

4. BASIC RESPONSES

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

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	Many transfer advances in competition
Non-serious 3NT	In GF auction, X = Penalty and Pass = Takeout
Pass / Double Inversion in forcing auctions	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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X of a cue of one of our suits "reverses the previous message"

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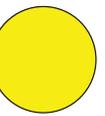
X of a cue of one of our suits "reverses the previous message"

MyRev. 2016 ANC

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	923575	Tim Munro
& Names:	317640	Chris Mulley
Basic System:	Non-Vulnerable Suspensor of Disbelief [PLAY ONLY WHEN NOT VULNERABLE]	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 8 - 12 HCP, 4+ clubs, 4+ diamonds (no 4M) 1♥ 8 - 12 HCP, 0 - 2♥ + 4 - 5♠ OR 6+♥

1♦ 0 - 7 HCP, almost all 1♠ 8 - 12 HCP, 0 - 2♠ + 4 - 5♥ OR 6+♠

1NT 8 - 12 HCP, 3 - 5♥ and 3 - 5♠ may contain 5 card Major

1NT Responses 2♣	Other: Major ask (may be weak)
2♦ Lebensohl (Puppet to 2♥)	2♠ 4+♠, Invitational
2♥ 4+♥, Invitational	2NT Invitational, denies 4M
other 3♣ = Mixed Raise in hearts; 3♦ = Mixed raise in spades; 3♥ / 3♠ = Pre-emptive	

2♣ 8 - 12 HCP, 5+ clubs (no second suit)

2♦ 8 - 12 HCP, 5+ diamonds (no second suit)

2♥ 0 - 8 HCP, 5+ hearts

2♠ 0 - 8 HCP, 5+ spades

2NT 18 - 20 balanced

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

other

2. PRE-ALERTS

Forcing Pass, Highly unusual opening bids	After 1♥/1♠ opening, X of M = Pass or correct
Many transfer advances in competition	Some use of relays
Raptor-style 1NT overcalls	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♦ GI+ relay	2♦ To play in diamonds	3♦ To play in diamonds
1♥ 5+ hearts, non-forcing	2♥ Natural, pre-emptive	3♥ Natural, pre-emptive
1♠ 5+ spades, non-forcing	2♠ Natural, pre-emptive	3♠ Natural, pre-emptive
1NT To play	2NT Bid your better minor	3NT To play
2♣ To play in clubs	3♣ To play in clubs	4♣ To play in clubs
other		
1♦ 1♥ 18+ HCP, relay	2♥ Natural, non-forcing	3♥ Natural, pre-emptive
1♠ Natural, non-forcing	2♠ Natural, pre-emptive	3♠ Natural, pre-emptive
1NT To play	2NT 20 - 22 HCP	3NT To play
2♣ Natural, non-forcing	3♣ Natural, pre-emptive	4♣ Natural, pre-emptive
2♦ Natural, non-forcing	3♦ Natural, pre-emptive	4♦ Natural, pre-emptive
other 2♦ response does not deny 4M		
1♥ 1♠ GI+ Relay	2♥ Pass or correct	3♦ Natural, pre-emptive
1NT To play	2♠ Pass or correct	3♥ Pass or correct
2♣ Natural, non-forcing	2NT Bid your better minor	3♠ Pass or correct
2♦ Natural, non-forcing	3♣ Natural, pre-emptive	3NT To play
other 4♣/4♦ = GF Splinter		
1♠ 1NT To play	2♠ Pass or correct	3♥ Pass or correct
2♣ GI+ relay	2NT Bid your better minor	3♠ Pass or correct
2♦ Natural, non-forcing	3♣ Natural, non-forcing	3NT To play
2♥ Pass or correct	3♦ Natural, pre-emptive	4♣ Natural, pre-emptive
other 4♦/4♥: GF splinter		
1NT 3♣ Mixed raise in hearts	3♠ Pre-emptive raise	4♦ Transfer to 4♠
3♦ Mixed raise in spades	3NT To play	4♥ To play
3♥ Pre-emptive raise	4♣ Transfer to 4♥	4♠ To play
other		
2♣ 2♦ Natural, F1	2NT Invitational+ raise	3♥ GF Splinter
2♥ Natural, F1	3♣ Non-invitational raise	3♠ GF Splinter
2♠ Natural, F1	3♦ GF Splinter	3NT To play
other		
2♦ 2♥ Natural, F1	3♣ Natural, F1	3♠ GF Splinter
2♠ Natural, F1	3♦ Non-invitational raise	3NT To play
2NT Invitational+ raise	3♥ GF Splinter	4♣ GF Splinter
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♦ Puppet to 4♠
3♦ Transfer to Hearts	3NT To play	4♥ Keycard in clubs
3♥ Transfer to spades	4♣ Puppet 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:	
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

