

## 4. BASIC RESPONSES

Jump raises - minors		Other:	
Jump raises - Majors		Other:	
Jump shifts after minor opening			
Jump shifts after Major opening			
Responses to strong 2 suit open.			
Responses to 2NT opening			

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	
Four or more with an honour	3rd/5th	
From 4 small	3rd highest	
From 3 cards (no honour)	Bottom	
In partner's suit	as above	
<b>Discards</b>	natural count	
<b>Count</b>	High-Low = Even	
<b>Signal</b> on partner's lead:	natural count	
<b>Signal</b> on declarer's lead:	natural count	
<b>Notes</b> natural count with suit preference when necessary		
suit preference when giving partner a ruff		
Underlead asks partner to unblock		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

## 7. OTHER CONVENTIONS

splinters	grand slam force
michaels	bergen style raises
optional minor suit KC	exclusion KC
Denial cue bidding	

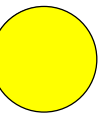
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	726257	Rhys Cooper
& Names:	726222	Michael Bausor
Basic System:	forcing pass with symmetric relay	
Brown Sticker <input 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 <input type="checkbox"/>
1♣ 4+H, 8-12	1♥ 0-7 any shape	
1♦ 4+S, <4H, 8-12	1♠ balanced 8-12 no major	
1NT 5+4+ minors, no major, 8-12	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b>		
2♣ inv+ relay	Other: Lavings	
2♦ to play	2♠ natural, not forcing, encouraging	
2♥ natural, not forcing, encouraging	2NT pick a minor	
other 3x = 6 card suit with 2/3 top honours and nothing outside		
2♣ 6+C, 8-12		
2♦ 6+D, 8-12		
2♥ 6+H, 3-7		
2♠ 6+S, 3-7		
2NT 5+5+ minors, 3-7	3NT specific ace ask	
other		

## 2. PRE-ALERTS

jump responses to 1H are preemptive in any	preemptive raises
suit or takeout of the suit bid, opener must pass	non forcing change of suit
cue raises, splinters	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	weak
Responsive doubles through	4S	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	5+5+ majors weak or strong
1NT overcall - re-opening	15-18	Immediate cue of Major	5+5+ other major + minor
Over weak twos	X = t/o, lebensohl	Over opening threes	X = t/o
Over opponent's 1NT	X = single suited hand 10+, 2 of a suit = 4+4+ that suit and a higher ranking suit		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ invitational relay	2♦ 5+D, 6-12	3♦ preemptive
1♥ GF relay	2♥ 3-4(5) raise, 6-12	3♥ preemptive
1♠ 4+S, 6-12	2♠ preemptive	3♠ preemptive
1NT 6-12 no 4CM	2NT 4+ card constructive raise	3NT to play
2♣ 5+C, 6-12	3♣ preemptive	4♣ preemptive
other		
1♦ 1♥ invitational relay	2♥ 5+H, 6-12	3♥ preemptive
1♠ GF relay	2♠ 3-4(5) raise, 6-12	3♠ preemptive
1NT 6-12, natural to play	2NT 4+ card constructive raise	3NT to play
2♣ 5+C, 6-12	3♣ preemptive	4♣ preemptive
2♦ 5+D, 6-12	3♦ preemptive	4♦ preemptive
other		
1♥ 1♠ inv+ relay	2♥ 5+H, 10-17	3♦ see notes
1NT 13-17(18) balanced	2♠ 5+S, 10-17	3♥ see notes
2♣ 5+C, 10-17	2NT 5+5+ minors	3♠ see notes
2♦ 5+D, 10-17	3♣ see notes	3NT to play
other		
1♠ 1NT inv+ relay	2♠ semi-encouraging	3♥ preemptive
2♣ to play 2C or 2D*	2NT pick a minor	3♠ preemptive
2♦ to play	3♣ to play	3NT to play
2♥ to play	3♦ preemptive	4♣ preemptive
other	partner may bid 2D with significantly longer diamonds than clubs	
1NT 3♣ to play	3♠ preemptive	4♦ preemptive
3♦ preemptive	3NT to play	4♥ to play
3♥ preemptive	4♣ preemptive	4♠ to play
other	1NT - 2M = 5+M, semi-encouraging	
2♣ 2♦ inv+ relay	2NT nat inv to 3NT, forcing to 3	3♥ preemptive
2♥ 5+H, NF, semi encouragir	3♣ to play	3♠ preemptive
2♠ 5+S, NF, semi encouragir	3♦ preemptive	3NT to play
other		
2♦ 2♥ inv+ relay	3♣ 5+C, NF, semi encouragir	3♠ preemptive
2♠ 5+S, NF, semi encouragir	3♦ to play	3NT to play
2NT inv to 3NT, forcing to 3m	3♥ 5+H, NF, semi encouragir	4♣ preemptive
other		

