

## 4. BASIC RESPONSES

Jump raises - minors	
Jump raises - Majors	
Jump shifts after minor opening	Bergen style
Jump shifts after Major opening	pre-emptive
Responses to strong 2 suit open.	2♦ = 3+ , 2♥ = 0-4, denies A or K
Responses to 2NT opening	5 card stayman, transfers, minor suit stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, but A(Q)-Att K-Count	K for unblock
Four or more with an honour	3rd/Low	attitude
From 4 small	3rd highest	
From 3 cards (no honour)	lowest, top if raised part's suit	top
In partner's suit	as above	
<b>Discards</b>	odd=enc, even=rev count	
<b>Count</b>	reverse original	
<b>Signal</b> on partner's lead:	rev count (except AQ leads)	rev att (except K leads)
<b>Signal</b> on declarer's lead:	Std Smith Peters, Reverse count, Std Suit preference (trumps)	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	many relay sequences	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

## 7. OTHER CONVENTIONS

short suit trials	22(45) and (5332 Major) shapes can be -
extensive relays with PODI and PORI	shown as either balanced or unbalanced
generally, interference forcing relay up	
2+ steps breaks relay (some exceptions)	Leaping & Non-Leaping Michaels

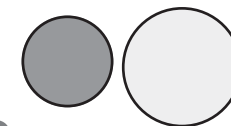
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	386456	Michael Ware	23133
& Names:	41841	Matthew McManus	46311
Basic System:	(1st/2nd only) Semi-forcing Pass, transfer M openings, 1♥ = 7-10, any		
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>	

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☒

1♣ 10-20, 4+♥, unbal	1♥ 7-10, any
1♦ 10-20, 4+♠, unbal	1♠ 10-14, no 4M, unbal
1NT 11-14	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ GF relay
2♦ transfer ♥ (maybe 4 cards)	2♠ ART, invit+
2♥ transfer ♠ (maybe 4 cards)	2NT 5 card Stayman, GF
other	3m = nat to play; 3M = 4 of oM, GF

2♣ 24+ bal or any GF	
2♦ (0)3-7, 5 or 6 M	
2♥ 8-10, 5 or 6 ♥	
2♠ 8-10, 5 or 6 ♠	
2NT 21-23 bal	3NT 4 level m pre-empt
other	4♣/♦ = 8-9 playing tricks in ♥/♠, very good suit

