

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 2NT over 1♣ = 5/5 minors 0-5 HCP
Jump raises - Majors	Preempt	Other: weak Bergen style
Jump shifts after minor opening	weak 0-5hpc & 6+ except 3♣ over 1♦ = 4+♦ & 6-9 pts or GF splinter	
Jump shifts after Major opening	Bergen	
Responses to strong 2 suit open.	NA	
Responses to 2NT opening	puppet stayman, transfers and minor suit stayman	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Ace count; K attitude	Ace count; K attitude
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top or mud
In partner's suit	Attitude if supported	high-low = doubleton
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Odd (enc)/Even (McK inf)	
Signal on declarer's lead:	count	

Notes Ace count (natural); K Att; Coded 9's & 10's

When leading partners suit usually lead a low card from 3 or more

with only even cards high-low is encouraging when discarding or on partner's suit lead

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/>	when? never
Slam Notes	minorwood		
Cue Bids <input checked="" type="checkbox"/>	First & second round controls		
Asking Bids <input checked="" type="checkbox"/>	Most slam auctions start with 1NT relay (except over 1♣ opening)		

7. OTHER CONVENTIONS

SWINE	1NT is principle force over 1♦/1♥/1♠
Unassuming cue bids	1♦:(1♥):X denies 4 spades
1♦ is only +ve respone (6+ any) to 1♣ opening	Lebensohl; Minorwood
Negative free bids	Puppet stayman to strong 2NT bids & rebids
Splinters	Sandwich NT; Scrambling 2NT

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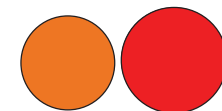
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Over double of 1♥ & 1♠

1NT = 7-10 & 3 card fit; 2NT = 3+ support limit or better



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	370861	Ian Afflick
& Names:	164917	Paul Collins
Basic System:	Multi 1♣ (3 way)	
Brown Sticker	<input checked="" 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♣	11+ & 5+♣; 15-20 bal; 17+unbal any suit	1♥	5+♥, 11-16
1♦	5+♦, 11-16	1♠	5+♠, 11-16
1NT	12-14, bal but could be 4441 with a stiff A or K		may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣	Simple Stayman	Other: smolen
2♦ to ♥		2♠ Baron GF
2♥ to ♠		2NT Trf to ♣ or ♦
other 3 minor = good 6+ suit NF, 3♥ = 3145 or 3154; 3♠ = 1345 or 1354		

2♣ 10-22 HCP any 5440, or 11-22 any 1444 or 25-26, 29-30 bal or semi bal (may have stiff A or K)

2♦ Weak 5/5 one must be a major & 6-10 HCP, 23-24 or 27-28 bal, or any GF

2♥ weak 6♥ 6-10 HCP, 2NT is a singleton ask

2♠ weak 6♠ 6-10 HCP, 2NT is a singleton ask

2NT 21-22 Balanced 3NT Gambling

other Puppet, Trfs to MM & 3♠ minor suit stayman over 2NT

2. PRE-ALERTS

Some responses maybe canape	Bergen raises, puppet stayman, relays
XX of 1NT = 5+ suit (swine); Namyats	Some X's may be unusual after 1♣ opening
1♣, 2♣ and 2♦ openings	1♦ (6+ any) only +ve response to 1♣ opening

