4. BASIC RESPONSES Weak (6-9 HCP) Jump raises - minors Jump raises - Majors Weak (6-9 HCP) 1♣-2♦/1♦-3♣ = invitational raises (10-11), others weak Jump shifts after minor opening Bergen raises, 1♥-2♠/1♠-3♥ = invitational raises (10-11) Jump shifts after Major opening Responses to strong 2 suit open. 2♦ = waiting, 2♥/2♠ = good 5 card suit, 8+ HCP Responses to 2NT opening Puppet Stayman 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) Sequences: Overlead all Leads Four or more with an honour Fourths 2nd highest From 4 small MUD From 3 cards (no honour) In partner's suit Low encourage Discards Reverse original count Count Low encourage Signal on partner's lead: Reverse count Signal on declarer's lead: **Notes** 6. SLAM CONVENTIONS **RKCB 1430** Blackwood 4♣ Gerber when? Neverrrrrr 4NT: **Slam Notes** Cue Bids 1st/2nd round controls Asking Bids 7. OTHER CONVENTIONS 2-way checkback Bergen Raises 4th suit forcing **Splinters** Jacoby 2NT Inverted minors Cue raises Criss cross minor raise Negative doubles/redoubles Bergen www.abf.com.au Smolen PDF Form Rev. 15F06 by RoL 2NT suit quality ask after a weak 2 MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	949736		ohmi Suna		LLIVI	CAI	יםו		
& Names:	949730								
Basic System		ard Ameri							
-				n 🗶	Blue	\neg	Red	Yellow	
Brown Sticker		lassification					neu	reliow	
Describe strer	ath minim		or specific		BID:	>		Canape	
1 . 3+	igui, iiiiiiiii	ann iongui,	от эрсспіс	1	5+			Оапарс	
1 → 3+				1 🖍	5+				
1NT 15-17				1 1	JТ		may contain 5	card Major X	
1NT Response	s 2 Sin	nple Stay	man				may contain o	ourd ividjor	
2 ♦ ♥	2 240 011	iipio Otay	nan	2♠	♣/♦				
2 •				2NT		al invita	ational		
2♥ ♠ 2NT Natural invitational other 3 level bids are natural (6+) with slam interest									
2♣ Game f		riacarar	,01) Mai 0						
2♦ Preemp	Ū								
2♥ Preemp									
2♠ Preemp									
2NT 20-22	•			3NT	Gamblir	na (1st	/2nd), to pl	ay (3rd/4th)	
other				OITT		.9 (,, 10 p.	٠, (٣٠٥/ ١٠٠٠)	
outor			2. PRE	-ALE	RTS				
All system i	s on after								
,									
	3	. COMP	ETITIVE	BIDS	/ OVE	RCAL	LS		
Negative doubles	through	4 ♠ Ji	ump overcalls	Weak					
Responsive doubl	es through	4 ♠ U	nusual NT	Lowest	unbid s	uits			
1NT overcall - imr	nediate 15-	18	In	nmediate cu	e of minor	Micha	aels		
1NT overcall - re-	opening 15-	18	In	nmediate cu	e of Major	Micha	aels		
	Natural, x	= t/o		Over open	ing threes	Natu	ıral, x = t/o		
Over weak twos	rtatarai, A				•				
Over weak twos Over opponent's 1	,	ly (2 ♣ =m	ajors, othe	ers natur	•	enaltie	es .		
_	,	ly (2 ♣ =m	ajors, othe	ers natur	•	enaltie	es		

