

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	2-level=weak; 3-level=splinter (non-comp and non-passed hand)	
Jump shifts after Major opening	2-level=weak; 3-level=reverse bergen	
Responses to strong 2 suit open.	2♦=<3-controls or waiting	
Responses to 2NT opening	3♣=puppet stayman (flip 3♥/3NT); 3♦/♥=tfers; 3♠=minor stayman	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Ssx, Hx, Xx, xXx	Ssx, Hx, Xx, xXx
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage, Nat Suit Pref	Low Encourage, Nat Suit Pref
<b>Signal</b> on declarer's lead:	Reverse present count or natural suit preference if indicated.	
<b>Notes</b>	Underlead for unblock (e.g. KQ1098 leads Q)	

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

**Slam Notes** after a 14 or 30 resp, next non-trump step is Q ask (next step = no Q)

Cue Bids  1st or 2nd round control

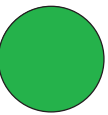
Asking Bids  5NT=specific Ks; jump to 5-level is XKCB | 4NT=Quant after a def range NT

#### 7. OTHER CONVENTIONS

after 1NT rebid:	Fit jumps in competition & by passed-hands
2♣=puppet to 2♦ then pass or invite	Cue raises
2♦=any GF (natural continuations - fast arrival)	Change of suit forcing
2M=sign-off	Delayed cue of opp's suit is natural
2NT=puppet to 3♣ then pass or F1-raise	Precision (2+) 1♦ treated as natural

After IM:2NT(GF raise): 3♣=any min; 3♦=extras no shortage;  
 3♥=extras sh oM; 3♠=extras sh ♦; 3NT=extras sh ♣.  
 After a reverse, lowest of 4th suit and 2NT is <8hcp (blackout)  
 everything else is GF.

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#### STANDARD SYSTEM CARD

ABF Nos.	804517	Jamie Thompson
& Names:	737331	Ella Pattison
Basic System:	2/1 GF	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣	12+hcp, 2+	1♥	12+hcp, 5+
1♦	12+hcp, 4+	1♠	12+hcp 5+
1NT	15-17 bal	may contain 5 card Major <input checked="" type="checkbox"/>	

**1NT Responses** 2♣ Simple Stayman Other: Smolen (3M rebid = 4M & 5+oM)

2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦

other Non-accept is super-accept with 4-card support. Retransfers then apply.

2♣	GF or 23-24 bal (Kokish continuations)
2♦	Weak (2NT resp = Ogust - 3m poor values 3M good values)
2♥	Weak (ditto)
2♠	Weak (ditto)
2NT	20-22 bal
3NT	Solid 7-card suit (any) no A/K outside

other

#### 2. PRE-ALERTS

1X:1NT=semi-forcing (~5-12hcp)	Support dbls/redbl by opener with exact 3-cards
Inverted minor suit raises	May overcall light at 1-level, esp non-vul
Weak jump responses at 2-level (~3-7hcp)	May open lighter in 3rd seat, esp fav vul

