

4. BASIC RESPONSES

Jump raises - minors	4 - 7 raise
Jump raises - Majors	weak, 2 - 5 & 4 card support
Jump shifts after minor opening	see inside card
Jump shifts after Major opening	Bergen unless 3rd seat when FSJ (ON after X or 1♠ overcall)
Responses to strong 2 suit open.	2♣: 2♦ 0-4 hcp, 2♥ 9+ hcp, 2♠ 5-8 w/o good suit, 2NT+ TRFS
Responses to 2NT opening	3♣ Muppet Stay, 3♦/♥ TRF ♥/♠, 4♣/♦=♥/♠, 4♥/♠=♣/♦

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead but AQ=Att, K=Count	
Four or more with an honour	3rd / 5th	Attitude (low = Encourage)
From 4 small	2nd highest	Attitude
From 3 cards (no honour)	small	Attitude
In partner's suit	as above	Attitude
Discards	1. LOW ENC, 2. REV Count	
Count	REVERSE (Low-High = Even)	
Signal on partner's lead:	AQ=Low Enc else REV Count	Low Encourage
Signal on declarer's lead:	REV COUNT (vs NT see below)	
Notes		
	vs SUIT on A or K lead if dummy has Qxx we play low-high with 2, high-low=3+	
	vs NT we play HIGH on Declarer's first lead if we liked the opening lead	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?	4♣ RKC to weak openings
Slam Notes	DOP1, ROP1, DEPO (4NT RKC in ♣ answers are 0314)			
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round control, often SCROLL with controls below			
Asking Bids <input checked="" type="checkbox"/>	after RKC, a new suit that isn't Q ask (answers:none/ Q or d'ton/ K / KQ)			

7. OTHER CONVENTIONS

DRURY RESP to 3rd seat (on after X/1♠)	OBAR bids- Balance in Direct Seat
Exclusion Key Card 0314	Scrambling 2NT
4♣ RKC to weak 2/3 opening (or 4♦ to 3♣)	Jacoby 2NT
	Minorwood
	Blackout after a Reverse

www.abf.com.au

1XYZ: 2♣ puppet to 2♦ to play or INV+ any shape

PDF Form Rev. 15F06 by RoL

1XYZ: 2♦ is artificial game force

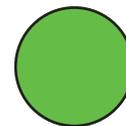
MyRev. 160527

1XYZ does not apply to auction 1♣: 1♠: 1NT

Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	382655	Andrew RICHMAN
& Names:	377910	Sandra RICHMAN
Basic System:	Strong NT, Short Club with Transfer Responses	
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♣	2+ ♣ 11-20 hcp	1♥	5+ ♥ 11-20 hcp
1♦	4+ ♦ 11-20 hcp	1♠	5+ ♠ 11-20 hcp
1NT	15 - 17 hcp		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Stayman

2♦ TRF ♥	2♠ BAL INV or TRF ♣
2♥ TRF ♠	2NT TRF ♦
other 3 level is shortage in suit above, 4♣/♦ = ♥/♠, 4♥/♠ = to play	

2♣	23+ BAL / Acol 2 any suit / FG Unbal
2♦	HEARTS 6 card 5-9 hcp 4th seat NAT 10-14
2♥	BOTH MAJORS (5/4+) 5 - 9 hcp 4th seat NAT 10-14
2♠	Spades 6 card 5 - 9 hcp 4th seat NAT 10-14
2NT	21 - 22 hcp semi-balanced 3NT Minor suit pre-empt (4D enquiry)
other	4C/D opening is ♥/♠ 4NT = Specific Ace Ask 3NT in 4th seat is to play

2. PRE-ALERTS

Transfer Responses to 1 Club opening	Leaping Michaels if opp bid & raise to 2
Transfer Advances to Overcalls	Non Leaping Michaels over opening 3s
Support X & XX	Namyats & Sth African Texas TRF

