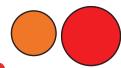
	4.	BASI	C RI	ESPON	ISES			
Jump raises - minors Preen	mpt							
Jump raises - Majors Preempt								
Jump shifts after minor opening	Transf	fers 1♦	3♣ = 9	-11 6+♣				
Jump shifts after Major opening	4 card	raise						
Responses to strong 2 suit ope	n. Controls	s - 2 <b>\=</b> 0-1	or 4+,2	<b>7</b> =2,2 <b>♠</b> =A&K,	2NT KKK 3	♣ thru 3♥ trf (	6+=suit w/ 2/3 To	
Responses to 2NT opening	Modifi	ed Mup	pet Sta	yman				
	5. P	LAY	COI	VVENT	TONS	Sh	ow priorities	
	Versus		(or bot		Versus	NoTrump	(if different)	
<b>Leads</b> Sequences:			Q-ATT,	K-Count				
Four or more with an honour	4th high	4th highest						
From 4 small	2nd hig	hest						
From 3 cards (no honour)	Middle							
In partner's suit	as abov	re						
Discards	Low En	courage	)					
Count	Low-High	= Even R	Reverse F	Present				
Signal on partner's lead:	Low En	courage	)					
Signal on declarer's lead:	Reverse	e count						
Notes								
Reverse Smith Echo	against N	ΙΤ						
Early switches same	carding, l	ater mo	re obvi	ous				
	6. S	LAM	CO	NVENT	<b>TIONS</b>			
4NT: Blackwood X	RKCB 143	0 exc.C	4	Gerber	when?			
Slam Notes								
Cue Bids X First ar	nd second	ł						
Asking Bids X								
	7. O	THEF	R CC	NVEN	TIONS	S		
Modified bergen resp	onses to	1M		Lebensohl and Rubensohl				
Muppet Stayman	Support X/XX							
mini splinters	cue raise with values							
Long & Short Suit tria	Good/Bad 2NT by opener							
Blackout				3rd suit F	orcing aft	er rebid mi	nor	
www.abf.com	leaping Mi	chaels						
PDF Form Rev. 17D23 by RoL xyz				1M 2C Artificial				
MyRev. 2017-Dec Tr			Transfers over 1M 1NT					
Copyright © ABF 2	.017							



## **AUSTRALIAN BRIDGE** FEDERATION INC.



	(S)	ANDARD S	YSTEM (	CARD	_				
ABF Nos.	160008	Ian Robinson							
& Names:	063541	Neil Ewart							
Basic System: 2/1, 14-16NT, Trf over 1C									
Brown Sticker	X Clas	sification: Green	Blue	Red X	Yellow				
		1. OPENI	NG BIDS	5					
Describe stren	Describe strength, minimum length, or specific meaning  Canape								
1♣ (10)11-20	OHCP 2+		1♥ 11-20HCP 5+♥						
1 (10)11-20	OHCP 4+♦		1♠ 11-20HCP 5+♠						
<b>1NT</b> 14-16H	CP Bal/semi	-bal		may contain 5 ca	ard Major 🗶				
1NT Responses	2♣ Simple	e Stayman							
2♦ TRF f	to 💙		2♠ Range Probe [min, max]						
2♥ TRF f	to 🛊		2NT TRF to	♦ [Shortage]					
other 3 leve	el bids Shorta	age next suit up							
2♣ 23+ HCF	BAL or any	GF [control respon	ses]						
2♦ 6+ ♥ or 6	6+ <b>♦</b> <12 HC	0							
2♥ 5+♥/5+♦	or 5+ <b>♠</b> /5+ <b>♣</b>	<12HCP							
2♠ 5+♥/5+♣	or 5+ <b>♠</b> /5+ <b>♦</b>	<12HCP							
<b>2NT</b> 20-22 B	al [Mod Mup	pet]	3NT Gamblin	ng					
other 4♣/4♦ m	ninor preemp	t							
		2. PRE-	ALERTS						
Support X/XX	X	x/xx at one I	evel artificial						
Transfers ov	er our 1C op	ening	-	ers after interferen					
Mini SPL.			Bids over OPPT 1NT O/Call suit Canape						
3. COMPETITIVE BIDS / OVERCALLS									
Negative doubles t	hrough 4	Jump overcalls V	/eak						
Responsive doubles through 4♥ Unusual NT minors									
1NT overcall - immediate 15-18HCP or Comic Immediate cue of minor Michaels									
1NT overcall - re-opening 11-14HCP (FOC) Immediate cue of Major Ghestem (3♣ = ♦)									
Over weak twos x with Leb, Leaping Michaels Over opening threes X for T/O +non-leaping Michaels									
Over opponent's 1NT x = penalty and Canape Transfers									
(2C = D/Dcana	ape/Majors/Mi	nors; 2D=H,H-canape	,Both reds; 2H	= S, S-canape,,5/5N	ljaors);				
2S = 5/5Blacks; 2NT = Clubs,C Canape; 3C = 5/5C&H, 3D = 5/5D&S)									

