

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 2NT over 1♣ = 5/5 minors 0-5 HCP
Jump raises - Majors	Preempt	Other: weak Bergen style
Jump shifts after minor opening	0-5hpc & 6+ except 3♣ over 1♦ = 4+♦ & 6-9 pts or GF splinter	
Jump shifts after Major opening	3♣ = 6-9 or 13-15 & 3♦ = 10-12 & 4M; 1♠:3♥ = 3♠ invite; 1♥:2♠ = 3♥	
Responses to strong 2 suit open.	NA but 2♣:2♦ = any 7+HCP	
Responses to 2NT opening	puppet, trfs, 3♠ = minor suit stayman, 3NT = 5♠/4♥; Texas trfs	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Ace count; K attitude	Ace count; K attitude
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top or mud
In partner's suit	Attitude if supported; count if not	high-low = doubleton
<b>Discards</b>	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Odd (enc)/Even (McK inf)	
<b>Signal</b> on declarer's lead:	reverse count; occasionally suit preference	

**Notes** Ace count (reverse); K Att; Coded 9's & 10's; Q in NT asks for partner to unblock J

When leading partners unsupported suit will lead a low card from 3 or more.

With only even cards high-low can be encouraging when discarding or on partner's suit lead

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? never
<b>Slam Notes</b>	minorwood	
Cue Bids <input checked="" type="checkbox"/>	First & second round controls	
Asking Bids <input checked="" type="checkbox"/>	Most slam auctions start with 1NT relay (except over 1♣ opening)	

## 7. OTHER CONVENTIONS

SWINE; Bergen after 1M:X	1NT is main force over 1♦/1♥/1♠
Unassuming cue bids	1 minor:(1♥):X denies 4 spades
1♦ is only +ve respone (6+ any) to 1♣ opening	Lebensohl; Minorwood
Negative free bids	Puppet stayman to strong 2NT bids & rebids
Splinters; Leaping Michaels	Sandwich NT; Scrambling 2NT

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Over X of our 1M 1NT = 7-10 & 3 card fit; 2NT = limit+ 3 card fit

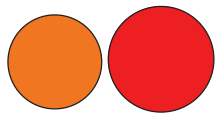
Over 3M preempts 4m = cue

Over 3♣ opening - 3♥ asks for 3 card Major; 4♦ = RKCB

Over 3♦ opening - 3♥ asks for 3 card Major and 4♣ = RKCB



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	370861	Ian Afflick
& Names:	164917	Paul Collins
Basic System:	Multi 1♣ (3 way)	
Brown Sticker <input checked="" type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣	11+ & 5+♣; 15-20 bal; 17+unbal any suit	1♥	5+♥, 11-16
1♦	5+♦, 11-16	1♠	5+♠, 11-16
1NT	12-14, bal but could be 4441 with a stiff A or K	may contain 5 card Major <input type="checkbox"/>	

<b>1NT Responses</b>	2♣ Simple Stayman	Other: smolen
2♦ to ♥		2♠ GF Shape Ask
2♥ to ♠		2NT Trf to ♣ or ♦
other 3 minor = 55 minors; 3♥ = 3145 or 3154; 3♠ = 1345 or 1354		

2♣ 10-22 HCP any 5440, or 11-22 any 1444 or 25-26, 29-30 bal or semi bal (may have stiff A or K)

2♦ 6-10HCP 5/5 one must be a major, 23-24 or 27-28 bal, or GF any suit

2♥ weak 6♥ 6-10 HCP, 2NT is a singleton ask

2♠ weak 6♠ 6-10 HCP, 2NT is a singleton ask

2NT 21-22 Balanced 3NT Gambling

other Puppet, Trfs to MM & 3♠ minor suit stayman over 2NT & 3NT = 5♠/4♥

## 2. PRE-ALERTS

Some responses maybe canape	Bergen raises, puppet stayman, relays
XX of 1NTX = 5+ suit (SWINE); Namyats	Some X's may be unusual
1♣, 2♣ and 2♦ openings	1♦ (6+ any shape) only +ve response to 1♣

