

BASIC RESPONSES

Jump raises - minors limit forcing Other: Inverted

Jump raises - majors limit forcing Other: Modified Bergen

Jump shifts after minor opening Strong

Jump shifts after major opening Modified Bergen

Responses to strong 2 suit opening 2♦ = negative

Responses to 2NT opening Modified Puppet & Transfers

PLAY CONVENTIONS

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

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

Underlead Other: _____

Four or more with an honour 4th highest attitude

3rd/5th Other: _____

From 4 small 2nd highest Other: _____

From 3 cards (no honour) top middle bottom

Signal on partner's lead: high encourage low encourage

Other: _____

Signal on declarer's lead reverse count

Discards McKenney high encourage low encourage

odd/even Other: _____

Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 1430, P1D0, PEDO

4♣ Gerber when? Minor Suit Keycard

Other Conventions

Change of Suit Forcing after 1 level opening	Minor RKCB in some auctions
Cue raises	Relays after strong raises
Splinters (relay style)	Chrowhurst Variants
Support Dbls & RDBls	Bad-Good 2NT
Asking Bids after RKCB	5th suit forcing some auctions



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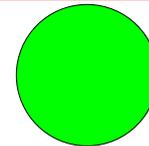
STANDARD SYSTEM CARD

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Basic System: Natural Openings, Lots of Transfer Responses, Strong NT

Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+ , 2 1♦ 11+ , 4 1♥ 11+ , 5 1♠ 11+ , 5

1 NT 15-18 may contain 5 card major

2♣ Stayman: simple extended Other: also 3♣ puppet

Transfers 2♦ to ♥ or range ask 2♥ to ♠ 2♣ to ♣

2 NT to ♦ Other: _____

2♠ Acol 2, 23+ bal, Any Game Force

2♦ Multi, Weak 2 in 1 Major (6-11) or 21-22 balanced

2♥ Weak 2♥(6-11), mostly 5 card suit or bad 6, may contain side 4 card minor

2♣ Weak 2♣(6-11), mostly 5 card suit or bad 6, may contain side 4 card minor

2 NT (Good 18)19-20 Balanced

3 NT 4 level minor preempt with good suit

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

Transfer responses to 1♣, 2♥, 2♠, 3♣ opening	Transfers in some low level competitive auctions that may include X & XX as
Transfer after some other preempts. Multi 2♦	transfers. Transfer Advances
1♥/♠ - 2♣ GF does not promise ♣'s	

COMPETITIVE BIDDING

Negative doubles through 4♠ Responsive doubles through 7♥

Jump overcalls Weak Unusual NT Lower 2 Suits

1NT overcall (immediate) 15-18 (re-opening) 15-18

Immed cue of minor Majors

Immed cue of major Michaels

Over opponent's 1NT (we)(both) Dbl=5M+ 4 another, ♣=♦ or canape M+m, 2♦=trf to ♥, 2♥=♥&♠,

Over opponent's 1NT (str)(both) 2♠=♠'s, 2NT=♣, 3♣=♣&♦, 3♦=GF 2 suits, 3NT=GF m's

Over weak twos X, leaping Michaels

Over opening threes X, non-leaping Michaels at 4 level

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	4+♥'s	2NT	15+ raise GF
	1♥/♠	1♥=4+♠'s, 1♠= 4(5 if min)+♦'s	3♣	weak
	1NT	5-10	3♦	Splinter
	2♣	10-14, or 18+, 4+♣'s Inverted	3♥	Splinter
	2♦	Strong	3♠	Splinter
	2♥	Strong	3NT	Pre-emptive raise with good suit
	2♠	Strong	4♣	Pre-emptive raise 0-5, 5/6 ♣'s

1♦	1♥/♠	4+♥/♠	3♣	Strong
	1NT	6-10	3♦	weak
	2♣	Acol Style	3♥	Splinter
	2♦	10-14, or 18+, 4+♦'s inverted	3♠	Splinter
	2♥	Strong	3NT	Pre-emptive raise with good suit
	2♠	Strong	4♦	Pre-emptive raise 0-5, 5/6 ♦'s
	2NT	15+ raise GF	4 Other	

1♥/♠	1NT	5-11 < 3 card support to M	3♣	Modified Bergen
	2♣	Any GF generally < 3 card support	3♦	Modified Bergen
	2♦	Trf to ♥. 1♥-2♦ 3♥'s. 1♠-2♦ 5+ 5+pts	3♥/♠	1♥/♠-3♥/♠=Weak, 1♠-3♥=4♠'s 6-7
	2♥/♠	1♥-2♥5-8, 1♥-2♠=4+♥'s 10+	3NT	1♥-3nt= short ♣, 1♠-3nt= 4(6) 8-11 hand
	2NT	1♥-2nt=3♥'s 9-11, 1♠-2nt =4+♠ 10+	4♣♦	Splinter (in higher suit opposite 1♥)

2♣	2♦	negative or waiting	2♥/♠	positive, 2♠=8+ bal
	other	2NT= pos with ♠		

2♦	2♥	correctable	3♣♦	Invite in openers M (trf or bid)
	2♠	correctable	3♥/♠	correctable
	2NT	Relay at least game try	3NT	to play

2♥/♠	2NT	Trf to 3C	3NT	to play
	3♣♦	Transfer	4♣♦	Splinters
	3♥/♠	nf raise	4♥/♠	to play

2NT	3♣	puppet (rev meaning of 3♥ & 3nt)	4♣	♥ slam try
	3♦	trf to ♥	4♦	♠ slam try
	3♥	trf to ♠	4♥	♣ slam try
	3♠	minor staymen	4♠	♦ slam try
	3NT	to play	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ is puppet as per 2NT-3♣, 3♦ is intermediate
3♥/3♠	intermediate
4♣	♥
4♦	♠
4♥	♥
4♠	♠

Unusual NT: minors other suits lower 2 unbid suits

other _____

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round also 4th & 5th suit Game force

NT Checkback Priorities _____

Defence to 3NT opening _____

Defence to opening Two's: Multi 2♦ X = takeout ♠, 2♥=takeout ♥, 2NT 15-18

RCO style 2-s X = takeout with 2 suits including ♣'s, 3♣= 2 suits not ♣'s

Other 2-s X takeout of weak 6 card suit, or anchor Major

Defence to strong ♣ X=strong, 1NT = any 2 suits, 2NT = any 2 suits (5+ in suits)

All other bids natural obstructive.

Lebensohl Over NT interference direct shows in Lebensohl Positons

Other uses All other bids natural obstructive.

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

OTHER NOTES

YELLOW DEFENCE to YELLOW FORCING PASS SYSTEMS

Pass in 1st seat shows normal pass or 21+ bal or Normal 2♣ Opener (Acol 2 or GF)

1 level structure is unaltered. 2♣,♦,♥,♠ are all weak 2's with 5 or six card suits. Then 2NT

in response is the force as per 2♥,♠ opener

1st seat pass followed by dbl shows a big hand.