

4. BASIC RESPONSES

Jump raises - minors	2 - 7 & 5+ card support
Jump raises - Majors	weak, 2 - 5 & 4 card support
Jump shifts after minor opening	see inside card
Jump shifts after Major opening	Bergen 1st/2nd or FSJ to 3rd/4th
Responses to strong 2 suit open.	2♣: 2♦ 0-4 hcp, 2♥ 9+ hcp, 2♠ 5-8 w/o good suit, 2NT+ TRFS
Responses to 2NT opening	3♣ Muppet Stay, 3♦/♥ TRF ♥/♠, 3♠=mSS, 4any 2TRF

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead but AQ=Att, K=Count	Underlead asks for unblock
Four or more with an honour	3rd / 5th	Attitude (low = Encourage)
From 4 small	3rd or 2nd top if shown 4 in bid	Attitude
From 3 cards (no honour)	3rd or top if shown 3 in bidding	Attitude
In partner's suit	3/5 or top if shown support	Attitude
Discards	1. LOW ENC, 2. REV Count	
Count	REVERSE (Low-High = Even)	
Signal on partner's lead:	AQ=Low Enc else REV Count	Low Encourage
Signal on declarer's lead:	REV COUNT or SUIT PREF where needed.	
Notes vs NT high/low in first suit played by declarer shows like/dislike for opening lead unless count or suit preference is more important. vs Suit Contract signals in trumps are mostly suit preference.		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 bar ♣s 4♣ Gerber <input type="checkbox"/> when?
Slam Notes	DOP1/ROP1/DEPO; 0314 EKC; 4♦ RKC to 3♣ pre; Specific Ks
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control; Last Train if no space; 3♠/NT Non-Serious.
Asking Bids <input checked="" type="checkbox"/>	after RKC, a new suit that isn't Q ask (answers:none/ Q or d'ton/ K / KQ)

7. OTHER CONVENTIONS

Drury 3rd/4th seat uncontested	OBAR bids- Balance in Direct Seat
Leaping Michaels if opp open & raise to 2	Scrambling 2NT (passed hand)
FSJ in competition/passed hand	Good/Bad 2NT in comp
Jacoby 2NT may be unbalanced	Minorwood
Snapdragon	Smolen

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*1XYZ: 2♣ puppet to 2♦ to play or INV+ any shape

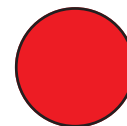
*1XYZ: 2♦ is artificial game force

*Does not apply to auctions below:

1♣:1♦*:1S or 1♣:1♠*:1NT or 1♦: 1M: 1NT



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	382655	Andrew RICHMAN	TASMANIA
& Names:	377910	Sandra RICHMAN	OPEN TEAM
Basic System:	2/1 Game Force : Transfer responses to 1♣ : Strong NT		
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+ 10+hcp (11-14 bal may be longer ♦) 1♥ 5+ ♥ 10-20 hcp

1♦ 2+ 10+hcp (18-19 bal may be longer ♣) 1♠ 5+ ♠ 10-20 hcp

1NT 15 - 17 hcp (may upgrade a good 14) rarely s'ton may contain 5 card Major

1NT Responses 2♣ Simple Stayman (but doesn't promise a major and could be weak)

2♦ TRF ♥ 2♠ Range Ask or TRF ♣

2♥ TRF ♠ 2NT TRF ♦

other 3 level is shortage in suit above, 4♣/♦ = ♥/♠, 4♥/♠ = to play

2♣ (22) 23+ BAL or Strong Single Suit or Game Force Unbal

2♦ NV 1st/2nd seats Weak Major 5/6 card; otherwise Weak 2♦

2♥ NV 1st/2nd seats Both Majors 4+/4+; otherwise Weak 2♥

2♠ NV 1st/2nd seats 4 Spades & 5+ minor; otherwise Weak 2♠

2NT 20 - 21 (22) hcp semi-balanced 3NT Minor suit pre-empt (4D enquiry)

other 4C/D opening is ♥/♠ 4NT = Specific Ace Ask 3NT in 4th seat is to play

2. PRE-ALERTS

1NT overcalls/rebids may not have stopper Transfer Advances to Overcalls

1m opening may be longer in other m if bal Namyats

Support X & XX; Fit-show jump in comp 3rd seat opening maybe tactical (light)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 5♠ Jump overcalls Weak Jump Overcalls

