4. BASIC RESPONSES Jump raises - minors Preempt Other: Inverted 2m:10+ / Jump-other-m: 7-9 / Jump: 0-6 Other: Bergen Raises 4m: Splinter Jump raises - Majors Preempt Jump-other-m: Fit 7-9 / Jumps (0)3-6 Natural Jump shifts after minor opening Jump shifts after Major opening Bergen 3♣:7-9 / 3♦:10-12 / 3NT: 13-15 4(3)33, oM=3, 11-12 Responses to strong 2 suit open. 2♦ Negative or Waiting / others: 5+ good quality suit and 8+ points 3♣ Stayman / 3♦:♦♥ / 3♥:♦♠ / 3♠: minors / 4♣:♦♥/4♦:♦♠ Responses to 2NT opening **Show priorities** 5. PLAY CONVENTIONS Versus **NoTrump** (if different) Versus Suit (or both) Overlead All (K from AK doubletc K:Unblock or Count, A/Q* Leads Sequences: Four or more with an honour 4th highest 2nd highest From 4 small {Sometimes J from Jxx} Middle From 3 cards (no honour) In partner's suit same same **Discards** Low Encourage Low-High = Even Count Low Encourage same Signal on partner's lead: Reverse Count v NT Reverse Smith Echo at trick 2 Signal on declarer's lead: Notes Natural Suit Preference where applicable (including singleton in dummy vs Suit) Vs NT we lead the King as a Power Lead, asking for Unblock, or Reverse Count. *The Ace or Queen lead can be from AK or KQ combinations, asking for attitude. 6. SLAM CONVENTIONS 4♣ Gerber when? 4-suit Kickback Blackwood **RKCB 1430** 4NT: Slam Notes Show Specific Kings. Q Ask (Trump suit = No, Show Kings if Yes) Cue Bids First or Second Round (don't cue shortage in partner's suit) Asking Bids X Stopper Asking below 3NT, Control Showing (or Cue Raise) above 3NT OTHER CONVENTIONS Jacoby Raises 4-Way Checkback Inverted Minors Fourth-Suit GF Fit Showing Jumps by Passed Hand Support X / XX (compulsory < 2-suit) Splinters (not 1♠: 4♥) Natural and Last Train Game Tries Georgeout After Reverses SA-Texas after 1NT Opening / Overcall and 2NT Weak Raises, Cue Raises and Giorgio 24 Exclusion Keycard: 0, 1, 1+Q, 2, 2+Q www.abf.com.au PDF Form Rev. 13F21 by RoL Smolen @3-level after 1NT & 2NT MyRev. May 2021 Kickback: 4♠ over ♥s, 4♥ over ♦, 4♦ over ♣ are Keycard Copyright © ABF 2013 Mini-Multi: 4♣ 'transfer ME' 4♦: YOU play 4♥/♠ to play 2NT: Enquiry, Bid unknown suit or better suit with minimum



AUSTRALIAN BRIDGE FEDERATION INC.



