4. BASIC RESPONSES

	Jump raises - minors	Weak					
	Jump raises - Majors	Weak					
	Jump shifts after minor opening		Strong				
Jump shifts after Major opening Responses to strong 2 suit open.		Invitatio	onal				
		2 ♦ = ne	egative	or waiting			
	Responses to 2NT ope	ening	Muppet	t Staym	an, transfers	, 3 ≜ = both mi	nors
			5. P	LAY	CONVE	NTIONS	
			Versus	Suit	(or both)	Versus	NoT

		Volodo Out		Volouo	nonamp	(in animoronit)
Leads	Sequences:	A/Q Att, K Coun	ıt			
From 4 small		4th				
		2nd				
		2nd				
In partne	er's suit	Top/3rd				
Discards Count		low encourage				
		reverse count				
Signal	on partner's lead:	low encourage				
Signal	on declarer's lead:	reverse count				
Notes						

6. SLAM CONVENTIONS Blackwood X RKCB 1430 4♣ Gerber when? Slam Notes We play kickback in all suits Is X

7. OTHER CONVENTIONS



4NT:

Cue Bids

Asking Bids



Show priorities

NoTrump (if different)

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD ABF Nos. 149365 Mathew Vadas & Names: 497746 Michael Wilkinson Basic System: Short club with lots of transfers and gadgetry Red X Brown Sticker Yellow Classification: Green Blue **1. OPENING BIDS** Describe strength, minimum length, or specific meaning Canape 14 11-14/18-19 BAL(ish) or NAT 1♥ 5+♥ 1♦ 4+♦, always UNBAL, can have longer ♣ 1♠ 5+♠ 1NT (14)15-17, can be offshape may contain 5 card Major 1NT Responses 24 simple stayman 2♦ transfer to ♥ 2 Range Probe or transfer to 뢒 2♥ transfer to ♠ 2NT transfer to 🔶 other 3m = short M, 3M = 4OM GF, 4m = transfer to M, 4M = to play 24 20-21 BAL(ish) or any GF 20 3-7, weak 2 Major, style highly dependent on seat/vul. NAT in 3/4th 2♥ 8-11, 6+♥ (wider, weaker range in 3rd) 2♠ 8-11, 6+♠ (wider, weaker range in 3rd) 3NT 5S, 6H, 9-13 2NT 22-23 BAL(ish) other natural, weak 2. PRE-ALERTS 1♥-2♣ / 1♣-2♦ can be INV raise Transfer responses to 14 Transfer responses in competition 1**★**-2**★** = ♥, 1**★**-2**♥** = **★** 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♥ Jump overcalls weak Responsive doubles through 4♥ Unusual NT lower unbid suits 1NT overcall - immediate 15-18 Immediate cue of minor Michaels 1NT overcall - re-opening 10-13-16 Immediate cue of Major Michaels Over weak twos X = T/O then lebensohl Over opening threes X = T/OOver opponent's 1NT ASPTRO, 2♣ = ♥ + another, 2♦ = ♠ + another

DBL = PENS, 2M = NAT, 2NT = minors or some freak

	NSES TO OPENI	
	ngth, minimum length, or speci	-
1♣ 1♦ 4+♥	2♦ INV with 6+ minor	3🔶 weak
1♥ 4+♠	2♥ NAT slam try	3♥ weak
1♠ <11 no 4M or GF 5+♦	2♠ NAT slam try	3♠ weak
1NT 11-12 can have 4M	2NT NAT GF	_{3NT} to play
24 NAT semi-GF	3 ♣ weak	4 🗫
other		
1♦ 1♥ NAT	2♥ NAT slam try	3♥ splinter
1♠ NAT	2♠ NAT slam try	3♠ splinter
1NT NAT	2NT NAT GF	3NT to play
2🐥 NAT not GF	3♣ INV ♦ raise	4 ♣ splinter
2♦ NAT semi-GF	3 ♦ weak	4
other		
1♥ 1♠ NAT	2 VAT	3♦ INV 6+♦
1NT NAT (can be heavy)	2 ♠ 7-9, 4♥, any shortage	3♥ weak
2♣ GF ♣/BAL or INV ♥	2NT GF raise	3♠ any min-GF splinter
2 NAT GF	3♣ INV 6+♣	3NT non-min GF 🛧 SPL
other 4🛧 = non-min GF 🔶 SP	L, 4♦ = non-min GF ♠ SPL,	4M = to play
1 1NT NAT (can be heavy)	2♠ NAT	3♥ min semi-GF raise
2 ♣ INV+ 4+♥	2NT GF raise	3♠ weak
2🔶 GF 🔶 BAL or INV 🛧	3♣ INV 6+♣	3NT non-min GF 🛧 SPL
2 💙 GF 🛧	3♦ INV 6+♦	4♣ non-min GF ♦ SPL
other 4 = non-min GF 🎔 SPI	L, 4♥ = to play	
1NT 3♣ short ♥ 31(54) typical	3 ♠ 4♥ GF	4♦ transfer to 🛧
3♦ short 🛧 13(54) typical	3NT to play	4♥ to play
3♥ 4♠ GF	4♣ transfer to ♥	4 ♠ to play
other		
24 20 negative or waiting	2NT doesn't exist	3♥
2♥ NAT good suit	3♣ NAT good suit	3♠
2♠ NAT good suit	3 NAT good suit	3NT
other		
2♦ 2♥ pass/correct	34 NAT non-forcing	3♠ pass/correct
2♠ pass/correct	3♦ NAT constructive	3NT to play
2NT Ask	3♥ pass/correct	4. I want to play your suit
other 4 bid your suit 4M = to	•••	
Notes	,	

2♥ 2♠ NAT forcing 3 NAT forcing 3NT to play 2NT Shortage ask 3♥ mild invite 44 splinter 34 NAT forcing 3♠ splinter 4♥ to play other 2♠ 2NT Shortage ask 3♥ NAT forcing 44 splinter 34 NAT forcing 3♠ mild invite 4♥ splinter 3 NAT forcing 3NT to play 4♠ to play other 2NT 3 Muppet stayman 3♠ both minors 4 transfer to 🔶 3♦ Transfer to ♥ 3NT to play 4♥ transfer to ♣ 3♥ Transfer to ♠ 4♣ transfer to ♥ 4 transfer to + other 9. CONVENTIONS Unusual NT: Lower 2 unbid suits Game force X 4th Suit Forcing One round X Priorities: Tramsfers NT Checkback Defence to 3NT opening **Defence to Opening Twos** X = T/O if one suit shown or this is one of 2-suits X = weak NT or some strong hand Multi 2🔶 RCO style 2-s X = values, next DBL = T/O X = PEN interest if 2-suits shown neither this suit Other 2-s **Defence** DBL = Majors, 1NT = minors to strong ÷ **Over 1NT Interference** transfers starting from 2NT Lebensohl - other uses we double your 2 level opening Take out of 4 level pre-empts 4♣/4♦ DBL 4 DBL 4♥ DBL **10. OTHER NOTES**

Notes