Responsive doubles through 5♠ Unusual NT 2 lowest unbid suits

1NT overcall - immediate 15 - 18 hcp Immediate cue of minor Majors 5/5

1NT overcall - re-opening 11-14M / 15-18m Immediate cue of Major Other Major + minor

Over weak twos X=T/O, Leaping Michaels Over opening threes X=T/O, Non-Leap Michaels

Over opponent's 1NT If 15 is opp min range DONT otherwise MULTI LANDY

DONT: X = Single Suit, bid of a suit is that suit and a higher one, 2NT= 2 suits FG

MULTI LANDY: X = Penalty, 2♣ = ♥&♠, 2♦ = ♥ or ♠, 2M = M+m, 2NT = minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 4+ hcp	2♦ 6♥ 3-7 pts or GF	3♦ Splinter 5+♣
1♥ 4+ ♠, 4+ hcp	2♥ 6♠ 3-7 pts or GF	3♥ Splinter 5+♣
1♠ TRF 1NT (see Notes#)	2♠ 8-11 hcp 5+♣	3♠ Splinter 5+♣
1NT 11-12 bal (4M allowed)	2NT FG 16+ hcp no 4M	3NT 13-15 Bal no 4M
2♣ GF 5+ ♣	3♣ 5+ ♣ 3-7 hcp	4♣ PRE
other 4♥/♠ to play, 4NT Blackwood, 4♦ Minorwood in ♣		
1♦ 1♥ (3) 4+♥ ?hcp (**note 2	2♥ 6♥ 3-7 hcp	3♥ Splinter 5+♦
1♠ (3) 4+♠ ?hcp (**note 2	2♠ 6♠ 3-7 hcp	3♠ Splinter 5+♦
1NT 4-11 hcp, no 4M	2NT 11-12 hcp no 4M	3NT 13-15 Bal no 4M
2♣ GF, 5+ ♣	3♣ 5+♦ 8-11 hcp	4♣
2♦ GF 4+ ♦	3♦ 5+♦ 3-7 hcp	4♦
other 4♥/♠ to play, 4NT Blackwood		
1♥ 1♠ 4+ ♠, 5+ hcp	2♥ 4-9 pt raise	3♦ 11-12 pts 4♥
1NT 4-11 (12) hcp no 4♠	2♠ Limit Raise 3♥	3♥ 3-5 pts 4♥
2♣ GF: Bal or 3♥ or 5+♣	2NT GF 4+♥ Support	3♠ ♠ SPL 10-12 hcp
2♦ GF 5+♦	3♣ 5-9 pts 4♥	3NT Choice of Games
other 4♣/♦ SPL 10-12 hcp, 4♠ is to play, 4NT is Blackwood, 5♣/♦ to play		
1♠ 1NT 4-11 (12) hcp	2♠ 4-9 pt raise	3♥ Limit Raise 3♠
2♣ GF: Bal or 3♥ or 5+♣	2NT GF 4+♠ Support	3♠ 3-5 pts 4♠
2♦ GF 5+♦	3♣ 5-9 pts 4♠	3NT Choice of Games
2♥ GF 5+♥	3♦ 9-12 4♠	4♣ Splinter 10-12 hcp
other 4♣/♦/♥ SPL 10-12 hcp, 4NT Blackwood, 5♣/♦ to play		
1NT 3♣ ♦ SPL min 33Majors	3♠ ♣ SPL, 3361 or 3370	4♦ ♠ Transfer
3♦ ♥ SPL	3NT to play	4♥ To play
3♥ ♠ SPL min (54)minors	4♣ ♥ Transfer	4♠ To play
other 4NT is Quant		
2♣ 2♦ 0-4 hcp	2NT 5-8 5+♣ w/ 2 of 3 top	3♥ 5-8 5+♠ w/ 2 of 3 top
2♥ any 9+ hcp	3♣ 5-8 5+♦ w/ 2 of 3 top	3♠ 5♠ & 4♥ 5-8 hcp
2♠ 5-8 hcp, no good suit	3♦ 5-8 5+♥ w/ 2 of 3 top	3NT 5♦ & 4♣ 5-8 hcp
other The 3♠ & 3NT shape shows tend to be values in long suits if (5422)		
2♦ 2♥ NV 1/2 P/C // Else 1RF	3♣ NV 1/2=to play // 1RF	3♠ NV 1/2 = P/C
2♠ NV 1/2 P/C // Else 1RF	3♦ NV 1/2=to play // 1RF	3NT To play
2NT Enquiry	3♥ NV 1/2 = P/C	4♣ VUL: RKC♦
other		