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe strength, minimum length, or specific meaning							
1♣ 1♦	4+♥	2	6+♥ weak or very strong	3◆	SPL GF		
1♥	4+♠	2	6+♠ weak or very strong	3 <b>Y</b>	SPL GF		
1♠	Bal 6+ no major or ♦ any ra	2	6+♣ 8-10	3 <b>♠</b>	SPL GF		
1NT	9-11 bal	2NT	12-13 flat Nat Inv	3NT	14-15 Flat		
2♣	5+ <b>♣</b> GF	3♣	Premptive 5+♣	4 <b>♣</b>	Tfr to 4♥		
other	4♦ Tfr to 4♠						
1♦ 1♥	5+HCP 4+	2	6+♠ weak or very strong	3 💙	Splinter GF		
1♠	5+HCP 4+	2	5+ <b>♣</b> GF	3 <b>♠</b>	Splinter GF		
1NT	5-11HCP	2NT	12-13 flat Nat Inv	3NT	14-15 Flat		
2♣	◆ Raise	3 <b>-</b>	9-11 6+♣	4	Spl		
2	6+♥ weak or very strong	3	Preemptive 5+, no 4 M	4	RCKB		
other							
1♥ 1♠	5+HCP 4+♠	2	5-10 HCP 3♥	3	8 losers 4+♥ no shortage		
1NT	5-11HCP	2	GF raise, 4+ ♥	3 <b>Y</b>	Preemptive 4+♥		
2♣	3way - see notes 1M 2♣	2NT	4+♥ 6 or 8 loser with shortage	3 <b>♠</b>	10-14 void splinter <5 ctrl L		
2	5+♦ GF	3 <b>-</b>	4+♥ 6-9 or GF FSJ or 12-14	3NT	9-13 4+♥ Club Spl <5ctrls		
other	4♣ Short♦ /4♦ Short ♠ 9	9-13	< 5 ctrls				
1♠ 1NT	5-11HCP	2	5-10 HCP 3+♠	3	8 losers 4+♠ no shortage		
2♣	3 way - see Note 1	2NT	GF raise, 4+♠	3♠	Preemptive 4+♠		
2	5+♦ GF (unless 2443)	3 <b>-</b>	4+♠ 6 or 8 loser with shorta	3NT	10-14 void splinter <5 ctrl		
2♥	5+♥ GF	3	4+♥ 6-9 or GF FSJ or 12-14	4 <b>♣</b>	Spl 9-13 spl < 5 ctrl		
other	4♣ Short♦ /4♦ Short ♥	9-13	< 5 ctrls				
1NT 3♣	GF Short ◆	3	GF Short ♣	4	TRF to ♠		
3◆	GF Short ♥	3NT	to play	<b>4</b>	to play		
3♥	GF Short ♠	4	TRF to ♥	4	to play		
other							
2♣ 2♦	0-1 or 4+ CTRLs	2NT	Art. 3 Kings	3 <b>Y</b>	GF 6+ ♠ with 2/3 Top H		
2♥	2 CTRLs	3 <b>-</b>	GF 6+ ♦ with 2/3 Top H	<b>3♠</b>	GF 6+ ♠ with 2/3 Top Hor		
2♠	3 CTRLs (A&K)	3	GF 6+ ♥ with 2/3 Top H	3NT	AKQxxx any		
other							
2♦ 2♥	Pass or Correct	3♣	NAT, F1	3♠	Pass or Correct		
2♠	Pass or Correct		NAT, F1	3NT	To Play		
2NT	STR enquiry	3 <b>\</b>	Pass or Correct	<b>4♣</b>	Tfr to openers suit		
	4♦ = bid your major						
			card Limit Daiso in Maio		0551		

