

4. BASIC RESPONSES

Jump raises - minors	GF shortage showing over 1♣; Invitational over 1♦
Jump raises - Majors	Invitational
Jump shifts after minor opening	Natural and invitational
Jump shifts after Major opening	Some raise, some natural and invitational
Responses to strong 2 suit open.	Curious scepticism (or sceptical curiosity if playing reverse)
Responses to 2NT opening	3♣: Mostly Muppet; Transfers to majors; 3♠: Minor suit Stayman

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q = Rev Att; K = Rev Count	
Four or more with an honour	4th Highest	Attitude
From 4 small	2nd Highest	Attitude
From 3 cards (no honour)	2nd Highest	Attitude (Usually top)
In partner's suit	As above	3rds and 5ths
Discards	See Note 1 below	
Count	Reverse Count	
Signal on partner's lead:	Reverse Attitude; Reverse Count	
Signal on declarer's lead:	Reverse Count	
Notes	Note 1: Reverse Count, but 1st discard may be Revolving Suit preference	
	We use Revolving suit preference when giving a suit preference signal.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? Turbo
Slam Notes			
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round; two of the top three in own suit (A or K in partner's suit)		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

Leong Transfers	Support X/XX after 1m - 1M (or equivalent)
Lebensohl	Good/Bad 2NT (2NT is Good)
Gazzilli	Negative Free bids at 2-level if not transfer
Anti-Stayman (Gogirl)	Unusual Over Unusual (Cheapest cue raise)

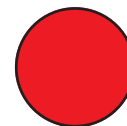
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	384399	Paul Brayshaw
& Names:	317640	Chris Mulley
Basic System:	Standard American, unbalanced diamond	
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 <input type="checkbox"/>
1♣	2+, 11+ HCP (Clubs or Balanced)	1♥ 5+, 11+ HCP
1♦	(4) 5+, 11+ HCP (Always unbalanced)	1♠ 5+, 11+ HCP
1NT	13.5 - 16 HCP, can be offshape (incl. singleton H)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses		
2♣	5-card Stayman (weak ♦; most GI; GF 5+m and 4M)	
2♦	5+ hearts OR GI+ both majors	2♠ GF; 4 - 4 majors or any 3-suited
2♥	5+ spades	2NT Clubs, Weak or GF
other 3♣ = Diamonds, Inv+; 3♦ = Minor suit Stayman; 3M = Anti-Stayman		
2♣	20 - 22 balanced OR GF	
2♦	10 - 15 HCP, 5+ hearts and 4+ spades (Flannery)	
2♥	5+ hearts, 4 - 9 HCP (suit length and quality dependent on vulnerability)	
2♠	5+ spades, 4 - 9 HCP (suit length and quality dependent on vulnerability)	
2NT	22.5 - 24 balanced	3NT Good suit, 4-level minor pre-empt
other		

2. PRE-ALERTS

Transfers in many auctions (incl. some X)	2NT is almost never natural in competition
Transfer responses to 1♣	Support X/XX after 1m - 1M (or equivalent)
2♦ Opening (Flannery)	1NT overcall is not always natural