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	minors over Majors (M) ; MM over minors
1NT overcall - immediate	15-17(18)	Immediate cue of minor	5/5 om + a Major any strength
1NT overcall - re-opening	15-17(18)	Immediate cue of Major	5/5 OM/m any strength
Over weak twos	X + lebensohl extension	Over opening threes	X
Over opponent's 1NT	weak NT Cappelletti (X = strong), 2♣ = single suiter; 2♦ = MM; 2M = M/m		
Over opponent's strong 1NT (14+) & in pass out seat DONT (modified)			
DONT modification = 2♠ to 3♦ = strong 5/5 type hands & F1			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ hcp any shape F1	2♦ 0-5 hcp 5+♦	3♦ 0-5 hcp. 7♦
1♥ 4+ 0-5 hcp	2♥ 0-5 hcp 6♥	3♥ 0-5 hcp. 7♥
1♠ 4+ 0-5 hcp	2♠ 0-5 hcp 6♠	3♠ 0-5 hcp. 7♠
1NT 0-5 hcp & 4+/3+ in minors	2NT 0-5 hcp, 5/5 in minors	3NT N/A
2♣ 0-5 hcp 5+♣	3♣ 0-5 hcp 7♣	4♣
other 1♦ is only forcing response to 1♣ opening		
1♦ 1♥ 6-13 hcp & 4+♥	2♥ 0-6 hcp 6♥	3♥ splinter
1♠ 6-13 hcp & 4+♠	2♠ 0-6 hcp 6♠	3♠ splinter
1NT F1; 5-7/8 3+♦ or 9+ any	2NT weak raise 4♦ & 5♣	3NT NA
2♣ 6-10 (11) hcp, 5+♣, NF	3♣ 6-9 & 4+♦ or GF splinter	4♣ void splinter
2♦ 8-10 hcp 3+♦	3♦ 0-5 hcp 4+♦	4♦ preemptive raise
other 1 level responses are F1 but are limited to about 12 or bad 13 hcp		
1♥ 1♠ 6-10(11) NF & <3♥	2♥ 3♥ & 8-10hcp	3♦ 10-12 hcp 4+♥ (Bergen)
1NT F1; 3♥ & 5-8 or 9+any	2♠ 0-5 hcp & 6♠	3♥ 0-5 hcp & 4+♥
2♣ 6-10(11) hcp 5+♣ NF	2NT Modified Jacoby	3♠ splinter
2♦ 6-10(11) hcp 5+♦ NF	3♣ 6-9(10) & 4+♥ (Bergen)	3NT 3♥ 13-15 hcp balanced
other 1NT is a relay shows 5-7 & a fit or 9+ any shape; non jump new suits deny 3 card support		
1♠ 1NT F1; 3+♠ 5-7/8 or 9+any	2♠ 3♠ & 8-10hcp	3♥ splinter
2♣ 6-10(11) hcp 5+♣ NF	2NT Modified Jacoby	3♠ 0-5 hcp & 4+♠
2♦ 6-10(11) hcp 5+♦ NF	3♣ 6-9(10) & 4+♠ (Bergen)	3NT 3♠ & 13-15 balanced
2♥ 6-10(11) hcp 5+♥ NF	3♦ 10-12 hcp 4+♠ (Bergen)	4♣ splinters
other 1NT is a relay shows 5-7 & a fit or 9+ any shape		
1NT 3♣ 6+ suit & A outside NF	3♠ 3♥/1♠ & 54 minors	4♦ trf to ♠
3♦ 6+ suit & A outside NF	3NT To Play	4♥ To play
3♥ 3♠/1♥ & 54 minors	4♣ trf to ♥	4♠ To play
other 2NT = trf to a minor; then 3♦ to play; 3♥/♠ = slam inv in ♣/♦; 3NT = 55 minors		
2♣ 2♦ any 7+hcp.	2NT 4-6 pts & both minors	3♥ 0-6 hcp 7+card suit
2♥ 0-6 hcp 3+♥	3♣ 0-3 pts & both minors	3♠ 0-6 hcp 7+card suit
2♠ 0-6 hcp 3+♠ <3♥	3♦ 0-6 hcp 7+card suit	3NT NA
other 2NT = 4-6 hcp 9+ cards minors, 3♣ = 0-3 hcp & 9+ cards minors; Pass = 0-2 & 6+♣		
2♦ 2♥ Pass or Correct	3♣ Pass or Correct	3♠ Pass or Correct
2♠ Pass or Correct	3♦ 3♦ = bid better major	3NT To play
2NT Asking	3♥ Pass or Correct	4♣ Pass or Correct
other 4♦ = bid better major; 4♥ = pass or correct (must be 4/4 in majors & 6+hcp)		

Notes after X of 2♦ opening XX = bid 2♥ then pass any bid I make

2♥ 2♠ F1	3♦ F1	3NT To play
2NT Singleton Ask	3♥ preemptive	4♣ splinter
3♣ F1	3♠ splinter	4♥ To play
other 2NT asks for singleton & if asker rebids 3♥ it is only invitational		
2♠ 2NT Singleton Ask	3♥ F1	4♣ splinter
3♣ F1	3♠ preemptive	4♥ To play
3♦ F1	3NT To play	4♠ To play
other 2NT asks for singleton & if asker rebids 3♠ it is only invitational		
2NT 3♣ Puppet stayman	3♠ Minor suit stayman	4♦ Minorwood
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Minorwood	4♠ To play
other Note opener may have 4441 with stiff A or K, can be 5332 as well		

9. CONVENTIONS

Unusual NT:	Majors over minors; Minors over Majors
4th Suit Forcing	One round <input type="checkbox"/> Relays used in most cases <input type="checkbox"/> Game force <input type="checkbox"/>
NT Checkback	<input type="checkbox"/> Priorities: NA usually relays apply plus stayman etc
Defence to 3NT opening	4♣ = MM better ♥; 4♦ = MM better ♠
Defence to Opening Twos	X = TO of known suit; 2NT 16-18 + stopper
Multi 2♦	2NT = 16-18 majors stopped; X = 10-15 HCP & 5+♥; 2♥ = 16+
RCO style 2-s	X=16+, 2nd X=TO, 3rd X=Penalty
Other 2-s	X, leaping michaels, lebensohl
Defence to	X = 1♥ overcall; 1♦ = ♠ overcall; 1♥-1NT = CRASH
strong	After partner's overcall, 2NT by responder is game interest
♣	2♣ to 2♠ are natural
	4NT = usually both minors but can be ♥ & a minor

Over 1NT Interference lebensohl X is T/O if suit natural; Values if suit unknown

Lebensohl - other uses Over X of opponents weak 2M opening

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

10. OTHER NOTES

Lebensohl always applies over interference of 1NT opening & 1NT overcall

Puppet stayman over strong NT rebids for 1♣, 2♣ and 2♦ openings

Over RKCB with 2KC + Q trumps show number K's as well, after Q ask show K's with Q

Over 5NT K ask show specific K's

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