**Notes** over 1H, 3x = either a preempt in any suit or takeout of the suit bid (opener almost always passes). 2S replaces 3S over 1H (X)

2♥ 2♠ nat forcing	3♦ nat forcing	3NT to play
2NT strong enquiry	3♥ to play	4♣ preemptive
3♣ nat forcing	3♠ preemptive	4♥ to play
other		
2♠ 2NT strong enquiry	3♥ nat forcing	4♣ preemptive
3♣ nat forcing	3♠ to play	4♥ to play
3♦ nat forcing	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ good raise in diamonds	4♦ preemptive
3♦ to play	3NT to play	4♥ to play
3♥ good raise in clubs	4♣ preemptive	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** 4m = takeout of that minor, X = pen (usually balanced)

**Defence to Opening Twos**

Multi 2♦ X = 16+

RCO style 2-s X = 16+

Other 2-s

**Defence** 1NT, 2C, 2D = CRO, extremely aggressive

**to** very aggressive weak jump overcalls

**strong**

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** t/o X over weak 2

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X, 4NT = 2 places

4♠ X, 4NT = 2 places

## 10. OTHER NOTES

## System Notes – Rhys Cooper/Michael Bausor

Note: For the purposes of these notes, opener is defined as the first player to act, even if that action was to pass.

### Uncontested

#### Openings

- Pass = any 13+ (some weaker hands upgraded)
- 1C = 4+H, 8-12, may have a longer suit
- 1D = 4+S, 8-12, denies as many as 4 hearts, may have a longer minor
- 1H = 0-7 any shape
- 1S = balanced (4333, 4432 or 5332 on a minor), no 4+ card major, 8-12
- 1NT = 5+4+ in the minors (either way), no 4+ card major, 8-12
- 2C = 6+C, no 4+ card major, 8-12
- 2D = 6+D, no 4+ card major, 8-12
- 2H/2S/2NT = 5+/5+ in 2 suits of the same colour/rank/shape, 8-12. Shows a constructive 5/5 (can also open 1c, 1d or 1nt with 5+/5+ hands). Typically will be in the 10-12 range with the larger majority of HCPs in the long suits
- 3c+ = pre-empt

#### Responses to strong pass

- 1C = 0-7 any shape
- 1D = any GF, symmetric relay initiated, responder is master
- 1H = 4+H, 8-10, unbalanced, may have a longer suit
- 1S = 4+S, 8-10, unbalanced, denies as many as 4 hearts, may have a longer minor
- 1NT = Flat (4333, 4432), 8-10
- 2C = single suited clubs, 8-10
- 2D = single suited diamonds or 5+D/4C, no 4+ card major 8-10
- 2H = 5+C/4D, no 4+ card major, 8-10
- 2S = 5+/5+ in the minors

See system card for responses to openings other than pass in uncontested auctions

#### In Competition

## General Rules

- In GF situations, we play relay on if we can go to no worse than relay+3 on the base symmetric relay (including pass and X/XX where they are available)
- If relay is on, pass is step 1, X/XX is step 2, steps gained where possible
- In GF situations, pass by master is a relay (X by responder is step 1) and X by master is penalties
- In non-GF situations, pass by the master is NF, X by the master is a relay. If master is in pass-out seat, X is the relay
- New suits are generally natural and forcing if relay is off, X is penalties if we're in a game forcing auction, take-out if we're not

