT
other		
2♦ 2♥ Pass or Correct	3♣ NAT, INV	3♠ Pass or Correct
2♠ Pass or Correct	3♦ NAT, INV	3NT 44 Majors <8 HCP
2NT STR enquiry	3♥ Pass or Correct	4♣ asks part to TRF to their
other 4♥/4♠ Pass or Correct		

### Notes

2♥ 2♠ Nat F1	3♦ Pass or Correct	3NT to play
2NT STR enquiry	3♥ Preemptive	4♣ Pass or Correct
3♣ Pass or Correct	3♠ Spl	4♥ Pass or Correct
other 4♦ P/C, 4♠ P/C		
2♠ 2NT STR enquiry	3♥ Nat F1	4♣ Pass or Correct
3♣ Pass or Correct	3♠ Pre-emptive	4♥ To Play
3♦ Pass or Correct	3NT to play	4♠ To Play
other		
2NT 3♣ To Play	3♠ Nat F	4♦ Nat Inv
3♦ To Play	3NT To Play	4♥ To Play
3♥ Nat F	4♣ Nat Inv	4♠ To Play
other		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	after 1m shows lower suits
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/>	Priorities: 2 way checkback incl after 1X-1Y-1Z; features up the line
<b>Defence to 3NT opening</b>	DBL=values, 4♣ M/m, 4♦ both majors	
<b>Defence to Opening Twos</b>	X=15+, NAT overcalls, 2NT=15-18 with MUPP STAY and TRF	
Multi 2♦	x	
RCO style 2-s	X=15+with LEB, NAT overcalls	
Other 2-s	X=15+, 2 anchor T/O, NAT overcalls	
<b>Defence to</b>	1♣ : TWERB (bids show suit above OR the next two above.	
<b>strong</b>	♠ : Spades show odd suits and NT shows clubs or the reds	
<b>♣</b>	2♣ : TWERB	

### Over 1NT Interference Rubinsohl

**Lebensohl - other uses** over weak 2's

<b>Take out of 4 level pre-empts</b>	4♣/4♦	X
	4♥	X
	4♠	4NT

## 10. OTHER NOTES

Note 1: 1M 2♣ = ♣ GF, OR ♣ Inv, OR 3 card Limit Raise Major, OR GF Bal

Note 2: Major raise by PH 2M+1 = 9-11 with shortage, 2M+2 = 6-8 with shortage, 2M+3 9-11 No sh

M+3 9-11 No shortage, 2M+4 = 6-8 no shortage

1-2-3 style after pen DBL of 1NT, T/O DBL of weak twos or RDBL of opp's T/O DBL at 1 level