4. BASIC RESPONSES Jump raises - minors barrage Ds over 1C = GF Cs/another 5/5 10-15) Jump raises - Majors weak 4 or 5 card support GF natural Jump shifts after minor opening Jump shifts after Major opening 5/5s 10-15 GF Responses to strong 2 suit open. N/A Responses to 2NT opening transfers & puppet stayman 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: overlead all Leads 4th highest Four or more with an honour 2nd highest From 4 small MUD From 3 cards (no honour) In partner's suit as above Discards low encourage Count reverse count **Signal** on partner's lead: attitude/count Signal on declarer's lead: Count **Notes** 6. SLAM CONVENTIONS RKCB 1430 4♣ Gerber Blackwood when? 4NT: Slam Notes minorwood X Cue Bids Asking Bids 7. OTHER CONVENTIONS fit showing jumps splinters www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



	SI	ANDARL	SYSTEM	CARD		
ABF Nos.	155470	Malcolm Car	rter			
& Names:	29750	Tony Hutton				
Basic System: Fantunes						
Brown Sticker	Clas	sification: Gre	en Blue [Red X	Yellow	
		1. OPE	ENING BID	S		
Describe strength, minimum length, or specific meaning Canape						
1♣ 2+ suit 14+ hcp			1♥ 5+ suit 1	1♥ 5+ suit 11+ hcp		
1♦ 4+ suit 14+ hcp			1♠ 5+ suit 1	1♠ 5+ suit 11+ hcp		
1NT 12-14 can be off shape				may contain 5 c	ard Major X	
1NT Responses	2♣ simple	e stayman				
2♦ transfer to Hs			2♠ transfe	2♠ transfer to Cs		
2♥ transfer to Ss			2NT transfe	2NT transfer to Ds		
other 3C asks for 5 card major						
2♣ 10-13 unbalanced 5+ Cs						
2♦ 10-13 unbalanced 5+ Ds						
2♥ 10-13 unbalanced 5+ Hs (not 4+ in other major)						
2♠ 10-13 unbalanced 5+Ss (not 4+ in other major						
2NT 21-22 balanced			3NT specific	3NT specific ace ask		
other						
		2. PR	E-ALERTS			
transfer responses to 1C			negative free	negative free bids in competition		
1 major<14hcp only with other major held			d cue raises s	cue raises show honour card support		
1NT overcall	of 1mojor sh	ows other maj/ı	min mini Jacoby	mini Jacoby 2NT response to 1 major		
	3. C	OMPETITIV	E BIDS / OVE	RCALLS		
Negative doubles to	nrough 3	S Jump overcall	s intermediate			
Responsive double	s through 3	S Unusual NT	lower suits			
1NT overcall - immediate 15-18 Imme			Immediate cue of minor	both majors weak	c or strong	
1NT overcall - re-opening 10-13 Imm			Immediate cue of Major	major/minor weal	k or strong	
Over weak twos X			Over opening threes	X		
Over opponent's 1NT suit = suit bid + higher; over weak NT 2C = single suited; over						
strong NT X = single suited						