## Over Pass

- System on over interference below 1NT (with pass = step 1, X = step 2). Relay+1 over interference with 1H, relay+2 over interference with 1S, off if opponents interfere with 1NT or higher
- If opponents interfere with 1C, pass = 0-4, X = 4-7 and normal relay on (steps gained where possible)
- If opponents interfere with 1NT or greater, X = t/o (or values/penalty interest if the interference is not natural), new suits are natural and forcing for one round

## Over 1C

- If opponents X, XX = invitational, 1D = GF (1 step gained) and 1H is to play. 1S/2D are just running from 1C (does not show any values), but 2C shows 6-12 with a decent suit
- If opponents interfere with 1D, X = invitational (relay initiated), 1H = GF (relay initiated)
- If opponents interfere with 1H, X = GF (relay initiated), 2NT = game try in hearts, new suits natural NF
- If opponents interfere with 1S or higher, 2NT = invitational+ with heart support, X = t/o, new suits natural and forcing for one round, 2 hearts is competitive and jumps in hearts are preemptive

## Over 1D

- If opponents X, XX = invitational and 1H = GF (1 step gained) and 1S is to play. 2C/2H are just running from 1D (does not show any values), but 2D shows 6-12 with a decent suit
- If opponents interfere with 1H, X = invitational (relay initiated), 1S = GF (relay initiated)
- If opponents interfere with 1S, X = GF (relay initiated), 2NT = game try in spades, new suits natural NF
- If opponents interfere with 1NT or higher, 2NT = invitational+ with spade support, X = t/o, new suits natural and forcing for one round, 2 spades is competitive and jumps in spades are preemptive

## Over 1H

- Suits at the 3 level (2S included if opponents X 1H) show either a pre-empt in any suit or takeout of the suit bid. Opener MUST PASS any of these bids. If responder has the takeout option, they will XX if opponents X. If vulnerable, it is unusual (but not unheard of) to do this with any option but a pre-empt in the suit bid, but system is the same.
- If opponents X:
- Pass = tolerance for hearts (2+), not compulsory (can bid a suit when holding hearts)
- Suits are to play (running from 1H). 1S frequently 4 cards, 2x almost always 5 cards
- 1NT = pick a minor
- XX = 18+, relay initiated
- 2H = good overcall
- If opponents bid over 1H, suits are natural and NF, X = t/o or very strong (typically 19+)

## Over 1S

- If opponents X
- o XX = invitational+ (relay initiated)
- o Pass = suggestion to play. Opener may rip with doubleton spade and a 5 card minor but will usually pass
- o 1NT = pick a minor
- o 2C/2D = to play (generally 4+ cards)
- o 2H/2S = to play (5+ cards)
- o 2NT = pick a minor
- o 3C+ = pre-empt (generally pre-empts in minors will be more aggressive since opener has shown 7 or 8 cards in the minors)
- If opponents bid, suits are competitive (generally majors will be better suits). X = PENALTIES. 2NT = pick a minor

## Over 1NT

- If opponents X pass = pick a minor, XX = strong (relay initiated), 2x = to play, 2NT/4NT is pick a minor. Minors at any level are pre-empts, but can be as short as 4 cards and very aggressive
- If opponents bid, X = PENALTIES, 2NT = natural invitational

## Over 2C/2D

- If opponents interfere, new suits are natural and forcing, X = PENALTIES
- If opponents interfere with 2D over 2C or 2H over 2D, X = strong (relay initiated), but new suits are still natural and forcing

Over 2H/2S

- 2NT = strong enquiry

Suggested Defense to Forcing Pass

Over Pass Open normally apart from 1NT if weak change to strong

Over 1♣ or ♦

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are constructive
- Jumps are weak
- 2 of the suit shown is Michaels
- 1 NT is strong

Over 1♥

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are intermediate

Over 1♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are weak

Over 1NT

- X is 16+ with step bid as 0-7 points others GF
- 2♣ take out for the majors with better ♥

- 2♦ take out for the majors with better ♠
- 2♥♣ natural with opening bid strength
- 2NT weak with both majors

Over 2♣, 2♦, 2♥ or 2♠

- Use your normal methods over weak 2's