

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump shifts after minor opening	"Invitational" except 2M over 1C		
Jump shifts after major opening	Viagra (Various artificial raises)		
Responses to strong 2 suit opening	Frisk Opponents for Gerber		
Responses to 2NT opening	Muppet Stayman; Full transfers (3S --> 3NT)		

## PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	<input checked="" type="checkbox"/> = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
	Underlead <input type="checkbox"/>	Other: A,Q = Rev Att; K = Rev Count
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: Bottom from Hxx
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/>
	bottom <input type="checkbox"/>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
	Other: Reverse Count	
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	low encourage <input type="checkbox"/>
	Other: Reverse Count; First may be Revolving S/P	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>
	2nd card may be Revolving S/P	

## CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; Non-Kings; Turbo
4♣	Gerber <input type="checkbox"/>	when? Mu	

### Other Conventions

Cue Raises	Cue First or Second Round Control + Turbo
Good/Bad 2NT	Leong Transfers
Splinters	Kaplan Inversion
Modified Gazzilli	Last Train Cue Bids
Fit Showing Jumps by Passed Hands in Competition	



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AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names:	Paul Brayshaw	Chris Mulley		
ABF Nos:	384 399	317 640		
Basic System:	Handgroper (Weak NT; 2/1)	Brown Sticker <input checked="" type="checkbox"/>		
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>		Red <input checked="" type="checkbox"/>

## OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>		
1♣ 2+; 12+ HCP, F1	1♦ 4+; 12+ HCP	1♥ 5+; 12+ HCP	1♠ 5+; 12+HCP
1 NT 12 - 14 (Some good elevens)	may contain 5 card major <input checked="" type="checkbox"/>		
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended <input type="checkbox"/>	Other: Anti-Stayman
Transfers	2♦ Hearts	2♥ Spades	2♠ Range Probe
2 NT Clubs	Other: 3C -->Diamonds; SA Texas; Re-Transfers		
2♣	23+ balanced OR GF without clubs OR a hand taking control		
2♦	(3)5-9 HCP: 5+ Diamonds (NV) 6+ Hearts OR 5+/5+ Clubs and not Hearts (VUL)		
2♥	(3)5-9 HCP: 5+ Hearts(NV) 6+ Spades OR 5+/5+ Hearts and a Minor (VUL)		
2♠	(3)5-9 HCP: 5+ Spades(NV) 5+/5+ Spades and a Red Suit (VUL)		
2 NT	20+ - 22 HCP; Balanced; May have 5M		
3 NT	4-Level Minor Suit Pre-empt (1 Loser Suit)		

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

1C = 4+ clubs OR 15 - 20 Balanced	1C Opening is 100% forcing
Transfer Responses to 1C	Kaplan Inversion and Gazzilli
2-level openings vary according to vulnerability	Frequent Pivots and Fast Arrival

## COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4D
Jump overcalls	Weak	Unusual NT	Lowest Two Unbid (Intermediate plus)
1NT overcall (immediate)	15 - 18	(re-opening)	(10) 11 - 14
Immed cue of minor	Both majors (5+/5+); Weak or Strong		
Immed cue of major	Other major + minor (5+/5+); Intermediate plus over 1S		
Over opponent's 1NT (weak)	DUPONT; In reopening, X = penalties or 2-suited		
Over opponent's 1NT (strong)	Reverse DONT (X = Any Two suited)		
Over weak twos	X = T/O; Equal and Unequal Level Conversion		
Over opening threes	X = T/O; Equal and Unequal Level Conversion		