After 1NT is doubled: Pass = nothing to say; XX = natural (to play);
2♣/2♦ = Ostensibly natural, but XX requests bid better major (having shown worse minor)
2♥/2♠ = To play
Cue Raise = GI+ 4+ card raise; Raise via 2NT = GI+ 3-card raise

Strong Club Defence To Non-Vulnerable Suspensor Of Disbelief

Over Pass (13+ any)

1♣: Strong (15/16+ - whatever strong club system you want to play)

1NT: DO NOT PLAY THIS AS A WEAK NT. You can play it as strong NT or 2/3-suited as you prefer.

1♦+: As per the system that you choose (subject to the above about 1NT).

- After (Pass) - Pass - (1♣) [GF relay], play your favourite disruptive methods.
- After (Pass) - Pass - (1♦), play as you would after a 1♦ negative over a Precision 1♣ opening.
- Use your normal competitive bidding agreements and principles after all other responses over Pass.

Over 1♣ (8 – 12 HCP, 4+ clubs and 4+ diamonds, no 4M)

X: Strong (15/16+) (i.e. "I would have opened 1♣").

1♦+: As per your favoured strong club system.

NB: Overcalling 1NT with a weak NT (or less) can be dangerous, so consider modifying your system accordingly. Doing it is not as insane as over our Forcing Pass, though ...

- After (1♣) - Pass - (1♦) [GI+ relay], play your favourite disruptive methods. If you want to set something aside for 16+, I would suggest double.

Over 1♦ (0 – 7 any)

X: 15/16+ any

Pass by us shows 3+ diamonds; XX by us shows 0 - 2 diamonds. Bids by you are as you like - 1♥ negative with all others positive will work, but there are plenty of other options, particularly over XX.

Over other bids, depending on your preference, you can either play for penalties or use your regular agreements relating to interference over a strong club.

1♥/1♠: Limited (4+ or 5+, depending on your preference for strong club system)

1NT: Weak NT (12 -14 or so) OR whatever your strong club system indicates [Remember you have "lost" your 1♦ opening in this auction, so some hands you would have opened 1♦ should find a place here].

2♣+: As per your regular opening bids, but again remember that you might want to have a way of bidding hands that would have opened 1♦ in your system.

Over 1♥ / 1♠ (8 – 12 HCP, 0 – 2M and 4 – 5 oM OR 6+M)

Option 1: Whatever you play over a Multi-2♦ (provided it is not “wait and see”), with appropriate modifications for the spare bids you have.

Option 2: X = weak NT; all else is natural.

Option 3: “Anti-ferts” - X = 16+ (penalty interest); 1NT+ = transfers; 2♠ = Takeout of spades; 2NT = minors

Over 1NT (8 – 12 HCP, 3 – 5 hearts and 3 – 5 spades)

X: 16+ (Penalty interest)

Continuations as though you made a penalty double of a weak/mini NT.

2♣+: Natural overcalls, but be sound with 2M overcalls - it is very easy to be doubled there for penalties.

2NT: 5+/5+ minors.

Over 2♣/2♦ (8 – 12 HCP, 5+ clubs/diamonds, single suited)

X: Takeout of the bid suit

2NT: 16 – 18 (or so) with a stopper.

All others are natural.