4. BASIC RESPONSES Jump raises - minors Inverted Other: 10+, stoppers up the line; off with SUIT interference Other: 1M-3M = 6-9, 9 card fit; NT raises=10+, 8+ fit >sec7 Jump raises - Majors Preempt weak, 3-5 HCP, on with interference Jump shifts after minor opening Jump shifts after Major opening Mini/Maxi/Mega Splinters, on with interference (no singleton A) 2♥0-4, 2♠/3♣/♦5-8, 2NT5-8♥, 2♦9+or 5-8bal (fast arrival rebid) Responses to strong 2 suit open. Responses to 2NT opening 3♣ stayman; transfers; 4NT quant **Show priorities** 5. PLAY CONVENTIONS Versus Suit Versus NoTrump (if different) (or both) Leads Sequences: Overlead All Four or more with an honour 4th highest 2nd highest From 4 small Middle From 3 cards (no honour) In partner's suit **Discards** High Encourage Count high = encourage (incl with 2) high = encourage Signal on partner's lead: on declarer's lead: count Signal **Notes** McKenney when giving ruff 6. SLAM CONVENTIONS RKCB 1430** Blackwood 4♣ Gerber when? 4NT: Slam Notes 4NT* invites 1/2NT openings & NT opener rebid; 5NT>6C=0, 6D=1, etc Cue Bids 1st or second round controls (game force change of agreed suit) Asking Bids X later bids of ops suit are asking for stopper 7. OTHER CONVENTIONS NT raises: 1M- 2NT = 12+ or 16+TP, 3+ fit; Reverses by opener: 16+; by resp= g/f 1M-3NT = 13-15 TP, 3+ fit4SF to game (doesn't promise or deny suit) Cue Raise: fit with opened or overcalled suit, 10+ Redoubles; Support X/XX thru 2S Trial bids (below 3 of agreed major) Max X; eg $1 \checkmark (1 \spadesuit) 2 \checkmark (2 \spadesuit)$; X 2-way checkback (> sec 9); Walsh (> sec 10) X then bid own suit = 6+ suit, 8 tricks www.abf.com.au Opener's JS = g/f; Opener's Splinter = dble JS PDF Form Rev. 13F21 by RoL *5NT is grandslam invite in contexts where 4NT is quantitative

**After 5C/D response to 1430, next ranked suit asks for tmp Q

>>if "yes" bid suit with K, or 6 trump with no outside K

MyRev.

