

4. BASIC RESPONSES

Jump raises - minors	
Jump raises - Majors	4-10 nv, 10-12 V, 4-card support
Jump shifts after minor opening	min/max splinter
Jump shifts after Major opening	min/max splinter
Responses to strong 2 suit open.	
Responses to 2NT opening	3H, 3S=length ask, all other NAT

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads	Sequences:	AQ=Att, K=count	
	Four or more with an honour	attitude	
	From 4 small	attitude	
	From 3 cards (no honour)	attitude	
	In partner's suit	count card if not supported	
Discards		count and suit preference	
Count		Even=even, Odd=odd	
Signal	on partner's lead:	attitude or count	
Signal	on declarer's lead:	count or suit preference	
Notes			

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? control ask always

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

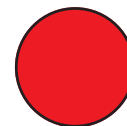
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 97942 Magnus Moren
& Names: 101109 Neville Francis
Basic System: Strong club with transfer openings
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 15+ any 1♥ 10-14, 4+S, any longer suit

1♦ 10-14, 4+H, no 4S, any longer minor 1♠ 11-14 No trump hand

1NT 15-16 may contain 5 card Major

1NT Responses 2♣ 5-card stayman

2♦ TRS to H

2♠ TRS to C

2♥ TRS to S

2NT TRS to D

other

2♣ 10-14, 6+ OR 5+ with 4D

2♦ 10-14, 6+ OR 5+ with 4C

2♥ 5-9, 6-card

2♠ 5-9, 6-card

2NT 10-14, both minors

3NT 7-card solid

other

2. PRE-ALERTS

Transfer openings

Transfer responses to 1C

1st X = 16+

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through Jump overcalls Weak

Responsive doubles through Unusual NT Majors or minors

1NT overcall - immediate 10(12)-15 T/O Immediate cue of minor other m + a Major

1NT overcall - re-opening 10-14 Immediate cue of Major other M + a minor

Over weak twos X Over opening threes X

Over opponent's 1NT 2C=Singlesuiter, 2D=Majors, 2H=H+m, 2S=S+m, 2NT=both minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7, OR 8+ with 4+H	2♦ 8-12	3♦ 0-3, 7 card suit
1♥ 8+ with 4+S	2♥ 8+ with 5/4 in Majors	3♥ 0-3, 7 card suit
1♠ 8+ with 6+C OR 5+4D	2♠ 8+ with 5+/5+ minors	3♠ 0-3, 7-card suit
1NT 13-15	2NT 16+	3NT
2♣ 8+ with 6+D or 5+4C	3♣ 0-3, 7-card suit	4♣
other		
1♦ 1♥ Relay	2♥ 4-10, 3+-card support	3♥ 4-10nv, 10-12 V
1♠ NAT, NF	2♠ min/max splinter	3♠ exclusion RKC
1NT 5-11	2NT 12-13	3NT To play
2♣ NAT, NF	3♣ min/max splinter	4♣ exclusion RKC
2♦ NAT, NF	3♦ min/max splinter	4♦ exclusion RKC
other		
1♥ 1♠ Relay	2♥ NAT, NF	3♦ min/max splinter
1NT 5-11	2♠ 4-10, 3+card support	3♥ min/max splinter
2♣ NAT, NF	2NT 12-13	3♠ 4-10 nv, 10-12 V
2♦ NAT, NF	3♣ min/max splinter	3NT To play
other		
1♠ 1NT To play	2♠ TRS to C	3♥ 4414
2♣ stayman	2NT TRS to D	3♠ 4441
2♦ TRS to H	3♣ 1444	3NT To play
2♥ TRS to S	3♦ 4144	4♣ control ask
other		
1NT 3♣ 1444	3♠ 4441	4♦
3♦ 4144	3NT To play	4♥ To play
3♥ 4414	4♣ control ask	4♠ To play
other		
2♣ 2♦ Relay	2NT 12-13	3♥ Splinter
2♥ NAT, NF	3♣ Up the anti	3♠ Splinter
2♠ NAT, NF	3♦ NAT, NF	3NT To play
other		
2♦ 2♥ Relay	3♣ NAT, NF	3♠ Splinter
2♠ NAT, NF	3♦ Up the anti	3NT To play
2NT 12-13	3♥ NAT, NF	4♣ Splinter
other		

Notes

2♥ 2♠ NAT, NF	3♦ NAT, NF	3NT To play
2NT shortage ask	3♥ Invite	4♣ control ask
3♣ NAT, NF	3♠ Splinter	4♥ To play
other		
2♠ 2NT shortage ask	3♥ NAT, NF	4♣ control ask
3♣ NAT, NF	3♠ Invite	4♥
3♦ NAT, NF	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ length ask	4♦ preemptive
3♦ To play	3NT to play	4♥ to play
3♥ length ask	4♣ preemptive	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X

Multi 2♦ X and Natural

RCO style 2-s X and natural

Other 2-s X and natural

Defence 1♣: 1D=M, 1H=H+m, 1S=S+m, X and 2,3,4,5,6, NT=minors

to All other bids are transfers

strong 2♣: Natural

♣

Over 1NT Interference

Lebensohl - other uses always GF

Take out of 4 level pre-empts 4♣/4♦

4♥ X

4♠ 4NT

10. OTHER NOTES