

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 1♣ - 3♣ = 3-suited short clubs, GF
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2M over 1♣ is natural and weak; Viagra over 1♦ (artificial raises)	
Jump shifts after Major opening	Viagra (artificial raises)	
Responses to strong 2 suit open.	Curious Skepticism (or Skeptical Curiosity if playing reverse signals)	
Responses to 2NT opening	Puppet Stayman; Transfers to majors; 4♣/4♦/4♥/4♠ to ♥/♠/♣/♦	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Journalist	Journalist
Four or more with an honour	4th highest	attitude
From 4 small	2nd highest	Attitude
From 3 cards (no honour)	Middle	Attitude (usually top or 2nd)
In partner's suit	3rd/5th	3rd/5th
Discards	See Note #1	See Note #1
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Reverse Count	Reverse Count
Signal on declarer's lead:	Reverse Present Count	

Notes Note #1: Generally reverse present count. First discard may be McKenney.

Note #2: Q asks for attitude about the A and the J (i.e. encourage with either)

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes Specific Kings. Turbo once cuebidding has started.

Cue Bids First or Second Round Control; Non-Serious 3NT

Asking Bids

7. OTHER CONVENTIONS

Cue Raises	Gazzilli / Godzilli
Non-serious 3NT	Good/Bad 2NT
Many transfer advances in competition	2NT Lebensohl by responder in competition
Drury: 2♣ = Limit 3+; 2♦ = Mixed 4-card	Unusual over Unusual (lowest cue = raise)
Pass / Double Inversion in forcing auctions	In GF auction, X = Penalty and Pass = Takeout

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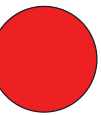
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Negative Free Bids at the 2-level in competition (above 2 suit)

X of a cue of one of our suits "reverses the previous message"



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	923575	Tim Munro
& Names:	317640	Chris Mulley
Basic System:	Standard 2/1; 13.5 - 16 NT [WE PLAY THIS WHEN WE ARE VULNERABLE]	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+♣; 11+ HCP 1♥ 5+♥; 11+ HCP [3rd Seat, can be 4 and light]

1♦ 4+♦; 11+ HCP (Min 4♦ + 5♣ opens 1♦) 1♠ 5+♠; 11+ HCP [3rd Seat, can be 4 and light]

1NT 13.5 - 16 HCP; Balanced (Upgrade more likely NV) may contain 5 card Major

1NT Responses 2♣ Puppet Stayman Other: Responder bids major he has

2♦ Transfer to ♥ 2♠ Invitational no major OR ♣

2♥ Transfer to ♠ 2NT Transfer to ♦ (Invitational or better)

other 4♣ = Transfer to 4♥; 4♦ = Transfer to 4♠; 3-level = Shortage

2♣ (19) 20 - 22 HCP, balanced OR GF any

2♦ 10 - 15 HCP; 5+ hearts and 4+ spades [Flannery]

2♥ 5+♥; Less than an opening hand

2♠ 5+♠; Less than an opening hand

2NT 22 - 24 HCP; Balanced

3NT Good suit, 4-level minor pre-empt

other

2. PRE-ALERTS

1♣ = Clubs or Balanced; Transfer Responses Many transfers in competition

2♣ response to 1♦/1♥/1♠ = GF, ♣ or flat 2♣/2♦ Drury after 3rd hand 1♥/1♠ opening

Negative Free Bids at 2-level only 1NT response to 1♥ may contain 4 spades

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Weak

Responsive doubles through 4♦ Unusual NT Lowest 2 Unbid suits, Intermediate or better

1NT overcall - immediate 4M and 5+m Immediate cue of minor Both majors; weak or strong

1NT overcall - re-opening 4M and 5+m Immediate cue of Major Michaels - Other major + minor

Over weak twos X = T/O; Lebensohl Over opening threes X = T/O [Flexible Hand]

Over opponent's 1NT Weak: X = Penalty; 2♣ = Both majors; 2♦/2♥/2♠/2NT = Transfers

Strong (and by passed hand): X = Major + minor; 2♣ = majors; 2♦/2♥/2♠/2NT = Transfers

