

4. BASIC RESPONSES

Jump raises - minors	Preemptive to play, <7 hcp
Jump raises - Majors	7-10 tp & 4-card support; 1M:2NT Inv+ 4-card raise
Jump shifts after minor opening	1♦:2M weak to play, 1♦:3♣ = ♦ raise, after 1♣: TRF see inside
Jump shifts after Major opening	Natural, invitational, around 8-10 hcp and good 6-card suit
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)
Leads Sequences:	Top .. maybe K from AK Notes 2&3	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
Discards	Odd encourage, Even Suit Pref	
Count	Reverse	
Signal on partner's lead:	Low enc, except notes 1 & 2	
Signal on declarer's lead:	NT: Smith high = liked opening lead. Rev count. Trumps: Suit Pref.	
Notes	1. Lead of A or K of pd's pre-empt, signals: mid card = enc, high/low = switch H/L 2. K = count at 5-level or after declarer pre-empt. 3. K from AK d'ton or s'ton switch Ten = s'ton, d'ton or top interior sequence. 9 may have T unless pd suit. Midgame: Att style, K=count	

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	4C Mini-RKC to weak 2s/PRE
4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 unless ♣ B'wood direct from 1x & Namyats or 1Nstay:minorstay
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> Qs 1st/ 2nd; 3♣/NT non-serious to ♥/♠; Crosswood minors
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; D1P0 / R1P0 / DEPO if opps bid our 5 sign-off	

7. OTHER CONVENTIONS

Scrambling 2NT when PH responds to X	1m (X) XX/1m/1M all transfers
2-way Rev Drury PH (off over interference)	1M (X) XX = 10+, TRF, 2NT 4c Inv Raise
Garozzo long & short suit trials uncontested	2M (X) Transfer McCabe
If Crosswood unavail, cheapest unbid M or 4NT	5NT Pick a Slam if RKC not bid first
3rd suit forcing one round	1XYZ* but not in auction 1♣:1♠*:1NT

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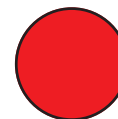
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The Witch (Gazilli-style) after 1M:1NT nf



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	382655	Andrew RICHMAN
& Names:	377910	Sandra RICHMAN
Basic System:	Transfers responses 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♣ 2+ 11+hcp	1♥ 5+♥ (maybe 4 in 3rd) 10+ hcp
1♦ 4+ 11+ hcp	1♠ 5+♠ (maybe 4 in 3rd) 10+ hcp
1NT 15 - 17 hcp (sometimes off-shape)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple stayman ask (at least one 3+ card M; Smolen; can be garbage)	
2♦ TRF ♥	2♠ Range Ask or TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl) XX=to play, 2x nat 5-card suit	other 3♣♦♥♠=SPL suit above; 4♣♦=TRF♥/♠

2♣ Strong: Semi-Bal 20-21 or 24+, Otherwise GF Unbal	
2♦ Flannery, 4♠, 5+♥, 10-15 hcp	
2♥ Weak 2 5-6♥ Vul dependent. Very weak 1st seat favourable.	
2♠ Weak 2 5-6♠ Vul dependent. Very weak 1st seat favourable.	
2NT 22-23 hcp Semi-Bal, occasional s'ton	3NT Preempt in either minor (Namyats)
other 4♣/4♦ = strong ♥/♠ preempt; 4NT= Specific Ace Ask (5♣=none)	

2. PRE-ALERTS

Flannery 2♦ opening	Transfer responses to 1♣
1st seat fave 2M/PRE lighter than expected	Lots of transfers incl X in comp auctions
Namyats 3NT/4m/4M	Fit-Showing Jumps in comp & passed hand

3. COMPETITIVE BIDS / OVERCALLS

Doubles May be transfer to next suit up. Support X/XX optional.	Negative DBL thru	5♣
If we have shown a fit X may be game invite if no room to trial.	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
Over: Weak Twos X=t'out, Leaping Michael	Opening Threes X=t'out, Non-leap Michaels	
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+♥, 5+ hcp	2♦ 6♥ 4-7 or GF	3♦ 6-card♦, 8-10 hcp
1♥ 4+♠, 5+ hcp	2♥ 6♠ 4-7 or GF	3♥ splinter GF 5♠ & 4♣
1♠ TRF 1NT (see Notes#)	2♠ 7-9 hcp 5+♣	3♠ splinter GF 5♥ & 4♣
1NT 11-12 bal (4M allowed)	2NT FG 16+ hcp no 4M	3NT 13-15 Bal, no 4-card M
2♣ 10+ hcp, 5+♣	3♣ 5+♣ raise <7 hcp raise	4♣ Preemptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♦ 1♥ 4+♥, 5+ hcp	2♥ 6♥ 4-7	3♥ splinter GF 5♠ & 4♦
1♠ 4+♠, 5+ hcp	2♠ 6♠ 4-7	3♠ splinter GF 5♥ & 4♦
1NT 6-10 hcp, no 4M	2NT 11-12 hcp no 4M	3NT 13-15 Bal no 4M
2♣ 5+♣ 10+ hcp	3♣♦ raise 7-9 hcp	4♣ splinter GF 6/7♦
2♦ 10+ hcp, 4+♦	3♦ weak raise <7 hcp	4♦ Preemptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♥ 1♠ Mostly 5+♠, 5+ hcp	2♥ 6-9 raise	3♦ 6-card♦, 8-10 hcp
1NT NF see 'other' below	2♠ 6-card♠, 8-10 hcp	3♥ 6/7-9 hcp 4♥
2♣ GF♣ or INV/GF♥ raise	2NT 4+♥ Invite or better	3♠ SPL 10-13 hcp
2♦ GF 4+♦	3♣ 6-card♣, 8-10 hcp	3NT Choice of 3NT or 4♥
other 1♥:1NT: NF up to 12hcp, can have 4♠, can have 3♥ if weak. 1H:4m SPL		
1♠ 1NT NF up to 12 hcp	2♠ 6-9 raise	3♥ 6-card♥, 8-10
2♣ GF♣ or INV/GF♠ raise	2NT 4+♠ Invite or better	3♠ 6/7-9 hcp 4♠
2♦ GF 4+♦	3♣ 6-card♣, 8-10 hcp	3NT Choice of 3NT or 4♠
2♥ GF 5+♥	3♦ 6-card♦, 8-10 hcp	4♣ Splinter 10-13 hcp
other 4♣/♦/♥ SPL 10-13 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 NV Ogust, V short ask	3♥ to play	4♣ Mini RKC (01122)
3♣ Natural, NF if NV	3♠	4♥
other vul 2♥:2NT:3♥=weak no shortage, all other suits=shortage, 3NT no short max		
2♠ 2NT NV Ogust, V short ask	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 vul 2♠:2NT:3♠=weak no short, all other suits=shortage, 3NT no short max		
2NT 3♣ Muppet Stay (3NT=5♥)	3♠ Minor Suit Stayman	4♦♠ Transfer
3♦♥ Transfer	3NT to play	4♥♣ Slam Try
3♥♠ Transfer	4♣♥ Transfer	4♠♦ Slam Try
other 4NT Quant. 2NT:3S O bids cheapest 4card minor then step RKC, 4NT quant, other short		

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 18+ (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 Over natural 2C, X = Stay, System on. Else Lebensohl

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

Jump to 4m after Inverted Minor Raise is RKC (no Crosswood due to splinter)