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe strei	igiti, mililimum lengiti, or spec	Silic meaning
4+H 0-11	2♦ natural 10+	3♦ 5/5 GF both majors
4+S 0-11	2♥ natural 10+	3 ♥ 5/5 GF H/D
no major 0-11	2♠ natural 10+	3♠ 5/5 GF S/D
10+ balanced	2NT 5 major balanced 10+	3NT not used
natural 10+	3♣ 5/5 GF C/other	4♣ minorwood
natural 0-9	2♥ 10+ natural	3♥ 5/5 GF H/C
natural 0-9	2♠ 10+ natural	3♠ 5/5 GF S/C
no major 0-9	2NT 5 major balanced 10+	3NT not used
10+ nat or bal or raise	3♣ 5/5 both majors GF	4♣ splinter
0-5 both majors (5+S)	3♦ barrage	4♦ minorwood
natural 0-9	2♥ 3/4 card raise 3-6	3♦ 5/5 D/S GF
0-9	2♠ natural 10+	3♥ weak raise
10+ nat or bal or raise	2NT H raise of various type	es 3♠ 5/5 C/D GF
10+ natural	3♣ 5/5 C/S GF	3NT
0-9	2♠ 3/4 card raise 3-6	3♥ 5/5 C/D GF
10+ nat or bal or raise	2NT S raise of various type	es 3 weak raise
10+ natural	3♣ 5/5 C/H GF	3NT
10+ natural	3♦ 5/5 D/H GF	4♣ splinter
asks for 5 card major	3♠ natural GF	4♦ minorwood
natural GF	3NT to play	4♥ to play
natural GF	4♣ minorwood	4♠ to play
forcing relay	2NT majors invitational +	3♥ single suited invitation
	3♣ barrage	3♠ single suited invitation
non focing	3♦ single suited invitation	on 3NT to play
forcing relay	3♣ natural invitational	3♠ natural invitational
	3♦ barrage	3NT to play
•	3♥ natural invitational	4♣ splinter
		·
non forcing non focing forcing relay majors invitational puppet to 3C weak or	 3♣ barrage 3♠ single suited invitation 3♣ natural invitational 3♠ barrage 	single suited invitation 3NT to play 3A natural invitational 3NT to play
	4+H 0-11 4+S 0-11 no major 0-11 10+ balanced natural 10+ natural 0-9 no major 0-9 10+ nat or bal or raise 0-5 both majors (5+S) natural 0-9 10+ nat or bal or raise 10+ natural 0-9 10+ nat or bal or raise 10+ natural asks for 5 card major natural GF natural GF forcing relay non forcing non focing forcing relay majors invitational	a+\$ 0-11 no major 0-11 10+ balanced natural 10+ 10+ natural 10- 10+ natural 0-9 10+ nat or bal or raise 0-5 both majors (5+\$) 10+ nat or bal or raise 10+ natural 10+ 2№ 10+ natural 2№ 10+ natural 2№ 5/5 both majors GF 3.4 card raise 3-6 2№ 10+ natural 10+ 2№ 11+ raise of various type 10+ natural 3.4 5/5 C/S GF 10+ natural 3.5/5 C/B GF 10+ natural 3.5/5 C/B GF 2№ 3/4 card raise 3-6 2№ 5/5 C/B GF 3.4 card raise 3-6 2№ 5/5 C/B GF 10+ natural 3.5/5 C/B GF 2№ 3/4 card raise 3-6 2№ 5/5 C/B GF 3.4 card raise 3-6 2№ 5/5 C/B GF 3.5/5 C/B GF 3.5/5 C/B GF 3.6 natural GF 3№ 5/5 D/B GF 3.7 to play 3.8 natural GF 3№ minorwood 4.8 minorwood 4.9 minorwood 4.9 minorwood 4.0 majors invitational + 3.0 barrage 3.0 single suited invitational 3.0 barrage 3.0 natural invitational 3.0 barrage 3.0 natural invitational 3.0 barrage 3.0 natural invitational

2♥ 2♠ forcing relay 2NT spades invitational+ 3♥ barrage 44 splinter 3♣ natural invitational 3♠ splinter 4♥ to play other 4 level bids are splinters 2♠ 2NT forcing relay 3♥ clubs invitational 4♣ splinter 3♣ hearts invitational+ 4♥ splinter 3♠ barrage 3 diamonds invitational 3NT to play 4♠ to play other 3♠ 5/4 S/H 4 minorwood 2NT 3♣ puppet stayman 3NT to play 4♥ to play 3♦ transfer 3♥ transfer 4♣ minorwood 4♠ to play other 9. CONVENTIONS Unusual NT: lower suits Game force X One round 4th Suit Forcing Priorities: NT Checkback **Defence to 3NT opening** Defence to Opening Twos X + Lebensohl X = Ds; 2 major = TO of that major Multi 2 RCO style 2-s X = suit bid: 2NT naturalOther 2-s X = cards**Defence** X = majors; NT = minors weak jumps to **strong** X= Cs weak interposes Over 1NT Interference Lebensohl Lebensohl - other uses defence to weak 2s X = cards; 4 major natural; NT two places Take out of 4 level pre-empts **4♣/4**♦ 4♠ X = cards; as above 4♥ X = cards; a above **10. OTHER NOTES**

3 natural invitational

3NT to play