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	5♠	Jump overcalls	Weak Jump Overcalls
Responsive doubles through	5♠	Unusual NT	2 lowest unbid suits
1NT overcall - immediate	15 - 18 hcp	Immediate cue of minor	Majors 5/5 or NAT if short m
1NT overcall - re-opening	11-14M / 15-18m	Immediate cue of Major	Other Major + minor
Over weak twos	X=T/O, Leaping Michaels	Over opening threes	X=T/O, Non-Leap Michaels
Over opponent's 1NT	If 16 is included in their range DONT otherwise MULTI LANDY		
DONT: X = Single Suit, bid of a suit is that suit and a higher one, 2NT= 2 suits FG			
MULTI LANDY: X = Penalty, 2♣ = ♥&♠, 2♦ = ♥ or ♠, 2M = M+m, 2NT = minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, 5+ hcp	2♦ 6♥ 4-7 pts or FG	3♦ Splinter 13-15 hcp
1♥ 4+ ♠, 5+ hcp	2♥ 6♠ 4-7 pts or FG	3♥ Splinter 13-15 hcp
1♠ TRF 1NT(see notes #)	2♠ 8-10 hcp ♣ raise	3♠ Splinter 13-15 hcp
1NT 11-12 hcp (poss 44M)	2NT FG, 15+ hcp, no 4M	3NT 13-14 hcp
2♣ 10+ hcp, 5+ ♣	3♣ 5+ ♣ 4-7 hcp	4♣ to play
other 4♦=RKC♣, 4♥/♠ to play		
1♦ 1♥ Natural	2♥ 6♥ 4-7 hcp	3♥ Splinter 13-15 hcp
1♠ Natural	2♠ 6♠ 4-7 hcp	3♠ Splinter 13-15 hcp
1NT 6-10 hcp, no 4M	2NT 11-12 hcp no 4M	3NT 13-15 hcp no 4M
2♣ 10+ hcp, 4+ ♣	3♣ 4+♦ 8-10 hcp	4♣ RKC♦
2♦ 10+ hcp, 4+ ♦	3♦ 4+♦ 4-7 hcp	4♦ to play
other 4♥/♠ to play		
1♥ 1♠ Natural	2♥ 6-9 pt raise	3♦ 11-13 pts 4♥ (3rd FSJ)
1NT 6-10 hcp no 4♣	2♠ Limit Raise (3rd FSJ)	3♥ 3-5 pts 4♥
2♣ Natural (3rd DRURY)	2NT ♥ Support, FG	3♠ Any SPL 10-12 hcp
2♦ Natural	3♣ 6-9 pts 4♥ (3rd FSJ)	3NT ♠ SPL 13-15 hcp
other 4♣/♦ SPL 13-15 hcp, 4♠ is to play, 4NT is Blackwood, 5♣/♦ to play		
1♠ 1NT 6-10 hcp	2♠ 6-9 pt raise	3♥ 10+ pt 3 card ♠ raise
2♣ Natural (3rd DRURY)	2NT ♠ Support, FG	3♠ 3-5 pts 4♠
2♦ Natural	3♣ 6-9 pts 4♠ (3rd FSJ)	3NT Any SPL 10-12 hcp
2♥ Natural	3♦ 11-13 4♠ (3rd FSJ)	4♣ Splinter 13-15 hcp
other 4♣/♦/♥ SPL 13-15 hcp, 4NT Blackwood, 5♣/♦ to play		
1NT 3♣ ♦ SPL min 33Majors	3♠ ♣ SPL, 3361 or 3370	4♦ ♠ Transfer
3♦ ♥ SPL	3NT to play	4♥ To play
3♥ ♠ SPL min (54)minors	4♣ ♥ Transfer	4♠ To play
other 4NT is Quant		
2♣ 2♦ 0-4 hcp	2NT 5-8 5+♣ w/ 2 of 3 top	3♥ 5-8 5+♠ w/ 2 of 3 top
2♥ any 9+ hcp	3♣ 5-8 5+♦ w/ 2 of 3 top	3♠ 5♠ & 4♥ 5-8 hcp
2♠ 5-8 hcp, no good suit	3♦ 5-8 5+♥ w/ 2 of 3 top	3NT 5♦ & 4♣ 5-8 hcp
other The 3♠ & 3NT shape shows tend to be values in long suits if (5422)		
2♦ 2♥ To play	3♣ Natural 1RF	3♠ Splinter
2♠ Natural 1RF	3♦ Natural 1RF	3NT To play
2NT Shortage Ask (NLMH)	3♥ To play	4♣ RKC
other 4♠ to play, 4NT Blackwood		

