

#### 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: distribution value
Jump raises - Majors	Limit 10-12	Other: distribution value
Jump shifts after minor opening	EXCLUSION BID	
Jump shifts after Major opening	N/A	
Responses to strong 2 suit open.	NEXT SUIT - WAITING	
Responses to 2NT opening	Puppet Stayman; transfer etc.	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	4th highest	3rd/5th highest
From 4 small	4th highest	
From 3 cards (no honour)	Top	
In partner's suit	High/Low Doubleton	
<b>Discards</b>	Odd/Even	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	HIGH ENCOURAGE	
<b>Signal</b> on declarer's lead:		
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? NT OPENING
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>			
Asking Bids <input type="checkbox"/>	N/A		

#### 7. OTHER CONVENTIONS

	4TH SUIT FORCING
Puppet Stayman OVER 2NT AFTER 2♣/2♦ BID	LEBENSOHL (AGAINST WEAK 2 OPENING)
SPLINTER	4NT QUANTITATIVE OVER NT OPENING
UNASSUMING CUE BID	Unusual 4NT : 2 lots of minors
SUIT PREFERENCING	Unusual 4NT; other suits against 4♠

[www.abf.com.au](http://www.abf.com.au)

Leaping Michaels

PDF Form Rev. 13F21 by RoL

Garbage Stayman

MyRev. May 2022

Scrambling 2NT

Copyright © ABF 2013



AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	448354	JULIA CORR
& Names:	223867	MARIA GIBBS
Basic System:		
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 <input type="checkbox"/>
1♣ 11+ 3+	1♥ 11+ 5+	
1♦ 11+ 3+	1♠ 11+ 5+	
1NT 14-16	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ STAYMAN Other:		
2♦ TRANSFER TO 2♥	2♠ TRANSFER TO MINOR	
2♥ TRANSFER TO 2♠	2NT INVITE TO GAME	
other		
2♣ 9 playing tricks or 23+HCP game force		
2♦ Multi-2 ; 6 card major ♥/♠(weak 0-9 HCP) or strong 21-22 HCP		
2♥ 5♥+ 4 or 5 card minor (6 to 9 HCP)		
2♠ 5♠+ 4 or 5 card minor (6 to 9 HCP)		
2NT 19-20 HCP balance	3NT gambling 6/7 card minor suit with AKQ	
other Any other pre-emptive bid can be 0-9 HCP		

