

4. BASIC RESPONSES

Jump raises - minors	Minimum raise, <9 hcp
Jump raises - Majors	7-10 & 4-card support; 1M:2NT Inv+ 4-card raise
Jump shifts after minor opening	1♦:2M 9-11 natural, 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 (attitude mid-game)	
From 4 small	2nd top	2nd (occasionally 1st)
From 3 cards (no honour)	2nd top (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 asks rev 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 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"/> 3NT non-serious; Minorwood (1st step poor); Kickback if ♥
After RKC new suit not KorQ ask = control ask: answer None 2+small / Kx(x) or s'ton / Ax(x) or Void	
RKC then 5NT Specific Kings; Interference D14P03 / DEPO if opps bid our 5 sign-off or higher	

7. OTHER CONVENTIONS

The Witch (Gazilli-style) after 1M:1NT nf	1m (X) XX/1m/1M all transfers
2-way Rev Drury PH (off over interference)	1M (X) XX = 10+, TRF, 2NT 4card Inv Raise
Garozzo long & short suit trials uncontested	1C (1NT) 2C = both Majors, 2D = D&Major
2M (X) Transfer McCabe Raise w A or K	1D (1NT) 2C = both Majors
5NT Pick a Slam if RKC not bid first	1M (1NT) 2m = m&other Major

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Club # AR/SR: GC 442/130 ; SP 1780/1781 ; TW 81/22



**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos.	382655	Andrew RICHMAN
& Names:	377910	Sandra RICHMAN

Basic System:	Transfer responses to short 1♣ : Modified 2/1, 1M:1NT Non-forcing			
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, min.length, or specific meaning Canapé ☐

1♣ (1)2+ may have any 5 card suit if bal, 10+	1♥ 5+♥ (maybe 4 in 3rd) 10+ hcp
1♦ (4)5+♦ always unbal 10+ hcp	1♠ 5+♠ (maybe 4 in 3rd) 10+ hcp
1NT 14-16 hcp - sometimes off-shape, singleton possible	may contain 5 card Major <input checked="" type="checkbox"/>

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

2♣	Strong: Semi-Bal 20-21 or 24+ (Kokish), Otherwise GF Unbal
2♦	Flannery, 4♠, 5+♥, 10-15 hcp
2♥	Weak 2 5-6♥ Vul dependent. Very weak Dealer favourable. (If X Transfer McCabe)
2♠	Weak 2 5-6♠ Vul dependent. Very weak Dealer favourable. (If X Transfer McCabe)
2NT	22-23 hcp Semi-Bal, may hold singleton
3NT	Preempt in either minor (Namyats)
other	4♣/4♦ = strong ♥/♠ preempt (Resp 4M is mild S/T); 4NT= Specific Ace Ask (5♣=none)

2. PRE-ALERTS

Tactical light openings, 3rd seat even lighter	1♣ opening may hold any 5-card suit
Major Response to 1♣ may be light	Flannery 2♦ open; Namyats 3NT/4m/4M
	X strong NT=5m&4M or single-suit bal seat