Notes 3rd seat opening 1♥/♠, RESPONSES are 2♣ Drury, FSJ & 2NT is natural
 # 1♣:1♠=TRF 1NT and may be to play 1NT or 3NT or INV to 3NT with ♦; may be FG with ♦ (+possibly a major); could be 6-9 just ♦ or 4+♣ & 5+♦.

2♥ 2♠ To play	3♦ Natural 1RF	3NT To play
2NT Enquiry	3♥ To play	4♣ RKC 6 Ace
3♣ Natural 1RF	3♠ To play	4♥ To play
other 4NT Blackwood		
2♠ 2NT Shortage Ask (NLMH)	3♥ Natural 1RF	4♣ RKC
3♣ Natural 1RF	3♠ To play	4♥ To play
3♦ Natural 1RF	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stay	4♦ ♠ Transfer
3♦ ♥ Transfer	3NT To play	4♥ ♣ TRF Slam?
3♥ ♠ Transfer	4♣ ♥ Transfer	4♠ ♦ TRF Slam?
other 4NT= Quant		

9. CONVENTIONS

Unusual NT:	Lowest 2 unbid
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: Cheapest to 2♦ FG, XYZ 2♣ is puppet to 2♦
Defence to 3NT opening	(Gambling) X = Penalty, 4C = Majors, Others Natural
Defence to Opening Twos	
Multi 2♦	X = Major Suit Overcall, 2♥/♠ is takeout of that suit, 2NT 15-18
RCO style 2-s	X = 14+
Other 2-s	TRF openings: X = T/O, Cue= stop ask, Leaping Michaels
Defence to	1♣ : 1♦=♦&♥, 1♥=♥&♠, 1♠=♠&♣, X=♣&♥, 1NT=♦&♠, 2♣=♣&♦
strong	if 1♣(p)1♦: X=♦&♠, NT=♣&♥, 2♦=♦&♥, others as above
♣	2♣: TWERB X = ♦ or ♥+♠, 2♦ = ♥ or ♠+♣, 2♥ = ♠ or ♣+♦, 2♠ = ♦+♠ or ♣+♥ 2NT = ♣ or ♦+♥, 3 = PRE, 3NT = ♣ or ♦ PRE, 4♣ = ♣+♥, 4♦ = ♦+♥
Over 1NT Interference	Rubinsohl, SWINE if penalty.
Lebensohl - other uses	Rubinsohl after pd doubles opponents weak 2.
Take out of 4 level pre-empts	4♣/4♦ X = T/O
4♥	X = T/O, 4♠ X = T/O, 4NT = 2 suits

10. OTHER NOTES

NAMYATS: RESP 4 of implied major is mild slam try, immed 4NT Blackwood, bid of suit under is no interest or bidding 4NT RKC next. Bid of suit over is 2 quick losers.
 2NT ENQ to weak 2 in major asks S/S: None (min), Low, Mid, High, 3NT max / none.
 RESP to 3 level PRE, new suit is F3NT, new suit by PRE is shortage & 3 card SUP.
 RESP to 3NT opening, 4♦ is shape enq, 4M is S/S, 5m is short other minor, 4NT=7222
 1♣ (1NT) 2♣ = both Majors or 2♦ = ♦+Major; 1♦ (1NT) 2♣ = both Majors
 1♥/♠ (1NT) minor = DONT