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ Hearts; 0+ HCP	2NT 9 - 11 HCP; No major
	1♥/♠	4+ Spades; 0+ / No Major; 0 - 8	3♣ 5+ Clubs; 5 - 8 HCP
	1NT	4+ Clubs; 9+ HCP	3♦ GF Splinter
	2♣	Diamonds; 5 - 8 OR 12+ HCP	3♥ GF Splinter
	2♦	5+ Diamonds; 9 - 11 HCP	3♠ GF Splinter
	2♥	4 Hearts; 4+ Clubs; 9 - 15 HCP	3NT 12 - 14 HCP; No major
	2♠	4 Spades; 4+ Clubs; 9 - 15 HCP	4 bids 4C = Pre-emptive
1♦	1♥/♠	4+ Hearts / 4+ Spades	3♣ 6+ Clubs; 9 - 11 HCP
	1NT	No Major 5 - 8 HCP OR GF Clubs	3♦ 4+ Diamonds; 0 - 6 HCP
	2♣	4+ Diamonds; 5 - 8 OR 12+ HCP	3♥ GF Splinter
	2♦	3+ Diamonds; (8)9 - 11 HCP	3♠ GF Splinter
	2♥	6+ Hearts; 9 - 11 HCP	3NT 12 - 14 HCP; No major
	2♠	6+ Spades; 9 - 11 HCP	4♦ Pre-emptive Raise
	2NT	9 - 11 HCP; 5 - 6 Clubs	4 Other 4C = GF Splinter
1♥/♠	1NT	(4) 5+ Spades / 6 - 11HCP no support	3♣ Artificial Raise
	2♣	4+ Clubs; 12+ HCP	3♦ Artificial Raise
	2♦	4+ Diamonds; 12+ HCP	3♥/♠ Pre-emptive Raise (0 - 6 HCP)
	2♥/♠	3 - 4 card raise; 6 - 9 HCP	3NT 12 - 14 HCP; Doubleton support
	2NT	Artificial Raise	4♣/♦ GF Splinter
2♣	2♦	Mostly Forced	2♥/♠ Natural, (5) 6+ suits
	other	2NT = 2 - suited, 5+/5+; semi-positive or better	
2♦	2♥	NNF (NV); Pass or correct (VUL)	3♣/♦ F1/NFR (NV); Pass or correct (VUL)
	2♠	NNF (NV); Pass or correct (VUL)	3♥/♠ 6+, F1 (NV); Pass or correct (VUL)
	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT To play
2♥/♠	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT To play
	3♣/♦	F1 (NV); Pass or correct (VUL)	4♣/♦ Splinter (NV); Pass or correct (VUL)
	3♥/♠	NFR (NV); Pass or correct (VUL)	4♥/♠ To play (NV); Pass or correct (VUL)
2NT	3♣	Muppet Stayman (Modified)	4♣ Transfer to Diamonds
	3♦	Transfer to Hearts	4♦ Transfer to 4H
	3♥	Transfer to Spades	4♥ Transfer to 4S
	3♠	Puppet to 3NT	4♠ 5+ Diamonds and 5+ Clubs; GF
	3NT	Transfer to Clubs	other

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	Transfer to Diamonds / GF+ Minor; Shortage in other minor
3♥/3♠	Anti-Stayman: GF; 4M; Denies 4 in other Major
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other Intermediate or better

Other slam bidding                      Cue Bids                       Asking Bids

4th Suit Forcing                      One round  Fifth Suit Forcing                      Game force

NT Checkback                       Priorities                      Leong Transfers

Defence to 3NT opening                      X = Penalties; Ripstra

Defence to opening Two's:                      Multi 2♦                      X = T/O Spades; 2H = T/O Hearts

Lebensohl after either of the above

RCO style 2-s                      X = Penalty Interest; 2NT = Two suits shown with clubs;

3C = Two suits shown without clubs

Other 2-s                      X = T/O anchor or weak single-suited option

Defence to strong ♣                      1NT = Major + Minor; 2C = Majors or Minors

X = Clubs (either minor after 1D negative)

Lebensohl                      Over NT interference                       Rubensohl

Other uses                      T/O Double at the 2-level

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

4♥                      X = T/O                      4♠                      X = Convertible Values

## OTHER NOTES

DUPONT - Disturb Ugly Partner Over No Trump

X = Penalties; then shortage or length doubles up to 2D; T/O double and Rubensohl above 2D

2C = Major + Minor; 5+/4+ either way (usually 5 clubs if clubs is the minor)

2D = Both Majors; 5+/4+ either way

2H/2S = Natural

2NT = 5+/5+ Hearts and a Minor; 3C/3D = 5+ Spades and 5+ in bid minor