

## 4. BASIC RESPONSES

Jump raises - minors	weak, 2 - 7 & 5-card support
Jump raises - Majors	weak, 2 - 5 & 4-card support
Jump shifts after minor opening	See inside card
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	2♣: 2♦ waiting, 2♥/♠ to play, 2NT+ positive transfers
Responses to 2NT opening	3♣ Muppet Stay, 3♦/♥ TRF, 3♠=minor stayman, 4any = 2upTRF

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Top except AK d'ton or s'ton switch	same, Underlead for unblock
Four or more with an honour	4th	4th
From 4 small	2nd top	2nd (occasionally 1st)
From 3 cards (no honour)	2nd top (occasionally 1st)	2nd (occasionally 1st)
In partner's suit	Att if supported, peter H/L	Low from xxx unsupported
<b>Discards</b>	1st: low enc then suit pref, Rcount	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low enc (K asks Rcount if 5-lev+)	
<b>Signal</b> on declarer's lead:	NT: Smith high then low if liked opening lead; Reverse Count	
<b>Notes</b> If pd pre-empts and we lead A or K, mid card says continue, high/low = switch H/L		
Lead of T promises a higher honour, 9 denies (unless pd bid the suit)		
Mid-hand: switches are attitude style, K asks for Rcount		

## 6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/> EKC & 4C mini-KC: 01122
4NT: Blackwood <input checked="" type="checkbox"/> RKC 1430 unless ♣ B'wood direct from 1x & Namyats or 1Nstay:minorstay
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd cues; 3♠/NT non-serious to ♥/♠; Minorwood if jump
After RKC new suit not King or Q ask is control ask: answer None / Q or d'ton / K / KQ
RKC then 5NT Specific Kings else 5NT Pick a Slam; D1PO / R1PO / DEPO if opps bid our 5 sign-off

## 7. OTHER CONVENTIONS

2NT Leb or Scrambling if passed hand	2-way Rev Drury PH
PH Scrambling 2NT (then 3H is stronger)	Bergen Raises
Garozzo long & short suit trials uncontested	Inverted Minor (unless PH or competition)
Minorwood (when jump)	
1M (X) XX = 10+ or 1NT+ transfer next up	XYZ* see below

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

\*1XYZ: 2♦ is artificial game force

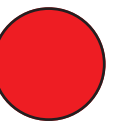
\*Does not apply to auctions below:

1♣:1♦\*:1S or 1♣:1♠\*:1NT or 1♦: 1M: 1NT



**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

**STANDARD SYSTEM CARD**



ABF Nos.	382655	Andrew RICHMAN
& Names:	377910	Sandra RICHMAN
Basic System:	2/1 GF (but 1M:1NT non-forcing) : Transfer resp to 1♣ : Strong NT	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

1♣	1+ incl all 11-14 semi-bal, may hold 4+♦	1♥	5+♥ (maybe 4 in 3rd) normally 10+ hcp
1♦	2+ forcing 18-19 bal <b>OR 11+ 4+♦ unbal</b>	1♠	5+♠ (maybe 4 in 3rd) normally 10+ hcp
1NT	(14)15 - 17 hcp semi-bal (occasional singleton honour)		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣	Simple stayman ask (at least one 3+ card M; Smolen; occasional garbage)	
2♦	TRF ♥	2♠	Range Ask or TRF ♣
2♥	TRF ♠	2NT	TRF ♦
(Dbl)	System on <b>OR</b> SWINE if penalty	other	3♣♦♥♠=SPL suit above; 4♣♦=TRF♥/♠

2♣	Strong: Semi-Bal 20-21 or 24+ (Kokish), Otherwise GF Unbal (RESP 2M = to play)		
2♦	4♠, 5+♥, 10-15		
2♥	Weak 2: 6♥ VUL, 5-6♥ NV, could be very weak 1st seat favourable		
2♠	Weak 2: 6♠ VUL, 5-6♠ NV, could be very weak 1st seat favourable		
2NT	22-23 hcp Semi-Bal, occasional s'ton	3NT	Pre-empt in either minor (Namyats)
other	4♣/4♦ = strong ♥/♠ pre-empt (Resp 4M is mild S/T); 4NT= Specific Ace Ask (5♣=none)		

## 2. PRE-ALERTS

1D (p) 1M may be 3-card suit & 3+hcp	Transfers (incl X) & FSJ in competition		
Flannery 2♦	Namyats	2NT	Jacoby may be unbalanced
1m opening maybe longer in other minor	Light re-openings; light actions favourable		