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	3♠	Unusual NT	minors over Majors (M); MM over minors
1NT overcall - immediate	15-17(18)	Immediate cue of minor	5/5 om + a Major any strength
1NT overcall - re-opening	15-17(18)	Immediate cue of Major	5/5 OM/m any strength
Over weak twos	X + lebensohl extension	Over opening threes	X
Over opponent's 1NT	Strong NT or passed hand over weak NT: X = m or MM; 2/3 minor (m) = m + M;		
2NT = m or Strong MM; 2M natural. Weak NT: X = 15+ (2♣ stayman); 2♣ = SS; 2♦ = MM			
2M = M/m; 2NT = mm; 2NT asks over 2 level overcalls & suit raises are constructive P/C			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ hcp any shape F1	2♦ <6 hcp 5+♦	3♦ <6 hcp. 7♦
1♥ 4+ <6 hcp	2♥ <6 hcp 6♥	3♥ <6 hcp. 7♥
1♠ 4+ <6 hcp	2♠ <6 hcp 6♠	3♠ <6 hcp. 7♠
1NT <6 hcp & 4+/3+ in minors	2NT <6 hcp, 5/5 in minors	3NT <6 hcp 6/6 minors
2♣ <6 hcp 5+♣	3♣ <6 hcp 7♣	4♣ NA
other 1♦ is only forcing response to 1♣ opening		
1♦ 1♥ 6-13 hcp & 4+ ♥	2♥ <6 hcp 6♥	3♥ splinter
1♠ 6-13 hcp & 4+ ♠	2♠ <6 hcp 6♠	3♠ splinter
1NT F1; 5-7/8 3+♦ or 9+ any	2NT Strong raise cue now	3NT NA
2♣ 6-10 (11) hcp, 5+♣, NF	3♣ 6-9 & 4+♦ or GF splinter	4♣ void splinter
2♦ 8-10 hcp 3+♦	3♦ 0-5 hcp 4+♦	4♦ preemptive raise
other 1 level responses are F1 but are limited to about 12 or bad 13 hcp		
1♥ 1♠ 6-10(11) NF & <3♥	2♥ 3♥ & 8-10hcp	3♦ 10-12 hcp 4+ ♥ (Bergen)
1NT F1; 3♥ & 5-8 or 9+any	2♠ 3♥ invitational	3♥ 0-5 hcp & 4+♥
2♣ 6-10(11) hcp 5+♣ NF	2NT Strong raise cue now	3♠ splinter
2♦ 6-10(11) hcp 5+♦ NF	3♣ 6-9 or 13-15 & 4+♥	3NT -
other 1NT is a relay shows 5-7 & a fit or 9+ any shape		
1♠ 1NT F1; 3+♠ 5-7/8 or 9+any	2♠ 3♠ & 8-10hcp	3♥ 3♠ invitational
2♣ 6-10(11) hcp 5+♣ NF	2NT Strong raise cue now	3♠ 0-5 hcp & 4+♠
2♦ 6-10(11) hcp 5+♦ NF	3♣ 6-9(10) or 13-15 & 4♠	3NT -
2♥ 6-10(11) hcp 5+♥ NF	3♦ 10-12 hcp 4+♠ (Bergen)	4♣ splinter
other 1NT is a relay shows 5-7 & a fit or 9+ any shape		
1NT 3♣ 5+/5+mm NF	3♠ 3♥/1♠ & 54 minors	4♦ trf to ♠
3♦ 5+/5 minors GF	3NT To Play	4♥ To play
3♥ 3♠/1♥ & 54 minors	4♣ trf to ♥	4♠ To play
other 2NT = m trf; then 3♦ to play.		
2♣ 2♦ any 7+hcp.	2NT 4-6 pts & both minors	3♥ 0-6 hcp 7+card suit
2♥ 0-6 hcp 3+♥	3♣ 0-3 pts & both minors	3♠ 0-6 hcp 7+card suit
2♠ 0-6 hcp 3+♠ <3♥	3♦ 0-6 hcp 7+card suit	3NT NA
other 2NT or 3♣ = 9+ cards in minors, 4-6/0-3pts resp; Pass of 2♣ = 0-2pts & 6+♣		
2♦ 2♥ Pass or Correct	3♣ Pass or Correct	3♠ Pass or Correct
2♠ Pass or Correct	3♦ bid better major	3NT To play
2NT Asking	3♥ Pass or Correct	4♣ Pass or Correct
other 4♦ = bid better major; 4♥ = pass or correct (must be 4/4 in majors & 6+hcp)		

**Notes** After X of our 2♦ opening XX = bid 2♥ then pass any bid I make;

Over 1 Major opening a non jump new suit deny 3 card support!

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2♥ 2♠ F1	3♦ F1	3NT To play
2NT Singleton Ask	3♥ preemptive	4♣ splinter
3♣ F1	3♠ splinter	4♥ To play
other 2NT asks for singleton & if asker rebids 3♥ it is only invitational; 4♠ to play		
2♠ 2NT Singleton Ask	3♥ F1	4♣ splinter
3♣ F1	3♠ preemptive	4♥ To play
3♦ F1	3NT To Play	4♠ To play
other 2NT asks for singleton & if asker rebids 3♠ it is only invitational		
2NT 3♣ Puppet stayman	3♠ Minor suit stayman	4♦ Minorwood
3♦ Transfer to ♥	3NT 5♠/4♥	4♥ To play
3♥ Transfer to ♠	4♣ Minorwood	4♠ To play
other Note opener may have 4441 with stiff A or K, can be 5332 as well		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Majors over minors; Minors over Majors
<b>4th Suit Forcing</b>	One round <input type="checkbox"/> Relays used in most cases <input type="checkbox"/> Game force <input type="checkbox"/>
<b>NT Checkback</b>	<input type="checkbox"/> Priorities: NA relays used in most cases or 2NT asking
<b>Defence to 3NT opening</b>	4♣ = MM better ♥; 4♦ = MM better ♠
<b>Defence to Opening Twos</b>	X = TO of known suit; 2NT 16-18 + stopper
Multi 2♦	2NT = 16-18 majors stopped; X = 10-15 HCP & 5+♥; 2♥ = 16+
RCO style 2-s	X=16+, 2nd X=TO, 3rd X=Penalty
Other 2-s	X, leaping michaels, lebensohl
<b>Defence to</b>	X = 1♥ overcall; 1♦ = ♠ overcall; 1♥-1NT = CRASH; 1♣:P:1♦:X = ♥, 1♥ = ♠ then
<b>strong</b>	1♠-1NT = Colour & Rank. After partner's overcall, 2NT by responder is game interest
<b>♣</b>	2♣ to 2♠ are natural
	4NT = usually both minors but can be ♥ & a minor

**Over 1NT Interference** lebensohl X is T/O if suit natural; Values if suit unknown

**Lebensohl - other uses** Over X of opponents weak 2M opening

**Take out of 4 level pre-empts** 4♣/4♦ X  
4♥ X & 4NT 4♠ 4NT

## 10. OTHER NOTES

Lebensohl always applies over interference of 1NT opening & 1NT overcall

Puppet stayman over strong NT rebids for 1♣, 2♣ and 2♦ openings

Over RKCB with 2KC + Q trumps show number K's as well, after Q ask show K's with Q

Over 5NT K ask show specific K's.

Splinters over one of a 1♦ openings.

1♥:2♠ & 1♠:3♥ show 3 card support & invitational values

12/05/2023