## 2. PRE-ALERTS

Pass = 0-6, or 15-20, bal or unbal no 4M	** 3rd/4th seat openings are very different
1NT overcall = 15-18 or weak 1 or 2 suited	
Michaels/Unusual 2NT are constructive	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak - except 3♣ (2 suited, same rank)
Responsive doubles through	4♥	Unusual NT	2 unbid suits - same colour, constructive
1NT overcall - immediate	15-18 or Comic	Immediate cue of minor	2♣ = ♦+♠, 2♦ = ♣+♥
1NT overcall - re-opening	11-14 (15)	Immediate cue of Major	2♥ = ♦+♠, 2♠ = ♣+♥
Over weak twos	cue=4oM/6m; 4m=5m+5oM	Over opening threes	4m = 5m+5oM
Over opponent's 1NT	X=Strong, 2♣ = ♥+♠; 2♦=weak M, 2M=Nat Constructive		
	4th seat: X = 10+ any two suits or any (17)18+		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-6 or 7-10, bal not 3♥	2♦ 3-6, 3♥	3♦ 6-9, 4♥
1♥ invite + relay	2♥ 7-10, 3♥	3♥ 2-6, 4♥
1♠ 6-10, 5+♠, NF	2♠ (5) 6-9, 4♥ + singleton	3♠ splinter
1NT 6-10, 5+♣, NF	2NT GF raise	3NT 13-15, 4333 with 3♥
2♣ 6-10, 5+♦, NF	3♣ 10-12, 4♥	4♣ splinter
other		
1♦ 1♥ 0-6 or 7-10, bal not 3♠	2♥ 3-6, 3♠	3♥ 6-9, 4♠
1♠ invite + relay	2♠ 7-10, 3♠	3♠ 2-6, 4♠
1NT 6-10, 5+♣, NF	2NT (5) 6-9, 4♠ + singleton	3NT 13-15, 4333 with 3♠
2♣ 6-10, 5+♦, NF	3♣ GF raise	4♣ splinter
2♦ 6-10, 5+♥, NF	3♦ 10-12, 4♠	4♦ splinter
other		
1♥ 1♠ invit + relay	2♥ nat NF constructive	3♦ nat NF
1NT (10)11-14(15), bal	2♠ nat NF	3♥ nat NF
2♣ nat NF	2NT weak, 4+4+ m	3♠ nat NF
2♦ nat NF	3♣ nat NF	3NT to play
other		
1♠ 1NT invite + relay	2♠ nat NF	3♥ splinter, 13-15, 4+4+m
2♣ pass or correct	2NT 11-13, bal invite	3♠ splinter, 13-15, 4+4+m
2♦ nat NF	3♣ pass or correct	3NT 13-15, 4333 or 3433
2♥ nat NF	3♦ pass or correct	4♣ pass or correct
other	4♦ pass or correct, 4M = to play	
1NT 3♣ weak, to play	3♠ 4♥, F to 3NT or 4♥	4♦ transfer ♠
3♦ weak, to play	3NT to play	4♥ to play
3♥ 4♠, F to 3NT or 4♠	4♣ transfer ♥	4♠ to play
other		
2♣ 2♦ 3+ waiting, 0+ controls	2NT	3♥ 3-7, 6♥ goodish suit
2♥ 0-4, no A or K	3♣ 3-7, 6♣ goodish suit	3♠
2♠ 3-7, 6♠ goodish suit	3♦ 3-7, 6♦ goodish suit	3NT
other		
2♦ 2♥ pass or correct	3♣ NF, nat or lead direct	3♠ pass or correct
2♠ GF, shape ask	3♦ NF, nat or lead direct	3NT to play
2NT invit+, strength/suit ask	3♥ pass or correct	4♣ transfer me to your suit
other	4♦ = bid your suit, 4♥ = pass or correct	

Notes

2♥ 2♠ GF relay	3♦ NF, nat or lead direct	3NT to play
2NT 5+♠, forcing	3♥ NF, nat or lead direct	4♣ splinter
3♣ NF, nat or lead direct	3♠ splinter	4♥ to play
other		
2♠ 2NT GF relay	3♥ nat, GF	4♣ splinter
3♣ NF, nat or lead direct	3♠ nat, non-invitational	4♥ splinter
3♦ NF, nat or lead direct	3NT to play	4♠ to play
other		
2NT 3♣ 5 card stayman	3♠ minor suit stayman	4♦ nat, slam try
3♦ transfer ♥	3NT to play	4♥ nat, mild slam try
3♥ transfer ♠	4♣ nat, slam try	4♠ nat, mild slam try
other	4NT = quantitative (4NT after other bid is Blackwood)	

## 9. CONVENTIONS

**Unusual NT:** constructive, 5+/5+ two suits of same colour

**4th Suit Forcing** One round ☐ Game force ☒

**NT Checkback** ☐ Priorities:

**Defence to 3NT opening** 4♣/♦ = takeout with longer/better ♥/♠

**Defence to Opening Twos**

Multi 2♦ X = 16+, next double = t/o

RCO style 2-s X = t/o

Other 2-s X = t/o

**Defence** X = 15+, 1♦ = ♦ or ♥♠, 1♥ = ♥ or ♠+♣, 1♠ = ♠ or ♣+♦, 1NT = odd suits

**to** 2♣ = ♣ or ♦+♥, others = nat, weak

**strong** (2♣) : X = ♣, others same as over 1♣ up one level

**1♣/2♣**

**Over 1NT Interference** Transfer Lebensohl

**Lebensohl - other uses** after X of weak twos

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

4♥ X 4♠ X

## 10. OTHER NOTES

## 4. BASIC RESPONSES

Jump raises - minors	
Jump raises - Majors	
Jump shifts after minor opening	Bergen style
Jump shifts after Major opening	pre-emptive
Responses to strong 2 suit open.	
Responses to 2NT opening	5 card stayman, transfers, minor suit stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead, but A(Q)-Att K-Count	K for unblock
Four or more with an honour	3rd/Low	attitude
From 4 small	3rd highest	
From 3 cards (no honour)	lowest, top if raised part's suit	top
In partner's suit	as above	
<b>Discards</b>	odd=enc, even=rev count	
<b>Count</b>	reverse original	
<b>Signal</b> on partner's lead:	rev count (except AQ leads)	rev att (except K leads)
<b>Signal</b> on declarer's lead:	Std Smith Peters, Reverse count, Std Suit preference (trumps)	
<b>Notes</b>		