Notes Note 1: 1M 2♣ = ♣ GF, OR 3 card Limit Raise in Major, OR GF Bal Note 2: Major raise by PH 2M+1 = 9-11 with shortage, 2M+2 = 6-8 with shortage, 2M+3 9-11 No shortage, 2M+4 = 6-8 no shortage

2♥ 2♠	Pass or Correct	3◆	Bid lowest suit then NonF	3NT	to play			
2NT	To play 3♣ or 3♦ or GF	3 <b>Y</b>	Bid lowest suit then NonF	4	Tfr to Major			
3♣	Art Forcing Inv+	3 <b>♠</b>	bid Minor then Non F	<b>4</b>	Bid your major			
other	4♥/4♠ to play 4NT bid your minor							
2 <b>♠</b> 2NT	To play 3♣ or 3♦ or GF	3 💙	To play 3♠ or correct	4	Tfr to Major			
3♣	To play 3♦ or 3♠ or 4♣ Invite	3 <b>♠</b>	Bid your minor then NonF	<b>4</b>	To Play			
3◆	To play 3♥ or correct	3NT	to play	4	To Play			
other	4NT bid your minor							
2NT 3♣	Muppet Stayman	3	Minor Suit Stayman	4	Tfr to ♠			
3◆	Tfr to♥	3NT	To Play	<b>4</b>	RKCB Clubs			
3♥	Tfr to ♠	4 <b>♣</b>	Tfr to ♥	4	RKCB Diamonds			
other								
9. CONVENTIONS								
Jnusual	NT: Lower 2 unbid sui	ts O	ver a minor we play Mich	naels	Over Maj Ghestem			
/Ith Quit	Forcing One round	7			Game force			

Unusual N	Π:	Lower 2 un	bia suits (	over a mind	or we play Michaels Ove	er Maj Gnestem			
4th Suit Fo	orci	<b>ng</b> One	round			Game force X			
NT Checkback Priorities: 2 way checkback incl after 1X-1Y-1Z; features up the line									
Defence to	Defence to 3NT opening DBL=values, 4♣ M/m, 4♦ both majors								
Defence to	Defence to Opening Twos X=15+, NAT overcalls, 2NT=15-18 with MUPP STAY and TRF								
Multi 2♦ Motormouth (Transfers). x = hearts OR 19+bal, 3M = stopper ask									
RCO style	2-s	X=15+with	LEB, NAT	overcalls					
Other 2-s		X=15+, 2 a	nchor T/O,	NAT overc	alls				
Defence	1♣	: Canape T	ransfers						
to									
strong	2♣	2♠: Canape Transfers							
14/24									
Over 1NT Interference rubensohl									
Lebensohl - other uses over weak 2's									
Take out o	of 4	level pre-em	pts	<b>4♣/4</b> ♦	X				

## **10. OTHER NOTES**

4**♠** 4NT

\*After 2H/2S 3C, bidding the cheapest bid undef range, the cheapest of the other two suits shows a min and the remaining step (below 3NT) shows a max for the higher two suits

Note 4 1-2-3 style after pen DBL of 1NT, T/O DBL of weak twos

1C 1Red 1NT - tfrs, tfr spl at 3level 4441 hand, tfr to suit SI

All shortages are VLMH LMH LHE LMHN

**4♥** X