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak; very aggressive when not vul
Responsive doubles through	4♦	Unusual NT	Lowest 2 unbid suits, intermediate or better
1NT overcall - immediate	See Other Notes	Immediate cue of minor	5+/5+ majors; weak or strong
1NT overcall - re-opening	11 - 14 HCP	Immediate cue of Major	5+/5+ OM+m; int+ over 1♠
Over weak twos	X = T/O; Lebensohl	Over opening threes	X = Takeout (flexible)
Over opponent's 1NT	Weak: X = Pen; 2♣ majors; 2♦: 4+♦ + 4M; 2M = Natural		
2NT: 5+ Hearts and 5+ minor; 3♣/3♦: 5+ Spades, 5+ in bid minor			
Strong or by Passed hand: X = 4+♣ + 4M or Penalty; Others as above			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 0+ HCP	2♦ 6+♦, Invitational	3♦ GF+, 3-suited short ♦
1♥ 4+♠, 0+ HCP	2♥ 6+♥, Invitational	3♥ GF+, 3-suited short ♥
1♠ 5-10, no major or GF♦	2♠ 6+♠, Invitational	3♠ GF+, 3-suited short ♠
1NT 11 - 12 (may have 4M)	2NT 6+♣, Invitational	3NT 16 - 18 balanced
2♣ GF♣	3♣ GF+, 3-suited short ♣	4♣ Pre-emptive
other		
1♦ 1♥ 4+♥, 5+ HCP	2♥ 6+♥, Invitational	3♥ GF ♥ splinter
1♠ 4+♠, 5+ HCP	2♠ 6+♠, Invitational	3♠ GF ♠ splinter
1NT 4+♣, weak or GF	2NT Invitational, 3+ raise	3NT GF ♣ splinter
2♣ Good raise to 2♦ or GF	3♣ 6+♣, Invitational	4♣ Void splinter
2♦ Bad raise to 2♦	3♦ Pre-emptive raise	4♦ Pre-emptive
other 4♥/4♠: Void splinter		
1♥ 1♠ 5 - 12 HCP OR GF Bal	2♥ Bad raise to 2♥	3♦ Invitational, 6+ ♦
1NT 5+ spades	2♠ GF 4+ Raise	3♥ Invitational 3+ ♥
2♣ GF♣ OR Good 2♥ bid	2NT GF, Balanced with 3♥	3♠ GF Splinter in any suit
2♦ GF♦	3♣ Invitational, 6+ ♣	3NT Void Splinter in ♣
other 4♣: Void Splinter in ♦; 4♦: Void Splinter in ♠		
1♠ 1NT 5 - 12 HCP	2♠ Bad raise to 2♠	3♥ 6+♥, Invitational
2♣ GF, ♣ OR Balanced	2NT GF 4+ Raise	3♠ Invitational, 3+ ♠
2♦ GF♦ OR Good 2♠ bid	3♣ 6+♣, Invitational	3NT GF Splinter in any suit
2♥ GF♥	3♦ 6+♦, Invitational	4♣ Void Splinter in ♣
other 4♦: Void Splinter; 4♥: Void Splinter		
1NT 3♣ Diamonds, Invitational+	3♠ GF+, 4♠ not 4♥	4♦ Transfer to 4♠
3♦ Minor Suit Stayman	3NT To Play	4♥ To Play
3♥ GF+, 4♥ not 4♠	4♣ Transfer to 4♥	4♠ To Play
other		
2♣ 2♦ Hearts or Waiting	2NT ♣, weak or GF	3♥ GF, 3-suited short ♥
2♥ Spades	3♣ ♦, weak or GF	3♠ GF, 3-suited short ♠
2♠ Negative or GF 2-suiter	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+ Relay	3♥ Mixed Raise	4♣ GF+ with clubs
other 4♦: GF+ with diamonds; 4♥/4♠: To Play		

Notes

2♥ 2♠ Natural, non-forcing	3♦ Natural, GF	3NT To Play
2NT Puppet to 3♣	3♥ Non-invitational raise	4♣ Splinter
3♣ Natural, GF	3♠ Good 6+♠, GF	4♥ To Play
other Going via 2NT to 3♠/3NT is "flexible" GF.		
2♠ 2NT Puppet to 3♣	3♥ Natural, GF	4♣ Splinter
3♣ Natural, GF	3♠ Non-invitational raise	4♥ Splinter
3♦ Natural, GF	3NT To Play	4♠ To Play
other Going via 2NT to 3NT is choice of games		
2NT 3♣ Muppet Stayman	3♠ Minor-suit Stayman	4♦ Sets ♦
3♦ Transfer to ♥, GF	3NT To Play	4♥ Quantitative, 5+♣
3♥ Transfer to ♠, GF	4♣ Sets ♣	4♠ Quantitative, 5+♦
other		

9. CONVENTIONS

Unusual NT: Lowest Two Unbid Suits, Intermediate or better

4th Suit Forcing One round Fifth Suit Forcing if applicatble Game force

NT Checkback Priorities: Leong Transfers

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = T/O of spades; 2♥ = T/O of hearts

RCO style 2-s X = 16+ HCP (next double takeout by either hand), others are natural

Other 2-s X = T/O of anchor if it exists, otherwise as above

Defence to	Over 1♣ : X = clubs; 1NT = Reds or Blacks; 2♣ = Majors or Minors; 2♦ = Odds
strong	Others are natural.
♣	Over strong 2♣: X: Reds or Blacks; 2♦: Majors or Minors; 2NT: Odd suits
	Others are natural

Over 1NT Interference Rubensohl

Lebensohl - other uses Takeout double at the 2-level

Take out of 4 level pre-empts 4♣/4♦ X = Flexible Takeout

4♥ X = Flexible Takeout 4♠ X = Convertible Values

10. OTHER NOTES

1NT OVERCALL

Over 1M opening, it shows overcalling values with 5+m and 4OM

Over <4 1m opening which contains a weak NT, it shows 4M and 5+ either minor

Over other 1m openings, it shows 15 - 17(18) balanced

Is always natural in balancing seat