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<b>Slam Notes</b>	many relay sequences	
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short suit trials	Leaping & Non-Leaping Michaels
extensive relays with PODI and PORI	
generally, interference forcing relay up	
2+ steps breaks relay (some exceptions)	

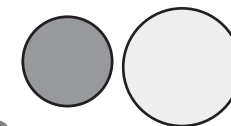
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	386456	Michael Ware
& Names:	41841	Matthew McManus
Basic System:	(3rd/4th only) Responses to Semi-forcing Pass	
Brown Sticker <input checked="" type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☒

1♣ 10-18, bal, or 9-18, 3 suit or unbal no M	1♥ 9-18, 4+♠, <4♥
1♦ 3-8(9) or 19+ any	1♠ 9-18, 4+♥, <4♠
1NT 9-18, unbal, both majors, 4+5+	may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ 15-20, relay
2♦ 0-6, equal length in M	2♠ 0-6, to play
2♥ 0-6, to play	2NT
other 3♣/♦ = 5-6, ♥/♠, transfer, 3♥/♠ = 0-4, to play	

2♣	9-14, 6+♠, good suit, no 4M, <5♦
2♦	9-14, 6+♥, good suit, no 4M, <5♠
2♥	9-14, 6♥ (6331 or 6322)
2♠	9-14, 6♠ (6331 or 6322)
2NT	21-23 bal
3NT	4 level m pre-empt
other	4♣/♦ = 8-9 playing tricks in ♥/♠, very good suit

## 2. PRE-ALERTS

1NT overcall = 15-18 or weak 1 or 2 suited	
Michaels/Unusual 2NT are constructive	
** 1st/2nd seat openings are very different	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak - except 3♣ (2 suited, same rank)
Responsive doubles through	4♥	Unusual NT	2 unbid suits - same colour, constructive
1NT overcall - immediate	15-18 or Comic	Immediate cue of minor	2♣ = ♦+♠, 2♦ = ♣+♥
1NT overcall - re-opening	11-14 (15)	Immediate cue of Major	2♥ = ♦+♠, 2♠ = ♣+♥
Over weak twos	cue=4oM/6m; 4m=5m+5oM	Over opening threes	4m = 5m+5oM
Over opponent's 1NT	X=Strong, 2♣ = ♥+♠; 2♦=weak M, 2M=Nat Constructive		
	4th seat: X = 10+ any two suits or any (17)18+		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 15-17, bal	2♦ 15-20, 5+♣4♦	3♦ 15-20, 2227
1♥ 18-20, bal	2♥ 15-20, 5+♣ with short♠	3♥ 15-20, 2317
1♠ 0-6, less ♣ than ♠	2♠ 15-20, 5+♣ with short♥	3♠ 15-20, 3307
1NT 15-20, 5+♦4♣ or 5+♦	2NT 15-20, 3226	3NT 15-20, 3217
2♣ 15-20 5+♣5+♦	3♣ 15-20, 3316	4♣
other		
1♦ 1♥ 0-6 any	2♥ 15-20 5+5+mm, high st	3♥
1♠ 15-20, relay	2♠ 15-20 5+5+mm, even s	3♠
1NT 15-17, (semi-) bal	2NT 15-20 5+5+mm, low sh	3NT to play, likely solid m
2♣ 15-17, nat NF	3♣ 15-16, 7♣, non solid	4♣
2♦ 15-17, nat NF	3♦ 15-16, 7♦, non solid	4♦
other		
1♥ 1♠ GF relay 3+♠	2♥ 0-3, 3♠	3♦ 5-6, 4♠, no shortage
1NT GF relay 0-2♠	2♠ 4-6, 3♠	3♥ 4-5, 4♠
2♣ 0-6, <3♠, pass or correct	2NT 4-6, 4♠ + singleton	3♠ 0-3, 4♠
2♦ 4-6, 5+♥	3♣ 15-20, 4♠, no shortage	3NT
other		
1♠ 1NT 15-20, relay	2♠ 4-6, 4♥ + singleton	3♥ 0-3, 4♥
2♣ 0-6, <3♥, pass or correct	2NT 15-20, 4♥, no shortage	3♠ splinter
2♦ 0-3, 3♥	3♣ 5-6, 4♥, no shortage	3NT
2♥ 4-6, 3♥	3♦ 4-5, 4♥	4♣ splinter
other		
1NT 3♣ 5-6, transfer ♥	3♠ 0-4, to play	4♦ 15-16, no shortage, tra
3♦ 5-6, transfer ♠	3NT to play, likely sold mino	4♥ 0-6, to play
3♥ 0-4, to play	4♣ 15-16, no shortage, tra	4♠ 0-6, to play
other		
2♣ 2♦ 15-20, GF relay	2NT 15-17, bal, 2♠+3♦	3♥ 15-20, splinter
2♥ 0-6, nat NF	3♣ 0-6, to play	3♠ 15-20, splinter
2♠ 0-6, nat NF	3♦ 15-20, splinter	3NT 18-20, bal, 2♠+3♦
other		
2♦ 2♥ 15-20, GF relay	3♣ 0-6, nat NF	3♠ 15-20, splinter
2♠ 0-6, nat NF	3♦ 0-6, to play	3NT 18-20, bal, 2♦+3♣
2NT 15-17, bal, 2♦+3♣	3♥ 15-20, splinter	4♣
other		