	SI	ANDARI	D SYSTEM CARD
ABF Nos.	695221	Vanessa Br	rown
& Names:	599964	Will Jenner	r-O'Shea
Basic System:	Standard		
Brown Sticker	Classif	ication: Gre	een X Blue Red Yellow
		1. OPI	ENING BIDS
Describe strengtl	h, minimum l	ength, or specif	fic meaning Canape 🔲
1♣ 3+♣			1♥ 5+♥
1♦ 3+♦			1♠ 5+♠
1NT 15 - 17			may contain 5 card Major
1NT Responses	2♣ Simple	Stayman	Other:
2♦ → ♥			2♠ →♣ / 3♣: Superaccept
2♥ → ♠			2NT → ♦ (or both minors)/ 3♦: Superaccept
other 3♣: Min	ors GF / 3♦:	Asks 5c M / 3N	M : 6-card M slam try / 4m : Transfer to M / 4M to play
2. Game Force	e or 22-23 Ba	l 2♦: Neg	native or Waiting then 2♥ Kokish Relay for 24+ Bal
2♦ Mini-Multi V	Veak 2 in a l	Major (0) 4-7	4th: 2♦/2♥/2♠ Natural, 10 - 14
2♥ Weak 2 in ♥	8-10		
2♠ Weak 2 in ♠	8-10	2NT: Feature A	Ask, repeat suit with minimum
2NT 20 - 21 w/	4-way SA Te	xas	3NT 5♠/6+♥, (8)10-14
other 4m opening	g: Destructive	Natural, not h	appy to play 3NT
		2. PF	RE-ALERTS
Weak Jump Dire	ect Raises (0)) 4 - 6	Cue by Advancer might not promise a fit (Liam)
Weak Jump Rais	ses in Compe	etition (0) 4 - 9	
2♦ Mini-Multi			3NT 5♠/6+♥
	3. C	OMPETITI	VE BIDS / OVERCALLS
Negative doubles thro	ough 4	Jump overca	alls Weak
Responsive doubles t	hrough 4	Unusual NT	5/5 Lowest Unbid Suits
1NT overcall - immed	iate 15 - 18		Immediate cue of minor 5/5 Majors, usually weak
1NT overcall - re-oper	ning ⁽¹⁰⁾ 11 -	· 14	Immediate cue of Major 5/5 Other and a minor
Over weak twos X	= T/O, Natura	al	Over opening threes Natural
Over opponent's 1NT	Modified	Cappelletti X:	Penalties 2♣: 5+/4+ Majors / 2♦: One Major
2♥: ♥ and a mi	nor / 2♠: ♠ a	ınd a minor / 2N	NT: minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

			minimum length, or specif		-			
	4+♦, Forcing		5+♣, 7-9, criss-cross		⁽⁶⁾ 7♦, 3-6			
	4+♥, Forcing		6♥, 3-6		7♥ , 3-6			
	4+♠, Forcing		6 ♠, 3 - 6		7♠ , 3-6			
	⁽⁵⁾ 6 - 10		11-12		13-15 ⁽¹⁶⁾			
2	5+♣, 10+, Forcing	3 -	5+♣, 0-6, Weak	4	Pre-emptive			
other	4M: to Play							
1♦ 1♥	4+♥, Forcing	2	6♥, 3-6	3	7♥, 3-6			
1♠	4+♠, Forcing	2	6 ♠, 3 -6	3 ♠	7 ♠, 3-6			
1NT	⁽⁵⁾ 6 - 10	2NT	11-12	3NT	13-15 ⁽¹⁶⁾			
2	4+♣, 10+, Forcing	3♣	(4)5+♦, 7-9, criss-cross	4♣				
2	(4)5+♦, 10+, Forcing	3◆	⁽⁴⁾ 5+♦, 0-6, Weak	4	Pre-emptive			
other	4M: To Play							
1♥ 1♠	4+♠, Forcing	2	3 ⁽⁴⁾ ♥, 6 - 9	3	4+♥ , 10 - 12			
1NT	⁽⁵⁾ 6 - 10	2	3♥, 10 - 12	3	4+♥, 0 - 6			
2	4+♣, 10+, Forcing	2NT	4+♥, 13+	3 ♠	Spinter			
2	4+♦, 10+, Forcing	3♣	4+♥ , 7 - 9	3NT	(3♥)334, 13 - 15			
other	4♣/4♦: Splinter / 4♥: Pre	e-emp	otive Raise / 4∳: To Play ∜	5 ∀ : F	U5H			
1 ♠ 1NT	⁽⁵⁾ 6 - 10	2	3 ⁽⁴⁾ ♠, 6 - 9	3	3♠, 10 - 12			
2	4+♣, 10+, Forcing	2NT	4+ ♠, 13+	3 ♠	4+♠ , 0 - 6			
2	4+♦, 10+, Forcing	3 ♣	4+♠ , 7 - 9	3NT	(3♠)334, 13 - 15			
2	5+♥, 10+, Forcing	3	4+ ♠, 10 - 12	4 ♣	Splinter			
other	4♦: Splinter / 4♥: To Play	y / 4	: Pre-emptive Raise					
1NT 3 ♣	5/4 Minors, Game+	3	6+♠, Game+	4	Transfer to 🖈			
3	Asks 5 cd Major	3NT	To Play	4	To Play			
3	6+♥, Game+	4♣	Transfer to ♥	4	To Play			
other	r We use 4♣/♦ Transfers over interference							
2♣ 2♦	Most Hands	2NT	No	3♥				
2	5+♥, good suit, 8+	3 ♣	5+♣, good suit, 8+	3				
	5+♠, good suit, 8+			3NT				
other								
n A n M	Pass or Correct	3♣	Natural, Non Forcing	3	Pass or Correct			
		~ A	-					
	Pass or Correct	3	Natural, Non Forcing	3NT	To Play			
2♠	Pass or Correct Artificial Enquiry, Inv+	3 ♦	Natural, Non Forcing Pass or Correct		Transfer ME to your suit			