2024-01-03 11:08

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

8 Names: 748676 Dell Macneil Basic System: Standard, better minor Brown Sticker	ABF Nos.	631809	Adrian Beau	ımont				
Brown Sticker	& Names:	748676	Dell Macneil					
Describe strength, minimum length, or specific meaning 1♣ 3+, 11+ 1♦ 3+, 11+ 11↑ 5+, 11+ 1NT 15-17 may contain 5 card Major X 1NT Responses 2♣ Simple Stayman Other: Smolen; or rebid 2M to play 2♠ > 3♣, pass or correct 2♥ > 2♠ 2NT invitational other 3X = slam interest, sets trumps; after interference: Stolen X/Sys On 2♣ strong 9 trick, or 23+ bal. (After interf, X=bust, pass=9+, 2/3 Suit/2NT=5-8) 2♦ weak, 6; Ogust; change of suit forcing 2♥ weak, 6; Ogust; change of suit forcing 2NT 20-22 bal 3NT Gambling other 2. PRE-ALERTS Over strong 1NT and precision 1C, X = long min Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♠ Jump overcalls 6, weak (11-15 in re-opening) Responsive doubles through 3♠ Unusual NT 2 lower unbid suits (not in bal or over wk 2) 1NT overcall - immediate 15-19, systems on Immediate cue of minor Michaels 1NT overcall - re-opening 10-14, sys on Immediate cue of major Mich (>3♠p/c; 2NT,str, minor?) Over weak twos X=t/o Over opponent's 1NT Multilandy (>sec 10)	Basic System:	Standard, bet	ter minor					
Describe strength, minimum length, or specific meaning A+, 11+ A+, 11+ NT 15-17 May contain 5 card Major INT Responses 2♣ Simple Stayman Other: Smolen; or rebid 2M to play 2♠ > 3♣, pass or correct 2NT invitational other 3X = slam interest, sets trumps; after interference: Stolen X/Sys On Attendance of suit forcing weak, 6; Ogust; change of suit forcing Near (6) Coust; change of suit forcing Near (7) Coust; change of suit forcing Near (7) Coust; change of suit forcing Near (8) Coust; change of suit forcing Near (9) Coust; change of suit forcing Near (1) Cousting (1) Cousting (1) Cousting (1) Cousting (1) Cousting (1) Cous	Brown Sticker	Classific	ation: Gre	een 🗶	Blue		Red	Yellow
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1♣ 3+, 11+ 1NT 15-17 INT Responses 2♣ Simple Stayman Other: Smolen; or rebid 2M to play 2♠ > 2♥ 2♠ > 3♣, pass or correct 2NT invitational other 3X = slam interest, sets trumps; after interference: Stolen X/Sys On 2♣ strong 9 trick, or 23+ bal. (After interf, X=bust, pass=9+, 2/3 Suit/2NT=5-8) 2♠ weak, 6; Ogust; change of suit forcing 2♥ weak, 6; Ogust; change of suit forcing 2NT 20-22 bal 3NT Gambling other 2. PRE-ALERTS Over strong 1NT and precision 1C, X = long min Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through After interf. of our strong 2C, X=bust, pass 9+ After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through After interf. of our strong 2C, X=bust, pass 9+ After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through After interf. of our strong 2C, X=bust, pass 9+ After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump overcalls Jump overcalls After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump overcalls After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through After interf. of our strong 2C, X=bust, pass 9+ After interf. of our strong 2C, X=bust, pass 9+ Cue Raises = 10+ support for partner's suit Jump overcalls After interf. of our strong 2C, X=bust, pass 9+ After interf. o	Describe strenç	gth, minimum le	ngth, or specif	ic meaning	J			Canape
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INT Responses 2♣ Simple Stayman Other: Smolen; or rebid 2M to play 2♠ > 3♣, pass or correct 2♥ > 2♠	1 3+, 11+			1♠	5+, 11+			
2♠ > 3♣, pass or correct 2♦ > 2♠ 2NT invitational other 3X = slam interest, sets trumps; after interference: Stolen X/Sys On 2♣ strong 9 trick, or 23+ bal. (After interf, X=bust, pass=9+, 2/3 Suit/2NT=5-8) 2♦ weak, 6; Ogust; change of suit forcing 2♥ weak, 6; Ogust; change of suit forcing 2NT 20-22 bal 3NT Gambling Other 2. PRE-ALERTS Over strong 1NT and precision 1C, X = long min Cue Raises = 10+ support for partner's suit Jump raises of partner's opening are preempts 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♠ Jump overcalls 6, weak (11-15 in re-opening) Responsive doubles through 15-19, systems on Immediate cue of Major Mich (>3♣p/c; 2NT,str, minor?) Over weak twos X=t/o Over opponent's 1NT Multilandy (>sec 10)	1NT 15-17						may contain 5 c	ard Major 🗶
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3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4 ◆ Jump overcalls 6, weak (11-15 in re-opening) Responsive doubles through 3 ◆ Unusual NT 2 lower unbid suits (not in bal or over wk 2) 1NT overcall - immediate 15-19, systems on Immediate cue of minor Michaels 1NT overcall - re-opening 10-14, sys on Immediate cue of Major Mich (>3♣p/c; 2NT,str, minor?) Over weak twos X=t/o Over opening threes X = T/O thru 4♠ Over opponent's 1NT Multilandy (>sec 10)		• • •	•					
Negative doubles through A	Jump raises of		-					
Responsive doubles through 3♠ Unusual NT 2 lower unbid suits (not in bal or over wk 2) 1NT overcall - immediate 15-19, systems on 1NT overcall - re-opening 10-14, sys on 1NT overcall - re-opening 10-14, sys on 1NT over weak twos X=t/o 10-14, sys on 1NT over opponent's 1NT Multilandy (>sec 10) 2 lower unbid suits (not in bal or over wk 2) 1mmediate cue of minor Michaels 1mmediate cue of Major Mich (>3♣p/c; 2NT,str, minor?) 2 lower unbid suits (not in bal or over wk 2) 1NT overcall - immediate Substitution 10-14, sys on 10-								
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Over weak twos X=t/o Over opening threes X = T/O thru 4♠ Over opponent's 1NT Multilandy (>sec 10)								
Over opponent's 1NT Multilandy (>sec 10)				•		•	Γ,str, minor?)	
				Over ope	ning threes	X = T/c	O thru 4♠	
Jump response to T/O = 10-12TP; cue response = 13+		,	·					
	Jump response	e to T/O = 10-12	TP; cue respo	onse = 13+				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