Notes

2♥ 2♠ 15-20, GF relay	3♦ 15-17, nat NF	3NT to play
2NT 15-20, 5+5+mm, NF	3♥ 0-6, to play	4♣ 15-17, splinter
3♣ 15-17, nat NF	3♠ 15-17, splinter	4♥ to play
other		
2♠ 2NT 15-20, GF relay	3♥	4♣ 15-17, splinter
3♣ 15-17, nat NF	3♠ 0-6, to play	4♥ 15-17, splinter
3♦ 15-17, nat NF	3NT to play	4♠ to play
other		
2NT 3♣ 5 card stayman	3♠ minor suit stayman	4♦ nat, slam try
3♦ transfer ♥	3NT to play	4♥ nat, mild slam try
3♥ transfer ♠	4♣ nat, slam try	4♠ nat, mild slam try
other	4NT = quantative (4NT after other bid is Blackwood)	

## 9. CONVENTIONS

**Unusual NT:** constructive, 5+/5+ two suits of same colour

**4th Suit Forcing** One round ☐ Game force ☒

**NT Checkback** ☐ Priorities:

**Defence to 3NT opening** 4♣/♦ = takeout with longer/better ♥/♠

**Defence to Opening Twos**

Multi 2♦ X = 16+, next double = t/o

RCO style 2-s X = t/o

Other 2-s X = t/o

**Defence** X = 15+, 1♦ = ♦ or ♥♠, 1♥ = ♥ or ♠+♣, 1♠ = ♠ or ♣+♦, 1NT = odd suits

**to** 2♣ = ♣ or ♦+♥, others = nat, weak

**strong** (2♣) : X = ♣, others same as over 1♣ up one level

**1♣ / 2♣**

**Over 1NT Interference** Transfer Lebensohl

**Lebensohl - other uses** after X of weak twos

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

4♥ X 4♠ X

## 10. OTHER NOTES

## Recommended Defence to **CRUNCH!**

### **1<sup>st</sup> & 2<sup>nd</sup> Seats**

Pass = 0-6 any **OR** 15-20 Bal **OR** 15-20 Unbal, 5+ Minor, no 4 card Major  
- Use Normal System

1C = 4+ Hearts (10)11-20 Can be Canape (Minor only)

- **Treat as Hearts.** X=T/O of Hearts without 4 Spades  
1H=T/O with exactly 4 Spades, 2H = Michaels

1D = 4+ Spades (10)11-20 Can be Canape (Minor only)