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

1♣ 1♦	4+♦, 6+ HCP	2	5+♣, 10-11HCP	3 🍁	6+♦, 0-5HCP
1♥	4+♥, 6+ HCP	2	6+♥, 0-5HCP	3♥	7+♥, 0-5HCP
1♠	4+♠, 6+HCP	2	6+♠, 0-5HCP	3♠	•
1NT	<4 ♦ / ♥ / ♠ , 6-9HCP	2NT	<4 ♥ /4♠, 10-11HCP	3NT	<4♥/4♠, 12-14HCP
2♣	5+♣, 12+HCP	3♣		4	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
other	3.2, .2	0-1-	0.2,000.	Tole	
1♦ 1♥	4+♥, 6+HCP	2	6+♥, 0-5HCP	3♥	7+♥, 0-5HCP
1♠	4+ ♠ , 6+HCP	2	6+♠, 0-5HCP	3	7+ ♠ , 0-5HCP
1NT	<4 ♥ /♠, 6-9HCP	2NT	<4♥/4♠, 10-11HCP	3NT	<4 ♥ /4♠, 12-14HCP
2♣	4+♣, 10+HCP	3♣	5+♦, 10-11HCP	4	
2	5+♦, 12+HCP	3	5+♦, 6-9HCP	4	
other					
1♥ 1♠	4+ ♠ , 6+HCP	2	3♥, 6-9HCP	3◆	4+♥, 10-11HCP
1NT	<4♠, 6-9HCP	2♠	3♥, 10-11HCP	3	4+♥, 0-5HCP
2♣	4+♣, 10+HCP	2NT	4+♥, 12+HCP	3	7+♠, 0-5HCP
2	4+♦, 10+HCP	3-	4+♥, 6-9HCP	3NT	To play
other					
1 ♠ 1NT	6-9HCP	2	3♠, 6-9HCP	3♥	3♠, 10-11HCP
2	4+♣, 10+HCP	2NT	4+♠, 12+HCP	3	4+♠, 0-5HCP
2	4+♦, 10+HCP	3♣	4+♠, 6-9HCP	3NT	To play
2	5+♥, 10+HCP	3	4+♠, 10-11HCP	4	
other					
1NT 3 ♣	6+ ♣ , S/T	3	6+ ♠ , S/T	4	
3◆	6+ ♦ , S/T	3NT	To play	4	To play
3 Y	6+ ♥ , S/T	4		4	To play
other					
2♣ 2♦	Waiting	2NT		3♥	
2	5+ good ♥, 8+HCP	3 -		3♠	
2	5+ good ♠ , 8+HCP	3◆		3NT	To play
other					
2♦ 2♥	5+♥, game try	3 -	5+♣, game try	3♠	5+♠, game force
2	5+♠, game try	3◆	2+ ♦ , any	3NT	To play
2NT	Suit quality ask	3♥	5+♥, game force	4♣	

2♥ 2♠	5+♠, game try	/ 3♦	5+♦, game tr	y 3NT	To play
2NT Suit quality as		sk 3♥	2+ ♥ , any	4♣	
3♣	5+♣, game tr	y 3 ♠	5+♠, game fo	orce 4	To play
other					
2 ♠ 2NT	Suit quality as	sk 3♥	5+♥, game tr	y 4 ♣	
3♣	5+♣, game tr		2+ ♠ , any	4♥	To play
3◆	5+♦, game try	/ 3NT	To play	4	To play
other					
2NT 3♣	Puppet staym	an 3♠	♣/♦ transfer	4	6+♦suit, S/T
3◆	♥ transfer	3NT	To play	4♥	6+♥suit, S/T
3♥	★ transfer	4♣	6+ ♣ suit, S/T	4	6+ ♠ suit, S/T
other					
		9. C	ONVENT	IONS	
nusual	NT: Lowest	unbid suits, we	eak (0-10) or st	rong (15+)	
th Suit	Forcing 0	ne round			Game force X
NT Chec	kback	Priorities:			
Defence	to 3NT opening	9			
Defence	to Opening Tw	os X= takeou	ut (Lebensohl)		
Multi 2	Anchored	2s: X = takeo	ut (Lebensohl)		
RCO style	2-s Unanchor	ed 2s: immed	iate $X = 13-15$	bal or unbalan	nced bopper, natural
Other 2-s	(see abov	re)			
Defence	Pass with a g	ood hand			
to	Preempt freel	V			
strong	X = Majors	•			
*	1NT = minors	.			
vor 1NT	Interference	Lebensohl			
	hl - other uses		le of weak 2 or	nenings	
	of 4 level pre-e		4♣/4♦	oci iii igo	
4 Y	or 4 lever pre-e	inpis	4		
4		10.0		OTEC	
		10. C	THER N	UIES	