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Variable: May be transfer, support or invite.	Negative DBL thru	5♠
	If we have shown a fit X is game invite if no room to trial.	Responsive DBL thru	5♠
Jump overcalls	Weak (may be stronger opp PH)	Unusual NT	Two 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	Variable		
Opponent's 1NT	2NT = minors	(Strong NT = when their range adds up to >=30)	
vs Strong NT: bal seat DONT else X = 5+m&4M, 2C = ♥&♠, 2D=6-card M, 2M=5M&4m			
vs Weak NT: X = Penalty, 2C = Both Majors, 2D = 16+ with 1 Major, 2M = Natural 10-15			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥, mostly 4+hcp	2♦ 6♥ weak or GF	3♦ 6-card ♦, 9-11 hcp
1♥ 4+ ♠, mostly 4+hcp	2♥ 6♠ weak or GF	3♥ 6-card ♥, 9-11 hcp
1♠ TRF 1NT (see Notes#)	2♠ 9-11 hcp 5+♣	3♠ 6-card ♠, 9-11 hcp
1NT bal 11-12 maybe 4M	2NT GF bal, no 4M	3NT To play, no 4-card M
2♣ 12+ hcp, 5+♣	3♣ 5+♣ raise <9 hcp raise	4♣ Preemptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♦ 1♥ 4+♥, 4+ hcp	2♥ 6♥ 9-11 hcp	3♥ Splinter
1♠ 4+♠, 4+ hcp	2♠ 6♠ 9-11 hcp	3♠ Splinter
1NT 6-11 hcp, no 4M	2NT 11-13 hcp no 4M	3NT To play
2♣ 5+ ♣ 10+ hcp	3♣ ♦ raise 9-11 hcp	4♣ splinter GF
2♦ 12+ hcp, 4+♦	3♦ ♦ min raise <9 hcp	4♦ Preemptive
other 4♥/♠ to play, direct 4NT Blackwood		
1♥ 1♠ often 5+♠, 5+ hcp	2♥ 6-9 raise	3♦ 6-card ♦, 9-11 hcp
1NT NF see 'other' below	2♠ 6-card ♠ 9-11 hcp	3♥ 6/7-9 hcp 4♥
2♣ GF ♣ or INV/GF ♥ raise	2NT 4+♥ Invite or better	3♠ SPL 10-12 hcp
2♦ GF 4+♦	3♣ Good 6+ suit, 9-11 hcp	3NT Choice of Games
other 1♥:1NT: NF up to 12hcp, can have 4♠, can have 3♥ if 2-5 hcp. 1H:4m SPL		
1♠ 1NT NF 6-12 or 2-5 3♠	2♠ 6-9 raise	3♥ Good 6 card suit 9-11
2♣ GF ♣ or INV/GF ♠ raise	2NT 4+♠ Invite or better	3♠ 6/7-9 hcp 4♠
2♦ GF 4+♦	3♣ 6♣, 9-11 hcp	3NT Choice of Games
2♥ GF 5+♥	3♦ 6♦, 9-11 hcp	4♣ Splinter 10-12 hcp
other 4♣/♦/♥ SPL 10-12 hcp, 4NT Blackwood, 5♣/♦ to play		
1NT 3♣ both minors NF	3♠ SPL, 3♥ (54) minors	4♦ ♠ Transfer
3♦ both minors GF	3NT to play	4♥ to play
3♥ SPL, 3♠ (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 Enq (O bids fragment)	3♥ Natural INV	4♣ ♥ transfer
other 4♦ is ♠ transfer		

Notes 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 6-11 just ♦ or 4+♠ & 5+♦.

Jump to 4m after Inverted Minor Raise is RKC (1st step answer = poor for slam)

2♥ 2♠ Natural, NF if NV	3♦ Natural, NF if NV	3NT to play
2NT Shortage Ask	3♥ to play	4♣ Mini RKC (01122)
3♣ Natural, NF if NV	3♠	4♥
other		
2♠ 2NT Shortage 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		
2NT 3♣ Muppet Stay (3NT=5♥)	3♠ Minor Suit Stayman	4♦ ♠ Slam? step = like
3♦ ♥ Trans (steps=length)	3NT to play	4♥ ♣ Slam? step = RKC
3♥ ♠ Trans (steps=length)	4♣ ♥ Slam? Step = like	4♠ ♦ Slam? step = RKC
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+ hcp (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 (same after strong 2♦ opening)

Over 1NT Interference If 2C nat sys on else Trans Leb; After 1NT (X) P (P) XX bid 4-card up line

Lebensohl - other uses Resp to T/O X @ 2-level if UP hand; Trans Leb if they run from (1NT) X

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

4♥ DBL

4♠ DBL, 4NT = 2-suited t'out or 5H to play

10. OTHER NOTES

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

TRF after they overcall 1 Spade

(4S) 5H is stronger than via 4NT

Mini-RKC answers are 01122; 4NT RKC if clubs trumps 3014, EKC 0314

In Smolen & Muppet when 4C is both M slam try...4D is RKC H, 4NT is RKC Spades