Notes 1. 1♣:1♠=TRF 1NT and may be to play 1NT or 3NT or INV to 3NT with ♦; may be FG with ♦ (+possibly a major); could be 6-9 just ♦ or 4+♣ & 5+♦.

**2. 1♦:1M is occasionally 3 card suit with few HCP as we try not to pass 1♦ opening

2♥ 2♠ NV 1/2 to play // 1RF	3♦ NV 1/2 to play // 1RF	3NT To play
2NT Enquiry	3♥ To play, wide range	4♣ RKC 6/5 Ace
3♣ NV 1/2 to play // 1RF	3♠ To play	4♥ To play
other 4NT Blackwood		
2♠ 2NT Enquiry	3♥ Natural 1RF	4♣ RKC
3♣ NV 1/2 P/C // 1RF	3♠ To play	4♥ To play
3♦ NV 1/2 to play // 1RF	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stay	4♦ ♠ Transfer
3♦ ♥ Transfer	3NT To play	4♥ ♣ TRF Slam?
3♥ ♠ Transfer	4♣ ♥ Transfer	4♠ ♦ TRF Slam?
other 4NT Quant (5/6 any poor/good 5 card suit, 5NT 2*4card suits bid up line)		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid

4th Suit Forcing One round Game force

NT Checkback Priorities: 1♦:1M:1NT:2♣ respond lowest. 1XYZ:2♣puppet

Defence to 3NT opening X=Values 4♣=both Majors poss ♥ pref, 4♦=both Majors ♠ pref

Defence to Opening Twos X=T/O, Leaping Michaels

Multi 2♦ X = Major Suit Overcall, 2♥/♠ is takeout of that suit, 2NT 15 -18

RCO style 2-s X = 13-15 Values+, 2NT=16-18 (Muppet)

Other 2-s TRF openings: X = T/O, Cue= stop ask, Leaping Michaels

Defence 1♣ : 1♦=♦&♥, 1♥=♥&♠, 1♠=♠&♣, X=♣&♥, 1NT=♦&♠, 2♣=♣&♦

to if 1♣(p)1♦: X=♦&♠, NT=♣&♥, 2♦=♦&♥, others as above

strong 2♣: X = Majors, 2NT = Minors

♣

Over 1NT Interference Lebensohl, SWINE if penalty.

Lebensohl - other uses After (2x) X and (3♣) X and (1M) X (2M) and Good/Bad

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X or 4NT = 2 suited T/O

10. OTHER NOTES

NAMYATS: RESP 4 of implied major is mild slam try, immed 4NT Blackwood, bid of suit under is no interest or bidding 4NT RKC next. Bid of suit over is 2 quick losers.

RESP to 3 level PRE, new suit is F3NT, new suit by PRE is shortage & 3 card SUP.

RESP to 3NT opening, 4♦ is shape enq, 4M is short, 5m is short other minor, 4NT=7222

1♣ (1NT) 2♣ = MM, 2♦ = ♦&M; 1♦ (1NT) 2♣ = ♣+M, 2♦=MM; 1M (1NT) 2m = m+OM

DEPO if they bid one below our sign-off or higher; DOPI D=1st step of RKC