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	If we have fit X=INV if no room. Anti-lead if opp cue dbl's suit.	Negative DBL thru	5♠
	Support X/XX optional; Pen X after 2/1; Nat-suit trials in comp.	Responsive DBL thru	5♠
Jump overcalls	Weak	Unusual NT	Lowest unbid suits
1NT overcall: (immediate)	15-18 System On	(re-opening)	11-14 Major / 15-17 minor
Immediate cue: (minor)	Both Majors 5/5 wide-ranging	(Major)	Other Major + minor
<b>Over:</b> Weak Twos	X=t'out & Leb, Leap Michael	Opening Threes	X=t'out, Non-leap Michael
	Opponent's transfers	X=takeout of implied suit, bids are natural	
	Opponent's 1NT	X = Penalty, 2NT = minors (Strong NT = when their range adds up to =>30)	
	vs Strong NT: 2C = Both Majors, 2D = 6-card Major, 2M = 5-card Major with a 4+minor		
	vs Weak NT: 2C = Both Majors, 2D = 16+ with 1 Major, 2M = Natural		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 4+ hcp	2♦ 6♥ 3-7 or GF	3♦ splinter 5+♣
1♥ 4+♠, 4+ hcp	2♥ 6♠ 3-7 or GF	3♥ splinter 5+♣
1♠ TRF 1NT (see Notes#)	2♠ 8-11 hcp 5+♣	3♠ splinter 5+♣
1NT 11-12 bal (4M allowed)	2NT FG 16+ hcp no 4M	3NT 13-15 Bal, no 4-card M
2♣ GF 5+♣	3♣ 5+♣ 3-7 hcp	4♣ Pre-emptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♦ 1♥ (3) 4+♥ 3+hcp	2♥ 6♥ 3-7 or GF	3♥ Splinter 5+♦
1♠ (3) 4+♠ 3+hcp	2♠ 6♠ 3-7 or GF	3♠ Splinter 5+♦
1NT 6-10 hcp, no 4M	2NT 11-12 hcp no 4M	3NT 13-15 Bal no 4M
2♣ GF, 5+♣	3♣ 5+♦ 8-11 hcp	4♣
2♦ GF 4+♦	3♦ 5+♦ 3-7 hcp	4♦
other 4♥/♠ to play, direct 4NT Blackwood		
1♥ 1♠ usually 5+♠, NAT	2♥ 4-9 pt raise	3♦ 11-12 pts 4♥
1NT see other below, NF	2♠ Limit Raise 3♥	3♥ 3-5 pts 4♥
2♣ GF: Bal or 3♠ or 5+♠	2NT GF 4+♥ may be unbal	3♠ ♠ SPL 10-12 hcp
2♦ GF 5+♦	3♣ 5-9 pts 4♥	3NT Choice of Games
other 1♥:1NT: NF up to 12hcp, can have 4♠, can have 3♥ if weak.		
1♠ 1NT NF up to 12 hcp	2♠ 4-9 pt raise	3♥ Limit Raise 3♠
2♣ GF: Bal or 3♠ or 5+♠	2NT GF 4+♠ may be unbal	3♠ 3-5 pts 4♠
2♦ GF 5+♦	3♣ 5-9 pts 4♠	3NT Choice of Games
2♥ GF 5+♥	3♦ 11-12 4♠	4♣ Splinter 10-12 hcp
other 4♣/♦/♥ SPL 10-12 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 = Quant		
2♣ 2♦ waiting	2NT 6+♣, 2/3 honours	3♥ 6+♠, 2/3 honours
2♥ to play opp 20-21	3♣ 6+♦, 2/3 honours	3♠ 5-5 minors
2♠ to play opp 20-21	3♦ 6+♥, 2/3 honours	3NT
other 2♣:2♦:2♥=GF Bal or GF w♥ & forces 2♠ response (or long weak transfer)		
2♦ 2♥ to play	3♣ Natural NF	3♠ Natural INV
2♠ to play	3♦ Natural INV	3NT to play
2NT Enquiry	3♥ Natural INV	4♣ ♥ slam try, short ♠
other 4♦ is ♠ slam try, short ♥		

### Notes

1. 1♣:1♠=TRF to 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♠ Natural, NF if NV	3♦ Natural, NF if NV	3NT to play
2NT Enquiry	3♥ to play	4♣ Mini RKC (01122)
3♣ Natural, NF if NV	3♠	4♥
other		
2♠ 2NT Enquiry	3♥ Natural, NF if NV	4♣ Mini RKC (01122)
3♣ Natural, NF if NV	3♠ to play	4♥
3♦ Natural, NF if NV	3NT to play	4♠
other 2♠:2NT:3♠=weak, all other suits=shortage, 3NT no shortage		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stayman	4♦ ♠ Transfer
3♦ ♥ TRF (accept w fit)	3NT to play	4♥ ♣ TRF, Slam?
3♥ ♠ TRF (accept w fit)	4♣ ♥ Transfer	4♠ ♦ TRF, Slam?
other 4NT Quant		

## 9. CONVENTIONS

Unusual NT: 2 Lowest Unbid

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening X = Values, 4♣ = both Majors poss ♥ pref, 4♦=both M ♠ pref

Defence to Opening Twos DBL = Takeout then Leb or PH Scrambling, Leaping Michaels

Multi 2♦ DBL = 13-15 Bal or 17+ (123 dbls), 2NT = 16-18 then Muppet Stayman

RCO style 2-s as above

Other 2-s TRF openings: X = T/O, Cue=stop ask, Leaping Michaels

Defence (1♣) : 1♣ : 1♦=♦&♥, 1♥=♥&♠, 1♠=♠&♣, X=♣&♥, 1NT=♦&♠, 2♣=♣&♦

to if 1♣(p)1♦: X=♦&♠, NT=♣&♥, 2♦=♦&♥, others as above

strong

1♣/2♣ (2♣) : X = Majors, 2NT = Minors

Over 1NT Interference Lebensohl, SWINE if penalty.

Lebensohl - other uses Resp to T/O X @ 2-level if UP hand or After (3C) X

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL

4♠ DBL, 4NT = 2-suited t'out

## 10. OTHER NOTES

Leaping & Non-leaping Michaels show hearts whenever possible/ambiguous