

BASIC RESPONSES

Jump raises - minors limit forcing Other: preemptive

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Jump shifts after minor opening 1m-2M = invitational, 1♣-2♦ = art., bal GF

Jump shifts after major opening artificial, but 1♥-2♠ and 1♠-3♥ = invitational

Responses to strong 2 suit opening 2♦ waiting

Responses to 2NT opening simple stayman, transfers, 3♠ forces 3NT (minor hands)

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both

Sequence leads: Overlead all All except AK x (x)

Underlead Other: Ace for attitude, king for count at 5+ level

Four or more with an honour 4th highest NT attitude

3rd/5th S Other: _____

From 4 small 2nd highest NT Other: Top (NT), 3rd (S)

From 3 cards (no honour) top NT middle bottom S

Signal on partner's lead: high encourage low encourage NT

Other: reverse count (S), some count and suit preference signals (both)

Signal on declarer's lead reverse Smith if applicable (NT), reverse count (both)

Discards McKenney high encourage low encourage NT

odd/even Other: reverse count (S)

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430

4♣ Gerber when? _____

Other Conventions

Exclusion RKCB (01122)

Leaping Michaels

Non-serious 3NT

Serious 4m



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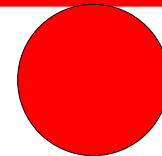
STANDARD SYSTEM CARD

Names: Whibley Milne

ABF Nos: _____

Basic System: 2/1, transfers over 1C Brown Sticker

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+ (maybe longer ♦) 1♦ 4+ 1♥ 5+ 1♠ 5+

1 NT 14-16 (1st/2nd fav = 9-12, 1m openings change) may contain 5 card major

2♣ Stayman: simple extended Other: transfer extensions

Transfers 2♦ transfer (♥) 2♥ transfer (♠) 2♠ ♣/invite

2 NT INV+ transfer (♦) Other: 3♣ various, 3♦ minors, 3M (31)(54) splinter

2♣ GF (or 22+ bal)

2♦ weak, both majors, vul dependent

2♥ weak two (5+ suit), vul dependent

2♠ weak two (5+ suit), vul dependent

2 NT 20-21 bal, can have 5M

3 NT gambling

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

Transfer responses to 1♣ Mini NT (9-12) at 1st/2nd favourable

Transfers and suit-switches in competition (other parts of the system also change)

2♦ opening = weak, both majors

COMPETITIVE BIDDING

Negative doubles through 7♥ Responsive doubles through 7♥

Jump overcalls preemptive Unusual NT 5+/5+ lowest unbid suits

1NT overcall (immediate) 15-18 (re-opening) varies, 11-15ish

Immed cue of minor 5+/5+ majors, vul dependent

Immed cue of major 5+/5+ other major and a minor, vul dependent

Over opponent's 1NT (weak) \ X = values/penalty, 2♣ = majors,

Over opponent's 1NT (strong) / 2♦/♥/♠ = natural, 2NT = minors

Over weak twos X = takeout

Over opening threes X = takeout

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥	2NT	0-6 5+♣
	1♥/♠	4+♠ / no major or 5+♦ GF	3♣	7-9 5+♣
	1NT	11-12 bal, can have 4M	3♦	void splinter
	2♣	5+♣ GF	3♥	void splinter
	2♦	bal GF, can have 4M	3♠	void splinter
	2♥	6+♥ invitational	3NT	12-15, natural
	2♠	6+♠ invitational	4 bids	4M to play

1♦	1♥/♠	4+♥/♠	3♣	6+♣ invitational
	1NT	6-10, natural	3♦	6-9 raise
	2♣	4+♣ GF	3♥	void splinter
	2♦	4+♦ invitational+	3♠	void splinter
	2♥	6+♥ invitational	3NT	12-15, natural
	2♠	6+♠ invitational	4♦	preemptive
	2NT	10-12, natural	4 Other	4M to play

1♥/♠	1NT	"semi-forcing", 0-12, 3M possible	3♣	4+M 6-9
	2♣	2+ ♣ GF, natural or balanced	3♦	3-4M invitational
	2♦	5+♦ GF	3♥/♠	preemptive (jump other M natural)
	2♥/♠	5-9 raise	3NT	splinter in the other major
	2NT	4+M GF	4♣/♦	splinter 9-12ish

2♣	2♦	waiting	2♥/♠	natural positive, use judgement
	other			

2♦	2♥	to play	3♣/♦	non-forcing, can be raised
	2♠	to play	3♥/♠	preemptive
	2NT	artificial inquiry	3NT	to play

2♥/♠	2NT	first step = artificial inquiry	3NT	to play
	3♣/♦	non-forcing, can be raised	4♣/♦	splinter
	3♥/♠	preemptive	4♥/♠	to play

2NT	3♣	simple stayman	4♣	both majors, 5+/5+
	3♦	transfer (♥)	4♦	6+♥, to play 4♥ or RKCB
	3♥	transfer (♠)	4♥	6+♠, to play 4♠ or RKCB
	3♠	forces 3NT, various minor hands	4♠	5♣332, quantitative
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ -> 3♦, to play or bid 3M=(41)44 or minors choice of games / 3♦ minors
3♥/3♠	(31)(45) splinters
4♣	both majors, 5+/5+
4♦	6+♥, to play 4♥ or RKCB/exclusion
4♥	6+♠, to play 4♠ or RKCB/exclusion
4♠	5♣332 quantitative

Unusual NT: minors other suits lower 2 unbid suits

other vul dependent

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 2-way checkback

Defence to 3NT opening Edgton (4♣ = majors, 4♦ = takeout of ♦)

Defence to opening Two's: Multi 2♦ X = 16+, others natural

RCO style 2-s X = takeout if the opening shows the suit, otherwise values

Other 2-s

Defence to strong ♣ Suction - bids (incl. X) show the next suit up or the other two suits, NT bids show the odd suits, pass/correct responses (NT = strong)

Lebensohl Over NT interference

Other uses (2M)-X-P, (1M)-X-(2M)

Take out of 4 level pre-empts 4♣/4♦ X = takeout

4♥ X = takeout 4♠ X = takeout but more values-orientated

OTHER NOTES