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	5+/5+ lower unbid suits (good/bad)
1NT overcall - immediate	15-18b (sys-on)	Immediate cue of minor	5+/5+ Majors (good/bad)
1NT overcall - re-opening	11-14b (sys-on)	Immediate cue of Major	5+/5+ oM/m (good/bad)
Over weak twos	dbl=t/o(w leb); 2NT=15-18b	Over opening threes	dbl=t/o
Over opponent's 1NT	dbl=penalty; 2♣=Ms; 2♦=Single M; 2M=M/m (5+4+); 2NT=ms		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+hcp 4+♦	2♦ 3-7hcp 6+♦	3♦ splinter
1♥ 5+hcp 4+♥	2♥ 3-7hcp 6+♥	3♥ splinter
1♠ 5+hcp 4+♠	2♠ 3-7hcp 6+♠	3♠ splinter
1NT 8-10 4+♣ <4♦♥♠	2NT 10-12hcp bal	3NT 13-15hcp bal <4♥♠
2♣ 10+hcp 4+c F1	3♣ preempt	4♣ preempt
other 4♦♥♠=void		
1♦ 1♥ 5+hcp 4+♥	2♥ 3-7hcp 6+♥	3♥ splinter
1♠ 5+hcp 4+♠	2♠ 3-7hcp 6+♠	3♠ splinter
1NT 5-12hcp <4♦♥♠ F1	2NT 10-12hcp bal	3NT 13-15hcp bal <4♥♠
2♣ 12+hcp 4+♣ GF	3♣ splinter	4♣ void
2♦ 10+hcp 4+♦ F1	3♦ preempt	4♦ preempt
other 4♥♠=void		
1♥ 1♠ 5+hcp 4+♠	2♥ 5-9hcp 3-card raise	3♦ 6-9 4-card raise
1NT 5-12hcp <4♠ F1	2♠ 10-12hcp 3-card raise	3♥ preempt
2♣ 12+hcp 4+♣ GF	2NT GF raise (incl after interv)	3♠ splinter
2♦ 12+hcp 4+♦ GF	3♣ 10-12hcp 4-card raise	3NT 13-15hcp bal
other 4♣♦=splinter		
1♠ 1NT 5-12hcp F1	2♠ 5-9hcp 3-card raise	3♥ 10-12hcp 3-card raise
2♣ 12+hcp 4+♣ GF	2NT GF raise (incl after interv)	3♠ preempt
2♦ 12+hcp 4+♦ GF	3♣ 10-12hcp 4-card raise	3NT 13-15hcp bal
2♥ 12+hcp 4+♥ GF	3♦ 6-9 4-card raise	4♣ splinter
other 4♦♥=splinter		
1NT 3♣ single-suited slam try	3♠ single-suited slam try	4♦ transfer to 4♠
3♦ single-suited slam try	3NT to play	4♥ to play
3♥ single-suited slam try	4♣ transfer to 4♥	4♠ to play
other 4NT=quant		
2♣ 2♦ <3 controls or waiting	2NT 8-10b <3 controls	3♥ 7-solid ♥ to o/s controls
2♥ 5+♥ & 3+ controls	3♣ 6+♣ & 3+ controls	3♠ 7-solid ♠ to o/s controls
2♠ 5+♠ & 3+ controls	3♦ 6+♦ & 3+ controls	3NT out of order
other after 2♣:2♦:2♥(kokish):2♠(forced):2NT=25+bal; 3m=♥+m; 3♥=single suited ♥		
2♦ 2♥ nat F1	3♣ nat F1	3♠ splinter
2♠ nat F1	3♦ preemptive	3NT to play
2NT enquiry (Ogust)	3♥ splinter	4♣ splinter
other 4♦=preempt		

### Notes

after intervention over RKCB: pass=1st step, dbl/rdbl=2nd step

after intervention over XRKCB: DEPO/REPO (dbl/rdbl=even, pass=odd)

2♥ 2♠ nat F1	3♦ nat F1	3NT to play
2NT enquiry (Ogust)	3♥ preempt	4♣ splinter
3♣ nat F1	3♠ splinter	4♥ to play
other 4♦=splinter; 4♠=to play		
2♠ 2NT enquiry (Ogust)	3♥ nat F1	4♣ splinter
3♣ nat F1	3♠ preempt	4♥ splinter
3♦ nat F1	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ mstayman (3NT = no 5m)	4♦ transfer to 4♠
3♦ transfer to ♥	3NT to play	4♥ to play
3♥ transfer to ♠	4♣ transfer to 4♥	4♠ to play
other after 2NT:3♣:3♦:3M=4oM		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  except after a reverse where <2NT Game force

**NT Checkback**  Priorities: two-way; 3-card support for responder's 1st suit

**Defence to 3NT opening** dbl=values

**Defence to Opening Twos**

Multi 2♦ dbl=13-15b or 20+, then one t/o dbl for our side; 2NT=16-19bal

RCO style 2-s dbl=13-15b or 20+, then one t/o dbl for our side; 2NT=16-19bal

Other 2-s as above, with cue of anchor suit asking for a stopper

<b>Defence to</b>	vs 1♣: dbl=Ms; 1X=nat; 1NT=ms; 2♣=nat; 2♦=single M; 2M=5+M & 4+m
<b>strong</b>	vs 2♣: dbl=Ms; 2♦=single M; 2M=5+M & 4+m; 2NT=ms
<b>♣</b>	

**Over 1NT Interference** Lebensohl going via leb shows stopper(s)

**Lebensohl - other uses** after we dbl a weak two or an anchored two

**Take out of 4 level pre-empts** 4♣/4♦ dbl  
4♥ dbl 4♠ 4NT

## 10. OTHER NOTES

immediate cue of responder's suit is natural (e.g. (1♣):pass:(1♥):2♥=natural)

vs transfer responses to 1♣ promising 4+: dbl=t/o of suit shown; bid of suit shown is natural

penalty doubles after we have preempted as opener at 2-level or higher

in a GF auction (e.g. after FSF, 2/1 or GF 2♦) fast arrival shows the weaker hand

in competition where we have bid game with a clear intent to make, forcing pass applies

in competition where opps compete to 4-level in 1st round, 4NT="two places to play"