- **Treat as Spades.** X=T/O of Spades without 4 Hearts  
1S = T/O with exactly 4 Hearts, 2S = Michaels

1H = 7-10 Any (not suitable for 2 level Pre-empt or Higher)

- All bids including 2H = **Nat 12-15**, then responding as per after an **Overcall** - ie new suit forcing unless passed hand, Use cheapest unbid minor as cue (not nat)  
Heart bids by both hands are natural.
- 1NT = (12)13-15 HCP, then Stayman, Transfers
- Your usual Jumps
- **X = 16+ Any** (Then 1S = ART 0-6 Any), Subsequent Doubles of Natural bids = Take-out

1S = 10-14, Unbalanced, 5+ Minor, No 4 card Major

- All bids including 2S = **Nat 12-16(17)**, then as per after an **Overcall** – ie new suit forcing unless passed hand, Use cheapest unbid minor as cue (not nat)  
Spade bids by both hands natural.
- 1NT = 15-18 HCP, then as per usual system (eg Stayman, Transfers)
- Your usual Jumps
- **X = (11)12+ Values** - Take-out of a Minor (ie Major oriented)

2D = 3-7, 5 or 6 card Major (no strong option), can be 0 HCP if dealer & favourable

- **Treat as a Multi 2D**

### **Our Other Openings 1<sup>st</sup> / 2<sup>nd</sup> Seat:**

1NT = 11-14 Balanced

2C = GF

2H/S = 5 or 6 card suit, 8-10

2NT = 21-23 Balanced

3C/D = Preemptive

3H/S = Preemptive

3NT = Minor Suit Preempt

4C/D = Namyats (approx 8.5 Playing Tricks)

## Recommended Defence to CRUNCH!

### **3<sup>rd</sup> or 4<sup>th</sup> Seat (Response to Pass)**

**1C = 10-18 HCP Balanced, OR 9-18 3-Suiter OR 9-18 Unbal, 5+ Minor, no 4 card Major**

**After 3<sup>rd</sup> seat opening:** Pass with a weak NT, 1NT=15-18  
All bids incl X as if you were opening the bidding.  
X = 4+ C Opening Hand

**After 4<sup>th</sup> seat opening:** All bids as if you were overcalling. X = T/O of Clubs  
1NT = Both Majors

**1D = (2)4-8 Any, OR 4-9 Bal OR 19+ Any**

**After 3<sup>rd</sup> seat opening:**  
X=12-14 Bal, or Strong (17)18+ any (then 1H= ART, 0-6 Any),  
Subsequent doubles of natural bids = T/O  
1NT = 15-17 then then as per usual system (eg Stayman, Transfers)  
Weak Jumps  
All Bids (incl 2D) natural, then as per after an overcall  
Diamond bids by both hands are natural

**After 4<sup>th</sup> seat opening:** All bids as if you were overcalling. X = T/O of D  
1NT = Both Minors

**1H = 9-18 HCP, 4+ Spades Unbalanced, <4H, Can be Canape (Minor only)**

**- Treat as Spades** X=T/O of Spades without 4 Hearts  
1S = T/O of Spades with exactly 4H  
1NT = 15-18 by Non-Passed Hand  
1NT = Minors by Passed Hand  
2x = Natural, Your usual Jumps

**1S = 9-18 HCP, 4+ Hearts Unbalanced, <4S, Can be Canape (Minor only)**

**- Treat as Hearts** X=T/O of Hearts  
1NT = 15-18 by Non-Passed Hand  
1NT = Minors by Passed Hand  
2x = Natural, Your usual Jumps

**1NT = 9-18 HCP 5+4+ Both Majors Unbalanced**

X = Strong (15)16+  
2C/D = Natural  
2H/S = Natural (good six card suit +)

### **Our Other Openings 3<sup>rd</sup> / 4<sup>th</sup> Seat:**

**2C/D = 9-14, 5+, Natural, good suit, No Major, with a shortage**

**2H/S = 9-14, 6 card Suit – 6322 or 6331**

**2NT = 21-23 Balanced**

**3C/D = Preemptive**

**3H/S = Preemptive**

**3NT = Minor Suit Preempt**

**4C/D = Namyats (approx 8PT)**