

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Inverted 2m:10+ / Jump-other-m: 7-9 / Jump: 0-6
Jump raises - Majors	Preempt	Other: Bergen Raises 4m: <i>Splinter</i>
Jump shifts after minor opening	Jump-other-m: Fit 7-9 / Jumps (0)3-6 Natural	
Jump shifts after Major opening	Bergen 3♣:7-9 / 3♦:10-12 / 3NT: 13-15 4(3)33	
Responses to strong 2 suit open.	2♦ Negative or Waiting / others: 5+ good quality suit and 8+ points	
Responses to 2NT opening	3♣ Stayman / 3♦:♥♥ / 3♥:♠♠ / 3♠: minors / 4♣:♥♥/4♦:♠♠	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (K from AK doublet)	All the Same
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	same	same
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	same
Signal on declarer's lead:	Reverse Count	
Notes	Natural Suit Preference where applicable (including singleton in dummy vs Suit)	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Show Number of Kings. Q Ask (Trump suit = No, Number of Kings if Yes)	
Cue Bids <input checked="" type="checkbox"/>	First Round	
Asking Bids <input checked="" type="checkbox"/>	Stopper Asking below 3NT, Control Showing (or Cue Raise) above 3NT	

7. OTHER CONVENTIONS

Jacoby Raises	2-Way Checkback
Inverted Minors	Fourth-Suit GF
Splinters (not 1♠: 4♥)	Support X / XX (compulsory < 2-suit)
Natural and Last Train Game Tries	Georgeout After Reverses
Weak Raises, Cue Raises and Giorgio 2♣	SA-Texas after 1NT Opening / Overcall not 2NT

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Exclusion Keycard: 0, 1, 2, 3, 4

PDF Form Rev. 13F21 by RoL

Smolen @3-level after 1NT & 2NT

MyRev. **October 2016**

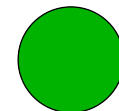
Kickback: 4♠ over ♥s, 4♥ over ♦, 4♦ over ♣ are Keycard

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Mini-Multi: 4♣ 'transfer ME' 4♦: YOU play 4♥/♠ to play



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	695221	Vanessa Brown
& Names:		Anyone
Basic System:	Standard	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+♣	1♥ 5+♥
1♦ 3+♦	1♠ 5+♠
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other:
2♦ → ♥		2♠ → ♣ / 3♣: <i>Superaccept</i>
2♥ → ♠		2NT → ♦ (or both minors) / 3♦: <i>Superaccept</i>
other 3♣: Minors GF / 3♦: Asks 5c M / 3M : 6-card M slam try / 4m : Transfer to M / 4M to play		

2♣ Game Force	2♦: <i>Negative or Waiting</i>
2♦ Mini-Multi Weak 2 in a Major (0) 4-7	4th: 2♦/2♥/2♠ <i>Natural, 10 - 14</i>
2♥ Weak 2 in ♥ 8-10	
2♠ Weak 2 in ♠ 8-10	2NT: <i>Feature Ask, repeat suit with minimum</i>
2NT 20 - 22 No SA-Texas Transfers	3NT Gambling in a minor
other 4m opening: Destructive Natural, not happy to play 3NT	

