### 4. BASIC RESPONSES

Jump raises - minors preempt 0-6 HCP, 5+ cards

Jump raises - Majors preempt 0-5 HCP, 4+ cards

Jump shifts after minor opening criss-cross (10-11) or weak major

Jump shifts after Major opening minor=bergen raise;

Responses to strong 2 suit open. see inside

Responses to 2NT opening see inside

5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead All	overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	middle	middle
In partner's suit	Ssx Xx xXx Hx hxX	Ssx Xx xXx Hx hxX
Discards	odd=ENCRG, even=McKenney	odd=ENCRG, even=McKenney

low-high = even

low encourage

Notes

### 6. SLAM CONVENTIONS

4NT: Blackwood X RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids X 1st or 2nd

Asking Bids X 4NT; minorwood

### 7. OTHER CONVENTIONS

4th suit forcing to game

lebensohl muppet stayman

DOPI opening 4NT specific ace ask inverted minors swine

bergen raises support doubles

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# AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ADE No.	450	110			OTEM			
ABF Nos.			Tim Davis					
& Names:			Emlyn Williams					
Basic System: 5 card major, 2/1 and transfers after 1♣								
Brown Sticke	r	Classif	<u>fication:</u> Gr	een _	Blue		Red X	Yellow
			1. OP	ENII	NG BIDS	S		
Describe stre	ength, mi	nimum le	ngth, or speci	fic mea	ning			Canape
1♣ 11+ HC	P, 2+C				1 <b>♥</b> 11+ HCF	P	5+♥	
1♦ 11+ HC	P.	<b>4+</b> ♦			1 <b>♠</b> 11+ HCF	P	5+S	
<b>1NT</b> 15-18	HCP						may contain 5 c	ard Major 🗶
1NT Respons	es 2♣	5 card M	lajor enquiry	,				
2 <b>♦</b> Tra	nsfer 💙				2♠ TRF ♣			
2♥ TRI	•				2NT TRF ♦			
other sup	er accep	ots						
2♣ 21-22 E	BAL or a	ny game	force					
2♦ weak 6	card ♥;	23-24 N	IT; 5/5 in <b>♠</b> a	nd ♣,	weak			
2♥ weak 6	card <b>♠</b> ;	25-26 N	T; 8 trick ♥;	5/5 in	♣ and ♦, wea	ak		
2♠ 8 trick	; 5/5 in	♣ and ♥	or ♦ and ♠,	weak;	27+ NT			
<b>2NT</b> 5/5 in	♦ and ♥	or 💙 and	d <b>♠</b> , weak		3NT Gamblir	ng, soli	d minor, no	side A or K
other								
			2. PF	RE-A	LERTS			
transfers a	fter 1♣							
Double of strong NT = C or the reds								
		3. CC	MPETITI	/E BI	DS / OVE	RCAL	LS	
Negative double	s through	4♥	Jump overca	alls we	eak			
Responsive dou	oles through	3♠	Unusual N	١T				
1NT overcall - in	mediate	15-18 E	BAL	Immed	ate cue of minor		nother 5/5	
1NT overcall - re	-opening	11-14		Immedi	ate cue of Major	5 othe	er Major & 5	5 minor
Over weak twos	2NT 1	6-18, T/0	O X with leb.	Ove	r opening threes	T/O X	(	
Over opponent's 1NT toxic, over strong NT * is C or reds;								
2c is Ds or majors, 2D is H or blacks, 2H is S or minors, 2S is odd suits, 2NT is Cs or reds								

