4. BASIC RESPONSES

Jump raises - minors	Limit (~9-12 HCP)
Jump raises - Majors	Limit (~9-12 HCP)
Jump shifts after minor opening	2♥/♠ weak, 2♦/3♣ splinter
Jump shifts after Major opening	3♣/♦ splinter, other major 3 card limit
Responses to strong 2 suit open.	2♦ 0/1 controls, 2♥ 2, 2♠ 3
Responses to 2NT opening	Puppet stayman, transfers, 3♠ minor suit stayman

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead All (1st & 3rd)	Overlead All (1st & 3rd)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	as above	as above
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Reverse	Reverse
Signal on partner's lead:	Count	Count
Signal on declarer's lead:	Count	
Notes	1st & 3rd from interior sequences	

6. SLAM CONVENTIONS

4NT: Blackwood [X]   RKCB 3041   4♣ Gerber [ ] when?

Slam Notes

Cue Bids [X]   1st/2nd

Asking Bids [ ]

7. OTHER CONVENTIONS

Ghestem - cue = highest & lowest,

2NT = lowest, 3♣ = highest (3♦ over 3♦
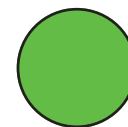
opening)

Mini/mega/maxi splinters

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.   Phil Markey

& Names: Justin Wiliams

Basic System: Weak NT

Brown Sticker [ ]   Classification: Green [X]   Blue [ ]   Red [ ]   Yellow [ ]

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape [ ]

1♣ 3+♣, ~9+ HCP	1♥ (4)5+♥, ~9+ HCP (only 4 if 4432)
1♦ 4+♦, ~9+ HCP	1♠ 5+♠, ~9+ HCP

1NT   9-14 (if 9/10 vul likely 5+ suit)   may contain 5 card Major [X]

1NT Responses 2♣ Stayman	
2♦ Transfer to ♥	2♠ Baron
2♥ Transfer to ♠	2NT Transfer to minor
other	

2♣   Game force

2♦   4+♦, 4+♠, less than opening (♦ sometimes 3)   [weak 2 in ♦ in 3rd/4th]

2♥   4+♥, 4+♠, less than opening (♥ sometimes 3)   [weak 2 in ♥ in 3rd/4th]

2♠   4+♠, 4+♣, less than opening (♣ sometimes 3)   [weak 2 in ♠ in 3rd/4th]

2NT 20(+)-22 bal.   **3NT** To play

other

2. PRE-ALERTS

1NT rebid 14(+)-18(-); 2NT 18(+)-20(-)	1NT opening/rebid can be off-shape
2♦/♥/♠ openings	Pass after 1NT opening denies 4333/4432
Most hands with 4+♠ are opened	with 0-5/6 HCP

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Interediate
Responsive doubles through	4♠	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Ghestem
1NT overcall - re-opening	10-14	Immediate cue of Major	Ghestem
Over weak twos	X takeout	Over opening threes	X takeout
Over opponent's 1NT	Natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣

1♦	Natural, 5+HCP	2♦	Splinter	3♦	Splinter
1♥	Natural, 5+HCP	2♥	Weak	3♥	Splinter
1♠	Natural, 5+HCP	2♠	Weak	3♠	Splinter
1NT	6-9 HCP, no major	2NT	16+HCP, fit (no maj.)	3NT	12-15 HCP, no maj.
2♣	Natural, 5-8 HCP	3♣	Limit (~9-12 HCP)	4♣	
other	4♥/♠ to play				

1♦

1♥	Natural, 5+HCP	2♥	Weak	3♥	Splinter
1♠	Natural, 5+ HCP	2♠	Weak	3♠	Splinter
1NT	6-9 HCP, no major	2NT	16+HCP, fit (no maj.)	3NT	12-15 HCP, no maj.
2♣	Natural, ~9+HCP	3♣	Splinter	4♣	Splinter
2♦	Natural, 5-8 HCP	3♦	Limit (~9-12 HCP)	4♦	
other	4♥/♠ to play				

1♥

1♠	Natural, 5+HCP	2♥	Natural, ~5-8 HCP	3♦	Splinter
1NT	6-9 HCP, no major	2♠	3 card limit	3♥	Limit (~9-12 HCP)
2♣	Natural, ~9+HCP	2NT	16+HCP, fit	3♠	Splinter
2♦	Natural, ~9+HCP	3♣	Splinter	3NT	12-15 HCP, fit
other	4♣/♦ splinter				

1♠

1NT	6-9 HCP	2♠	Natural, ~5-8 HCP	3♥	3 card limit
2♣	Natural, ~9+HCP	2NT	16+HCP, fit	3♠	Limit (~9-12 HCP)
2♦	Natural, ~9+HCP	3♣	Splinter	3NT	12-15 HCP, fit
2♥	Natural, ~9+HCP	3♦	Splinter	4♣	Splinter
other					

1NT

3♣	Slam try	3♠	Slam try	4♦	--
3♦	Slam try	3NT	To play	4♥	To play
3♥	Slam try	4♣	--	4♠	To play
other					

2♣

2♦	0/1 controls	2NT		3♥	
2♥	2 controls	3♣		3♠	
2♠	3 controls	3♦		3NT	
other					

2♦

2♥	To play	3♣	To play	3♠	To play
2♠	To play	3♦	To play	3NT	To play
2NT	Enquiry	3♥	To play	4♣	
other					

2♥

2♠	To play	3♦	To play	3NT	To play
2NT	Enquiry	3♥	To play	4♣	
3♣	To play	3♠	To play	4♥	To play
other					

2♠

2NT	Enquiry	3♥	To play	4♣	To play
3♣	To play	3♠	To play	4♥	To play
3♦	To play	3NT	To play	4♠	To play
other					

2NT

3♣	Puppet stayman	3♠	Minor suit stayman	4♦	
3♦	Transfer to ♥	3NT	To play	4♥	
3♥	Transfer to ♠	4♣		4♠	
other					

9. CONVENTIONS

Unusual NT: Lowest unbid

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: Lowest feature

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦	CTP Xs, 2NT 15-18 bal	
RCO style 2-s	CTP Xs, 2NT 15-18 bal	
Other 2-s		

Defence to strong ♣	1♣ : Natural
	2♣ : Natural

Over 1NT Interference 2NT weak with ♣/♦

Lebensohl - other uses

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

10. OTHER NOTES

After 1NT-X: XX to play, suit natural, pass asks opener to bid 5+ suit or XX, then bid shows lower of 2 suits.

1NT (P) P (X): XX is automatic

Notes