2. PRE-ALERTS

Weak Jump Direct Raises (0) 4 - 6	
Weak Jump Raises in Competition (0) 4 - 9	
2♦ Mini-Multi	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5/5 Lowest Unbid Suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	5/5 Majors, usually weak
1NT overcall - re-opening	⁽¹⁰⁾ 11 - 14	Immediate cue of Major	5/5 Other and a minor
Over weak twos X = T/O, Natural		Over opening threes	Natural
Over opponent's 1NT	Modified Cappelletti X: Penalties 2♣: 5+/4+ Majors / 2♦: One Major		
2♥: ♥ and a minor / 2♠: ♠ and a minor / 2NT: minors			
2NT: <i>Enquiry, Bid unknown suit or better suit with minimum</i>			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, Forcing	2♦ 5+♣, 7-9, criss-cross	3♦ ⁽⁶⁾ 7♦, 3-6
1♥ 4+♥, Forcing	2♥ 6♥, 3-6	3♥ 7♥, 3-6
1♠ 4+♠, Forcing	2♠ 6♠, 3-6	3♠ 7♠, 3-6
1NT ⁽⁵⁾ 6 - 10	2NT 11-12	3NT 13-15 ⁽¹⁶⁾
2♣ 5+♣, 10+, Forcing	3♣ 5+♣, 0-6, Weak	4♣ Pre-emptive
other 4M: to Play		
1♦ 1♥ 4+♥, Forcing	2♥ 6♥, 3-6	3♥ 7♥, 3-6
1♠ 4+♠, Forcing	2♠ 6♠, 3-6	3♠ 7♠, 3-6
1NT ⁽⁵⁾ 6 - 10	2NT 11-12	3NT 13-15 ⁽¹⁶⁾
2♣ 4+♣, 10+, Forcing	3♣ ⁽⁴⁾ 5+♦, 7-9, criss-cross	4♣
2♦ ⁽⁴⁾ 5+♦, 10+, Forcing	3♦ ⁽⁴⁾ 5+♦, 0-6, Weak	4♦ Pre-emptive
other 4M: To Play		
1♥ 1♠ 4+♠, Forcing	2♥ 3 ⁽⁴⁾ ♥, 6 - 9	3♦ 4+♥, 10 - 12
1NT ⁽⁵⁾ 6 - 10	2♠ 3♥, 10 - 12	3♥ 4+♥, 0 - 6
2♣ 4+♣, 10+, Forcing	2NT 4+♥, 13+	3♠ Spinter
2♦ 4+♦, 10+, Forcing	3♣ 4+♥, 7 - 9	3NT (3♥)334, 13 - 15
other 4♣/4♦: Splinter / 4♥: Pre-emptive Raise / 4♠: To Play		
1♠ 1NT ⁽⁵⁾ 6 - 10	2♠ 3 ⁽⁴⁾ ♠, 6 - 9	3♥ 3♠, 10 - 12
2♣ 4+♣, 10+, Forcing	2NT 4+♠, 13+	3♠ 4+♠, 0 - 6
2♦ 4+♦, 10+, Forcing	3♣ 4+♠, 7 - 9	3NT (3♠)334, 13 - 15
2♥ 5+♥, 10+, Forcing	3♦ 4+♠, 10 - 12	4♣ Splinter
other 4♦: Splinter / 4♥: To Play / 4♠: Pre-emptive Raise		
1NT 3♣ 5/4 Minors, Game+	3♠ 6+♠, Game+	4♦ Transfer to ♠
3♦ Asks 5 cd Major	3NT To Play	4♥ To Play
3♥ 6+♥, Game+	4♣ Transfer to ♥	4♠ To Play
other We use 4♣/♦ Transfers over interference		
2♣ 2♦ Most Hands	2NT No	3♥
2♥ 5+♥, good suit, 8+	3♣ 5+♣, good suit, 8+	3♠
2♠ 5+♠, good suit, 8+	3♦ 5+♦, good suit, 8+	3NT
other		
2♦ 2♥ Pass or Correct	3♣ Natural, Forcing	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Natural, Forcing	3NT To Play
2NT Artificial Enquiry, Inv+	3♥ Pass or Correct	4♣ Transfer ME to your suit
other 4♦: Bid your suit - YOU play 4♥: To Play / 4♠: To Play		

Notes After 2♦ Interference below 3NT, 4♣/4♦/4♥/4♠ still apply.

1NT: 3♣: Minors: then 3♦ asks shortage, 3♥/3♠ show 5 cards, 3NT= good stoppers.

1NT: 2NT is either Diamonds or Weak both minors, Opener uses 3♦ as 'prefers Diamonds'

2♥ 2♠ Natural, Forcing	3♦ Natural, Forcing	3NT To Play
2NT Artificial Enquiry, Inv+	3♥ Pre-emptive	4♣
3♣ Natural, Forcing	3♠	4♥ To Play
other		
2♠ 2NT Artificial Enquiry, Inv+	3♥ Natural, Forcing	4♣
3♣ Natural, Forcing	3♠	4♥ To Play
3♦ Natural, Forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Simple Stayman	3♠ minors, Game+	4♦ Slam Try in ♦
3♦ Transfer to ♥	3NT To Play	4♥ To Play
3♥ Transfer to ♠	4♣ Slam Try in ♣	4♠ To Play
other No SA-Texas after 2NT		

9. CONVENTIONS

Unusual NT:	Lower 2 unbid suits	Weak or Very Strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/>	Priorities: 3-Card Support for Major, 4-card Majors, 5-card minors
Defence to 3NT opening	and 2NT Modified Cappelletti (rare: Forgettable)	
Defence to Opening Twos	X: Takeout and all bids Natural	
Multi 2♦	1 st X: 16+, 2 nd X: Takeout, 3 rd X: Penalties	
RCO style 2-s	Direct Overcalls sound / Jump Overcalls are Very Strong	
Other 2-s	Pass with many 11 - 15	

Defence	1♣ : X: 16+ "This could be our hand"
to	1NT: 5/4minors 2-level Modified Cappelletti, 2NT 5/5 minors
strong	1-level and 3-level suit bids are Natural After 1♣ & 1♠ P 1♦, 1NT is a Giorgio Raise
♣	2♣ : X: Clubs

Over 1NT Interference lebensohl 2NT: Weak with a suit lower than overcall

Lebensohl - other uses

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

10. OTHER NOTES

If we open and they X, then XX shows 10+points and no fit. All further X are Penalties

Vanessa is the four time back-to-back Trumps Masterpoint champion.

Frequently downgrade 15+ point hands

If they X our 1NT. Pass: To Play / Bids: Natural and weak / XX Suggests running

Vanessa is a champion

Vanessa got 12 PQP in 2016

After 1NT: 3♣: 3♦ asks shortage/ 3IM shows a 5card suit /3NT to play /4Im sets minor