1NT: 3♣: Minors: then 3♦ asks shortage, 3♥/3♠ show 5 cards, 3NT= good stoppers.

1NT: 2NT is either Diamonds or Weak both minors, Opener uses 3♦ as 'prefers Diamonds'

ficial Enquiry, Inv+ tural, Forcing FU5H ficial Enquiry, Inv+ tural, Forcing tural, Forcing	3♥ 3♠ 3♥ 3♠	Not Invite Natural, Forcing Not Invite	4 ♣ 4 ♥	To Pla	ıy			
FU5H ficial Enquiry, Inv+ tural, Forcing	3♥ 3♠			To Pla	ny			
ficial Enquiry, Inv+ tural, Forcing	3♠		4					
tural, Forcing	3♠		4					
•	0-1-	Not Invite						
tural, Forcing	3NT		4	To Play				
	0111	To Play	4	To Play				
ple Stayman	3♠	minors, Game+	4	→ ♠				
nsfer to 💙	3NT	To Play	4	→ ♣	4NT and 5min NA			
nsfer to 🛧	4	→ ∀	4	→ ♦	& other bid is KC			
ay SA-Texas after 2	NT							
(S	9. C	ONVENTION	S					
Lower 2 unbid su	its	Weak or Ver	y Strong					
oing One round					Game force X			
ck X Priorities:	3-Ca	ard Support for Major, 4-	card Ma	jors, 5-d	card minors			
NT opening and 2	NT M	odified Cappelletti (rai	e: Forge	ettable))			
Opening Twos X: 7	Гакео	ut. Bids Natural. 4-level	bids are	(non)L	Michaels			
1 st X: 16+, 2 nd X:Ta	keout	, 3 rd X: Penalties						
Direct Overcalls so	und / 、	Jump Overcalls are Ver	/ Strong					
Pass with some 11	l - 15 t	then X or bid						
: X: 16+ "This could	d be o	ur hand"						
1-level and 3-level suit bids are Natural After 1 ♣ & 1 ♣ P 1 ♦, 1NT is a Giorgio Raiso 2 ♣ : X: Both Majors, 2NT: Both minors								
	Lower 2 unbid sucing One round Cock Priorities: SNT opening and 2 Opening Twos X: Topical Sucing Company Twos X: Topical Su	Assert to Assert	Pass with some 11 - 15 then X or bid Ay SA-Texas after 2NT 9. CONVENTION 9. CONVENTION 9. CONVENTION Weak or Ver 9. CONVENTION 9. CONVENTION 9. CONVENTION Weak or Ver 9. CONVENTION Weak or Ver 9. CONVENTION 9. CONVENTION Weak or Ver 9. CONVENTION 1. Converted to the service of the service	Priorities: 3-Card Support for Major, 4-card Major, 4-car	Priorities: 3-Card Support for Major, 4-card Majors, 5-card Two Su			

Take out of 4 level pre-empts X: Takeout

4♥ X: Takeout 4 X: Good hand / 4NT: Takeout

10. OTHER NOTES

If we open and they X, then XX shows 10+points and no fit. All further X are Penalties

If they X our 1NT. Pass: To Play / Bids: Natural and weak / XX Suggests running

3NT: 4M/Pass: to Play // 4m: slam try in M // 4NT = 6KC

3NT: 4m slam try in M

Vanessa got 12 PQP in 2016, and won her Quarterfinal match!

After 1NT: 3♠: 3♦ asks shortage/ 3M shows a 5card suit /3NT to play /4m sets minor