In Reopening Seat: 2♦/2♥/2♠ revert to being natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ (can respond light)	2♦ 6+♦, GI	3♦ GF, 3-suited short ♦
1♥ 4+♠ (can respond light)	2♥ Weak with hearts	3♥ GF, 3-suited short ♥
1♠ 5 - 10HCP or GF 4+ ♣	2♠ Weak with spades	3♠ GF, 3-suited short ♠
1NT 10 -12 HCP, no 5M	2NT GF balanced, denies 4m	3NT Specific Ace Ask
2♣ GF; 4+ ♦, may be flat	3♣ GF, 3-suited short ♣	4♣ Pre-emptive
other		
1♦ 1♥ 4+♥	2♥ Any mini-maxi splinter	3♥ GF splinter
1♠ 4+♠	2♠ GI+ 4+-card raise	3♠ GF splinter
1NT No major; 5 - 11 HCP	2NT Mixed raise in diamonds	3NT GF splinter in ♣
2♣ 2+♣; GF (♣ or flat)	3♣ GF raise; any trick source	4♣ Forgot the above
2♦ 3+♦; 6 - 9 HCP	3♦ Pre-emptive raise	4♦ Pre-emptive
other 2♦ response does not deny 4M		
1♥ 1♠ 4+♠	2♥ 3 - 4♥; 6 - 9 HCP	3♦ GF raise; any trick source
1NT 5 - 11 HCP (3-card limit)	2♠ Any mini-maxi splinter	3♥ 4+♥; 0 - 6 HCP
2♣ 2+♣; GF (♣ or flat)	2NT GI+ 4-card raise	3♠ GF Splinter
2♦ 5+♦; GF	3♣ Mixed raise	3NT Specific Ace Ask
other 4♣/4♦ = GF Splinter		
1♠ 1NT 5 - 11 (incl. 3-card limit)	2♠ 3 - 4♠; 6 - 9 HCP	3♥ GF raise; any trick source
2♣ 2+♣; GF (♣ or flat)	2NT Any mini-maxi splinter	3♠ 4+♠; 0 - 6 HCP
2♦ 5+♦; GF	3♣ GI+ raise	3NT Specific Ace Ask
2♥ 5+♥; GF	3♦ Mixed raise	4♣ GF Splinter
other 4♦/4♥: GF splinter		
1NT 3♣ 3-suited short clubs	3♠ 3-suited short spades	4♦ Transfer to 4♠
3♦ 3-suited short diamonds	3NT To play	4♥ To play
3♥ 3-suited short hearts	4♣ Transfer to 4♥	4♠ To play
other		
2♣ 2♦ Nothing to say	2NT ♣ Weak or GF	3♥ GF, 3-suited short ♥
2♥ To play opposite 20 - 22	3♣ ♦ Weak or GF	3♠ GF, 3-suited short ♠
2♠ To play opposite 20 - 22	3♦ GF, 3-suited short ♦	3NT GF, 3-suited short ♣
other		
2♦ 2♥ To Play	3♣ Natural, Invitational	3♠ Mixed Raise
2♠ To Play	3♦ Natural, Invitational	3NT To play
2NT GI+ Inquiry	3♥ Mixed Raise	4♣ Keycard ♣ (4♦ = bad)
other After Inquiry, 4♣ = Slam try in hearts; 4♦ = Slam try in spades		

Notes

2♥ 2♠ NNF	3♦ 5+♦; GF	3NT To play
2NT Lebensohl	3♥ Non-invitational raise	4♣ GF Splinter
3♣ 5+♣; GF	3♠ 6+♠; GF	4♥ To play
other Going via Lebensohl to spades is GF without a great suit (3NT = choice of game)		
2♠ 2NT Lebensohl	3♥ 5+♥; GF	4♣ GF Splinter
3♣ 5+♣; GF	3♠ Non-invitational raise	4♥ GF Splinter
3♦ 5+♦; GF	3NT To play	4♠ To play
other Going via Lebensohl to 3NT = choice of game		
2NT 3♣ Puppet Stayman	3♠ GF, 5+ spades, 4+ hearts	4♦ Transfer to 4♠
3♦ Transfer to ♥	3NT To play	4♥ Keycard in clubs
3♥ Transfer to ♠	4♣ Transfer to 4♥	4♠ Keycard in diamonds
other		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	Intermediate or better
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities: Leong Transfers, next suit bid is shortage	
Defence to 3NT opening	Multi-Landy (4♣ = majors; 4♦ = single-suited major; 4M = M + minor)	
Defence to Opening Twos		
Multi 2♦	X = 16+ (Next X = T/O; 3rd X = Penalty); In re-opening seat X = T/O	
RCO style 2-s	X = 16+ (Next X = T/O; 3rd X = Penalty); In re-opening seat X = T/O	
Other 2-s	X = T/O of anchor; as above if no anchor.	
Defence to	Over 1♣ : X = ♥ Wonder; 1♦ = ♠ Wonder; 1♥ = Odd; 1♠ = Colour; 1NT = Rank	
strong	2♣ = Single suited minor 2♦ = single suited major; 2♥/2♠/2NT = Odd/Colour/Rank	
♣	Others are natural	
	Over strong 2♣ : X = Majors; 2NT = Minors	

Over 1NT Interference	Lebensohl	Slow shows a stopper
Lebensohl - other uses	T/O X at the 2-level where at least one hand is "unlimited"	
Take out of 4 level pre-empts	4♣/4♦	X = T/O
	4♥	X = T/O
	4♠	X = Convertible Values

10. OTHER NOTES

When they double 1NT, we play "natural": XX to play/penalise, Pass = nothing to say; suit = natural

Where both a cue raise and raise via Lebensohl are available:

Cue Raise = GI+ 4+ card raise; Raise via 2NT = GI+ 3-card raise