## 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

		<u> </u>	Thirminani length, or speem		
1♣ 1♦	6+ HCP, 4+♥	2	10-11 HCP, 5+ ♣	3◆	spinter
1♥	6+ HCP, 4+♠	2	0-5 HCP, 6 card ♥	3 <b>Y</b>	splinter
1♠	6+ HCP, 4+♦ or 5-8 N	2♠	0-5 HCP 6 card ♠	3♠	splinter
1NT	8-10 HCP	2NT	11-12 bal, ♣, no major	3NT	13-15 bal. ♣, no major
2♣	12+ HCP, ♣, no major	3	5+ ♣ weak	4	minorwood
other					
1♦ 1♥	6+ HCP, 4+♥	2	0-5 HCP, 6 card ♥	3 💙	splinter
1♠	6+ HCP, 4+♠	2	0-5 HCP 6 card ♠	3 <b>♠</b>	splinter
1NT	6-9 no 4 card major	2NT	11-12 bal, ♦, no major	3NT	13-15 bal. ♦, no major
2♣	10+ HCP 4+♣	3 <b>-</b>	0-11 HCP, 5+ ♦	4♣	
2	12+ HCP, ♦, no major	3	5+ ♦ weak	4	minorwood
other					
1♥ 1♠	6+ HCP, 4+♠	2	8-9 HCP, 3♥	3	7-9 HCP, 4♥
1NT	forcing one round	2	3 H limit raise	3 <b>Y</b>	0-5 HCP, 4+♥
2♣	♣, game force	2NT	12+ HCP, 4+♥	3 <b>♠</b>	splinter
2	♦, game force		10-12 HCP, 4♥	3NT	15+ HCP, 3♥
other					
1 <b>♠</b> 1NT	forcing one round	2	8-9 HCP, 3♠	3 💙	3 S limit raise
2♣	♣, game force	2NT	12+ HCP, 4+♠	3 <b>♠</b>	0-5 HCP, 4+♠
2	♦, game force	3 <b>-</b>	10-12 HCP, 4♠	3NT	15+ HCP, 3♠
2♥	♥, game force	3◆	7-9 HCP, 4♠	4	splinter
other					
1NT 3♣	good suit, slam try	3	good suit, slam try	4	
3◆	good suit, slam try	3NT	to play	4	
3♥	good suit, slam try	4		4	
other					
2♣ 2♦	3+ controls	2NT	8+ HCP, ♣, 2+ con.	3 💙	8+ HCP, ♠, 2+ con.
	negative		8+ HCP, ♦, 2+ con.		8+ minors
	bal. 8+HCP, not 3 con.			3NT	
other					
2♦ 2♥	pass or correct	3-	pass or correct	3 🖍	pass or correct
	pass or correct	3			to play
_	strong enquiry		pass or correct		pass or correct
	Pass or correct			•	
Notos					

Notes
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2♥ 2♠ ₣	pass or correct	3	pass or correct	3NT	to play		
2NT S	strong enquiry	3 <b>Y</b>	pass or correct	4 <b>♣</b>	pass or correct		
3 <b>♣</b> p	pass or correct	<b>3♠</b>	pass or correct	4	pass or correct		
other							
2♠ 2NT 5	strong enquiry	3♥	pass or correct	<b>4♣</b>	pass or correct		
3 <b>♣</b> p	pass or correct	<b>3♠</b>	pass or correct	<b>4</b>	pass or correct		
3 <b>♦</b> 🖟	pass or correct	3NT	to play	4	pass or correct		
other							
2NT 3♣ S	strong enquiry	3	pass or correct	4	pass or correct		
3 <b>♦</b> þ	pass or correct	3NT	to play	<b>4</b>	to play		
3 <b>♥</b> F	pass or correct	4	to play	4	pass or correct		
other							
NT Checkback Priorities:							
Defence t	to 3NT opening 44 / 4	• ♦ sł	nows longer 💙 / 🛧, both n	najor	S		
Defence t	to Opening Twos						
Multi 2◆	X shows 16+ HCP	any	shape				
RCO style	e 2-s X shows 16+ HCP	any	shape				
Other 2-s x = take out with lebensohl							
Defence	(1♣): wonder bids (ei	ther	have suit or don't) then to	oxic			
to	1NT = clubs or reds;	Dou	ble = clubs or not clubs				
strong (2♣) : natural							
14/24							
Over 1NT	Interference lebensol	nl					
			veak two; in competitive a	auctio	ons non forcing		
	of 4 level pre-empts						

Take out of 4 level pre-empts **4♥** X

4**♠** 4NT

### 10. OTHER NOTES