

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: 5-9
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Modified Bergen
Jump shifts after minor opening	Strong		
Jump shifts after major opening	Mod Berg. 1♥-2NT/3♣= Str ♣♦. 1♠-3♣♦= Str ♣♦		
Responses to strong 2 suit opening	2♦= negative or waiting		
Responses to 2NT opening	3♣ P/C, 3♦ GF. (Strong 2NT) Modified Puppet & Transfers		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other: 10 denies J, J from HJT(x), T from HT9(x)	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	reverse count, some initial Smith vs NT	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other:	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430, P1D0, PEDO
4♣	Gerber <input type="checkbox"/>	when?	Minor Suit Keycard

Other Conventions

2 step reverses and revolving mini spl	RKCB & Voidwood in many "relay" auctions
Transfer Cue raises	Relays after strong raises
Splinters (relay style)	Chrowhurst Variants
Support Dbls & RDbIs	Bad-Good 2NT
Asking Bids after RKCB	5th suit forcing some auctions



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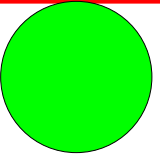


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	David Appleton	Peter Reynolds
ABF Nos:	117714	176109
Basic System:	Natural Openings, Lots of Transfer Responses, Strong NT	
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape	<input type="checkbox"/>			
1♣	11+ , 2 only if 4432	1♦	11+ , 4	1♥	10+ , 5	1♠	10+ , 5	
1 NT	15- Bad 18			may contain 5 card major		<input checked="" type="checkbox"/>		
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:	also 3♣ puppet		
Transfers	2♦	to ♥ or range ask		2♥	to ♠		2♠	to ♣
2 NT	to ♦		Other:					
2♣	Most 18 - bad 20 bal, Any Unbalanced Game Force with a least 4♣							
2♦	Multi: Weak 2 in 1 Major (6-10) or most 22- bad 24 bal							
2♥	Most 20 - bad 22 Balanced, or Bal GF, GF without 4♣							
2♠	Weak 2♠(6-11), 5 card suit, may contain side 4 card minor							
2 NT	Good Single suited hand AQJxxxx plus K outside or better (up to 9 playing tricks)							
3 NT	4 level minor preempt with good suit							

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Transfer responses in lots of positions	Often Transfer responses in Comp
Trf after some other preempts.	that may include X, XX, & cues as trf.
1♥/♠ - 2♣ Art GF denies 3♣.	2♣, 2♦, 2♥, 2NT opening refer card

COMPETITIVE BIDDING

Negative doubles through	4♣	Responsive doubles through	7♥
Jump overcalls	Weak	Unusual NT	(1x)-2NT= str 1 suited. Others see notes
1NT overcall (immediate)	15-18	(re-opening)	15-18
Immed cue of minor	4♣ & longer other		
Immed cue of major	(1♠)-2♣= 4♥ & longer minor, (1♥)-2♥= 4♠ & longer minor		
Over opponent's 1NT (weal Strong)	See other side in "Other Notes" Str= min of 13 pts in range		
Over opponent's 1NT (storr Weak)	See other side in "Other Notes" Weak= <13 pts in range		
Over weak twos	X, leaping Michaels		
Over opening threes	X, non-leaping Michaels at 4 level		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥'s	2NT	6♣+ 4♥ 7-10
	1♥/♠	1♥=4+♠'s, 1♠= trf to NT	3♣	6♣+4 ♠ 7-11
	1NT	Trf to ♣	3♦	5+♣ and 5+♥ 7-10
	2♣	Trf to ♦	3♥	5+♣ and 5+♠ 7-10
	2♦	Strong ♥ (13-16)	3♠	5+♣ and 5+♦ 5-8
	2♥	Strong ♠ (13-16)	3NT	13-14 exactly 3334
	2♠	Strong ♦ (13-16)	4♣	Pre-emptive raise 0-5, 5/6 ♣'s