2♦	3♦	
2♥	3♥	
2♥	3♦	
2♠	3♥	
•		
3▲	Δ♠	
1-1	1-12	
2NIT	3₩	
•	OINI	
2.4	2▲	
3♥	3N1 4 ♣	
	2 ◆ 2 ♥ 2 ↑ 2 NT 3 ↑ 2 NT 3 ↑ 3 ↑ 3 ↑ 3 ↑ 2 NT 3 ↑ 3 ↑ 3 ↑ 3 ↑ 3 ↑ 3 ↑ 3 ↑ 3 ↑ 3 ↑ 3 ↑	2♥ 3♣ 3♠ 2NT 3NT 3♣ 3♠ 3♠ 3♠ 3♠ 3NT 3♣ 3♠ 3NT 3♣ 3NT 3♣ 3♠ 3♠ 3NT 3♣ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠ 3♠

	2S=5S+5minor; 2NT=5+5minors; X=long minor over str 1NT but 15+ over wk 1NT
	Reopening: 1NT=10-14;2NT=19-22;X then NT=15-18; jump in suit=interm; Michaels
'	Walsh style: with a balanced hand opener's rebid is 1/2NT, bypassing any major.
	Responder with <11, shows 4 card maj immediately; with 11+, use 2-way ChBk to find maj. fit

2♥ 2♠ 3 3NT 4 2NT 3 3 3 **4** other 3 2♠ 2NT 4 3 **4** 3 3 3NT 4 other 2NT 3♣ 3 4 3 3NT 3 4 other 9. CONVENTIONS

Unusual NT: One round Game force X 4th Suit Forcing Priorities: 2♣ invite, 2♠ g/f; > opener 2♥/♠/NT min, 3♥/♠/NT max X NT Checkback **Defence to 3NT opening** 2-way after opener's 2NT rebid: 1x 1x 2NT: 3♣ g/f; 3♦ slam int **Defence to Opening Twos** Multi 2 X=15+; (>> stol X aft suit resp);2NT=15-19 bal; jump is wk long; X then own suit=str; RCO style 2-s Other 2-s (2NT) 3♣/♦ = both majors, better ♥/♠

Defence 1♣: Multilandy (2 level); 1 level overcalls natural; X = long minor (Note: treat Precision 1♦ as natural; eg (1D) 2D is Michaels to strong

Over 1NT Interference StolenX/SysOn

Lebensohl - other uses After 1NT (X) systems on

Take out of 4 level pre-empts X=T/O; 4NT = 5/5

4♥ X = T/O; 4NT = 5/5

 $4 \implies X = T/O; 4NT = 5/5$

10. OTHER NOTES

Multilandy: Always strength in the long suits: 2C = both majors; 2D = long major; 2H = 5H=5 minor

Defence to trs over 1♣: Stol X, bid of intended suit=T/O; Def to Mosc 1♦/♥/♠:bid as if 1♥/♠/2♦