#### 2. PRE-ALERTS

Gambling 3NT; no outside A/K of other suits
---

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak 6-9 HCP
Responsive doubles through	2♠	Unusual NT	2 LOTS OF MINORS (5 CARDS)
1NT overcall - immediate	15+ HCP	Immediate cue of minor	both majors
1NT overcall - re-opening	12-14	Immediate cue of Major	other major and minor
Over weak twos	X TAKE OUT	Over opening threes	X TAKE OUT
Over opponent's 1NT	Weak x=penalty; 2♣=6 card suit; 2♦=♥&♠ (5♥+5♠ or 4♠); 2♥(5♥+5♠ or 4♣/♦); 2♠=(5♥+5♠ or 4♣/♦); Over Strong NT; X=6 card suit; 2♣=♥+♠(5♥+4♠) 2♦=♠+♥ (5♠+4 or 5♥); 2♥=(5♥+5♠ or 4 minors); 2♠=(5♠+5 or 4 minors)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP / 4+	2♦ EXCLUSION	3♦ SPLINTER
1♥ 6+ HCP / 4+	2♥ EXCLUSION	3♥ SPLINTER
1♠ 6+ HCP / 4+	2♠ EXCLUSION	3♠ SPLINTER
1NT 6 - 9 HCP	2NT 16-18 HCP	3NT TO PLAY
2♣ 5 - 9 HCP / 5	3♣ 9 - 11 HCP / 5+	4♣
other		
1♦ 1♥ 6+ HCP / 4+	2♥ EXCLUSION	3♥ SPLINTER
1♠ 6+ HCP / 4+	2♠ EXCLUSION	3♠ SPLINTER
1NT 6+ HCP	2NT 16-18 HCP	3NT TO PLAY
2♣ 10+ HCP / 4+	3♣	4♣ SPLINTER
2♦ 6 - 9 HCP / 4+	3♦ 9 - 11 HCP / 5+	4♦
other		
1♥ 1♠ 6+ HCP / 4+	2♥ 6-9 HCP/ 3 +	3♦ 1st Control with H support
1NT 6 - 9 HCP	2♠ EXCLUSION	3♥ LIMITED RAISE
2♣ 10+ HCP / 4+	2NT 16-18 HCP	3♠ SPLINTER
2♦ 10+ HCP / 4 +	3♣ 1st Control with H support	3NT TO PLAY
other		
1♠ 1NT 6 - 9 HCP	2♠ 6-9 HCP/3+	3♥ EXCLUSION
2♣ 10+ HCP / 4+	2NT 16-18HCP	3♠ LIMITED RAISE
2♦ 10+ HCP / 4+	3♣ 1st Control with S support	3NT TO PLAY
2♥ 10+ HCP/ 5+	3♦ 1st Control with D support	4♣ SPLINTER
other 4H♥to play (7+H)		
1NT 3♣ SLAM TRY	3♠ SLAM TRY	4♦
3♦ SLAM TRY	3NT TO PLAY	4♥ TO PLAY
3♥ SLAM TRY	4♣ GERBER	4♠ TO PLAY
other 2NT - invite to game		
2♣ 2♦ WAITING	2NT N/A	3♥ N/A
2♥ N/A	3♣ N/A	3♠ N/A
2♠ N/A	3♦ N/A	3NT N/A
other N/A		
2♦ 2♥ RELAY	3♣ N/A	3♠ INVITE TO GAME
2♠ 13+HCP with H support	3♦ N/A	3NT TO PLAY
2NT INVITE TO GAME	3♥ PRE-EMPT	4♣ SPLINTER
other 4♥ - pass or correct		

Notes

2♥ 2♠ NAT	3♦ LONG D to play	3NT to play
2NT ASK MORE INFO	3♥ PRE-EMPTS	4♣ SPLINTER
3♣ PASS OR CORRECT	3♠ NAT	4♥ to play
other		
2♠ 2NT ASK MORE INFO	3♥ NAT	4♣ SPLINTER
3♣ PASS OR CORRECT	3♠ PRE-EMPT	4♥ TO PLAY
3♦ NAT : TO PLAY	3NT TO PLAY	4♠ TO PLAY
other		
2NT 3♣ PUPPET STAYMAN	3♠ TRANSFER TO C/D	4♦ SLAM ASK
3♦ TRANSFER TO H	3NT TO PLAY	4♥ TO PLAY
3♥ TRANSFER TO S	4♣ GERBER	4♠ TO PLAY
other		

## 9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening X/ TAKE OUT or UNUSUAL 4 NT

Defence to Opening Twos X / take out 16+ (SECOND SEAT) 12+ (4TH SEAT)

Multi 2♦ X / take out 16+ HCP (SECOND SEAT) 12+ HCP (4TH SEAT)

RCO style 2-s

Other 2-s X/take out , other Natural

Defence 1♣ : x=take out(14+HCP); otherwise natural;

to 1NT=16+HCP (balance);

strong 2♣ :

♣ X lead directing ; OTHER BID NATURAL

Over 1NT Interference X = penalty otherwise natural

Lebensohl - other uses OVER PARTNER'S X OF WEAK 2 OPENING TO SHOW 0-5 HCP;

Take out of 4 level pre-empts 4♣/4♦ X - TAKE OUT

4♥ X - TAKE OUT

4♠ X - PENALTY, 4NT- TAKE OUT

## 10. OTHER NOTES

1NT opening my include two doubletons

S