

## 4. BASIC RESPONSES

Jump raises - minors		Other:	
Jump raises - Majors		Other:	
Jump shifts after minor opening			
Jump shifts after Major opening			
Responses to strong 2 suit open.			
Responses to 2NT opening	Minors are to play; Majors are natural		

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
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
<b>Discards</b>	See Note #1	See Note #1
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Reverse Count	Reverse Count
<b>Signal</b> on declarer's lead:	Reverse Present Count	

**Notes** Note #1: Generally reverse present count. First discard may be Revolving suit preference  
 Note #2: Q asks for attitude about the A and the J (i.e. encourage with either)

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Specific Kings. Turbo once cuebidding has started.	
Cue Bids <input checked="" type="checkbox"/>	First or Second Round Control; Non-Serious 3♠/3NT	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Cue Raises	Unusual over Unusual (lowest cue = raise)
Non-serious 3♠/3NT	In GF auction, X = Penalty and Pass = Takeout
Pass / Double Inversion in forcing auctions	2NT Lebensohl by responder in competition
Mulberry in Relay auctions	

[www.abf.com.au](http://www.abf.com.au)

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

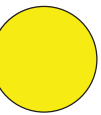
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	317640	Chris Mulley
& Names:	384399	Paul Brayshaw
Basic System:	Non-Vulnerable Suspensor of Disbelief [PLAY ONLY WHEN NOT VULNERABLE]	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	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 <input type="checkbox"/>
1♣ 8 - 12 HCP, single suited in a minor	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 <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 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, 3 - 5♣ and 3 - 5♦		
2♦ 0 - 8 HCP, 5+ Hearts OR 5+ Spades		
2♥ 8 - 12 HCP, 5+/5+ in Hearts and Another		
2♠ 8 - 12 HCP, 5+/5+ in Spades and Another		
2NT 8 - 12 HCP, 5+/5+ Minors	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
Raptor-style 1NT overcalls	Some use of relays
We play the Standard American card when Vul	

## 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♦ = ♦ + M; 2M = Natural		
Strong (and by passed hand): X = ♣ + M; others as above			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ GI+ relay	2♦ Pass or correct	3♦ Pass or Correct
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 Lebensohl	3NT To play
2♣ Pass or Correct	3♣ Pass or Correct	4♣ Pass or Correct
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		
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		
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♦ To Play	2NT Bid your better minor	3♥ Natural, GF
2♥ GI+ Relay (clubs)	3♣ To play	3♠ Natural, GF
2♠ GI+ Relay (diamonds)	3♦ To play	3NT To play
other		
2♦ 2♥ Pass or Correct	3♣ Natural and Forcing	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Natural and Forcing	3NT To play
2NT Invitational+ Relay	3♥ Pass or Correct	4♣ Transfer me to Major
other	4♦: Bid your major; 4♥/4♠: To play	

Notes

2♥ 2♠ Pass or correct	3♦ Pass or Correct	3NT To play
2NT GI+ Relay	3♥ Non-invitational raise	4♣ Pass or Correct
3♣ Pass or Correct	3♠ Pass or Correct	4♥ To play
other	Going via Lebensohl to spades is GF without a great suit (3NT = choice of game)	
2♠ 2NT GI+ Relay	3♥ Pass or Correct	4♣ Pass or Correct
3♣ Pass or Correct	3♠ Non-invitational raise	4♥ Pass or Correct
3♦ Pass or Correct	3NT To play	4♠ To play
other	Going via Lebensohl to 3NT = choice of game	
2NT 3♣ To Play	3♠ Natural, GF	4♦ To Play
3♦ To Play	3NT To play	4♥ To Play
3♥ Natural, GF	4♣ To Play	4♠ To Play
other		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	Intermediate or better
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/> Priorities:	
<b>Defence to 3NT opening</b>	Multi-Landy (4♣ = majors; 4♦ = single-suited major; 4M = M + minor)	
<b>Defence to Opening Twos</b>		
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.	
<b>Defence to</b>	Over 1♣ : X = Clubs; 1♦/1♥/1♠ = Natural;	
<b>strong</b>	1NT = Reds or Blacks; 2♣ = Majors or Minors; 2♦ = "Odd" suits	
♣	Others are natural	
	Over strong 2♣ : X = Reds or Blacks; 2♦ = Majors or Minors; 2NT = "Odd" suits	

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

## 10. OTHER NOTES

RESPONSES TO OPENING PASS (FORCING)

1♣: GI any (about 8 - 11)
1♦: 0 - 7 HCP, any distribution
1♥/1♠: Natural (4+) and GF
1NT: GF balanced, no major
2♣/2♦: 5+ card suits, GF
2♥/2♠/3♣/3♦: ~ 5 - 8 HCP, 6+ card suits