1♦	1♥/♠	4+♥/♠	3♣	Strong ♥
	1NT	6-11	3♦	5-9 4+♦
	2♣	Acol Style 10+	3♥	5+♦ and 5+♥ 7-10
	2♦	10-14, or 18+, 4+♦'s inverted	3♠	5+♦ and 5+♠ 7-10
	2♥	Strong ♠ (13-16)	3NT	13-14 exactly 3343
	2♠	Strong ♣ (13-16)	4♦	Pre-emptive raise 0-5, 5/6 ♦'s
	2NT	15-17 raise GF	4 Other	4♣=6+♣ and 4+♦ weak

1♥/♠	1NT	5-11 < 3 card support to M	3♣	1♠-3♣=Str ♣, 1♥-3♣=Str ♦
	2♣	Any GF generally < 3 card support	3♦	1♠-3♦=Str ♦, 1♥-3♦=4♥'s 6-7
	2♦	1♠-2♦=Trf to ♥. 1♥-2♦ = 3♥'s.	3♥/♠	1♥/♠-3♥/♠=Wk, 1♠-3♥=4♠'s 6-7
	2♥/♠	1♥-2♥5-8, 1♥-2♠=4+♥'s 10+	3NT	1♥-3nt= spl ♣, 1♠-3nt= 4(6) 8-11
	2NT	1♥-2nt=Str♣, 1♠-2nt =4+♠ 10+	4♣/♦	Spl (in higher suit opposite 1♥)

2♣	2♦	3+♥ (4+ if GF)	2♥/♠	trf to next strain
	other	2NT/3♣/♦ = trf to next strain		

2♦	2♥	correctable	3♣/♦	3♣=Invite in M, 3♦=trf to ♥
	2♠	correctable	3♥/♠	3♥=correctable, 3♠=GF ♦&♣
	2NT	Relay at least game try	3NT	to play

2♥/♠	2NT	Trf to 3C	3NT	to play
	3♣/♦	Transfer	4♣/♦	2S: 4C/D Splinters
	3♥/♠	2♠: 3♥ = invite +, 2S: 3S = nf raise	4♥/♠	2S: 4S to play

2NT	3♣	P/C	4♣	5+♠ + egual or longer ♥
	3♦	GF ask	4♦	GF 6+♦ + 5+M
	3♥	GF ♥	4♥	to play
	3♠	GF ♠	4♠	to play
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ is puppet as per 2NT-3♣, 3♦ is game values 10+ cards in minors
3♥/3♠	Game values singleton in other M, <4 in bid M
4♣	♥
4♦	♠
4♥	♥
4♠	♠

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒
 other

Other slam bidding Cue Bids ☒ Asking Bids ☒
 4th Suit Forcing One round ☐ 4th trf & 5th suit GF, 4th trf Game force ☐
 NT Checkback ☒ Priorities 1st step GF
 Defence to 3NT opening See weak NT.
 Defence to opening Two's: Multi 2♦ X = takeout ♠, 2♥=takeout ♥, 2NT 15-18

RCO style 2-s X = takeout with 2 suits including ♣'s, 3♣= 2 suits not ♣'s
 Other 2-s X takeout of weak 6 card suit, or anchor Major

Defence to strong ♣ X=strong, 1NT = any 2 suits, 2NT = any 2 suits (5+ in suits)
 All other bids natural obstructive.

Lebensohl Over NT interference ☐ direct shows in Lebensohl Positons

Other uses All other bids natural obstructive.

Take out of 4 level pre-empts 4♣/4♦ X
 4♥ X. 4NT= 2 places 4♠ X. 4NT= 2 places to play

OTHER NOTES

DEFENCE TO STRONG NT(contains a min of 13 pts). Dbl=5M+ 4 another,

2♣= ♦ or canape M+m, 2♦=trf to ♥, 2♥=♥&♠, 2♠=♠,

2NT=♣, 3♣=♣&♦, 3♦=GF 2 suits, 3NT=GF m's

DEFENCE TO WEAK NT(may contain 12 or fewer pts). When NT opener is Vul as above.

When NT opener is Not Vul as per Strong NT except Dbl=16+, 2♥=4+♥&4+♠

UNUSUAL NT's other than (1x)-2NT are 2 places to play. 2NT unusual after passing is ♥ + m