

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)
Leads 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	
Discards	odd=enc, even=rev count	
Count	reverse original	
Signal on partner's lead:	rev count (except AQ leads)	rev att (except K leads)
Signal on declarer's lead:	Std Smith Peters, Reverse count, Std Suit preference (trumps)	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	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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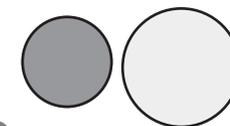
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AUSTRALIAN BRIDGE FEDERATION INC.



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"/>

1NT Responses	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	
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Jump shifts after Major opening	pre-emptive
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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	
Discards	odd=enc, even=rev count	
Count	reverse original	
Signal on partner's lead:	rev count (except AQ leads)	rev att (except K leads)
Signal on declarer's lead:	Std Smith Peters, Reverse count, Std Suit preference (trumps)	
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extensive relays with PODI and PORI	
generally, interference forcing relay up	
2+ steps breaks relay (some exceptions)	

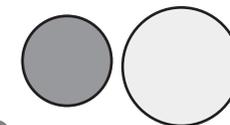
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1. OPENING BIDS

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

1NT Responses 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 = 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

Recommended Defence to CRUNCH!

1st & 2nd 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 1st / 2nd 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!

3rd or 4th 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 3rd 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 4th 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 3rd 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 4th 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 3rd / 4th 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)