4. BASIC RESPONSES Jump raises - minors weak Jump raises - Majors Pre-empt 2M = Natural weak, other minor = 10-12 raise Jump shifts after minor opening Bergen Raises Jump shifts after Major opening Responses to strong 2 suit open. 2♦ = waiting, Kokish Responses to 2NT opening Simple Stayman, Transfers 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus **NoTrump** (if different) Sequences: Overlead Leads Four or more with an honour 4th highest 2nd highest From 4 small MUD From 3 cards (no honour) Low from an honour In partner's suit Discards Odds and Evens Count Natural count **Signal** on partner's lead: Low Encourage Signal on declarer's lead: Natural Count **Notes** 6. SLAM CONVENTIONS RKCB 1430 4♣ Gerber X when? After 1NT or 2NT Blackwood 4NT: **Slam Notes** Cue Bids 1st or 2nd round controls Asking Bids 7. OTHER CONVENTIONS Support X & XX Fourth Suit Forcing Two Way Checkback Kokish Lebensohl Smolen Jacoby 2NT Inverted minors (Criss-cross) Texas Transfers Drury www.abf.com.au Ogust PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



	STAI	NDAR	DS'	<u>YST</u>	EM C	CAR		
ABF Nos. 656	658 Pe	ter Hollan	ds					
& Names: 775	Names: 775592 Christopher Leach							
Basic System: Sta	ndard 2/1							
Brown Sticker	Classifica	ation: Gr	een 🕽	X	Blue		Red	Yellow
		1. OP	ENI	NG	BIDS			
Describe strength, minimum length, or specific meaning Canape								
1♣ 11+, 2+♣ 1♥ 11+, 5+♥								
1♦ 11+, 4+♦				1 11	l+, 5+ ♠			
1NT (14) 15-17						m	ay contain 5 ca	ard Major 🗶
1NT Responses 2♣	Simple St	ayman						
2♦ 5+♥				2♠ 7	Transfer	to a mi	nor	
2♥ 5+♠				2NT I	nvitatior	nal		
other								
2♣ Game Force								
2 Flannery - 11-15	5 4♠, 5+♥							
2♥ Weak 2								
2♠ Weak 2								
2NT 20-22 Balanced 3N			3NT	3NT Gambling 3NT				
other								
		2. PF	RE-A	ALE	RTS			
X of Strong 1NT = Long Single Suiter								
	3. CON	IPETITI	/E B	IDS /	OVER	RCALL	.S	
Negative doubles through	4♠	Jump overca	alls V	Veak				
Responsive doubles through	1 4♥	Unusual NT	L	.owest	Unbid S	Suits		
1NT overcall - immediate	15-18		Immed	diate cue	of minor	Both N	lajors 5/5	
1NT overcall - re-opening 12-16 Im		Immed	diate cue of Major Other Majors& a mino		minor			
Over weak twos $X=T/O$; Lebensohl Over opening threes $X=T/O$								
Over opponent's 1NT Vs Strong - DONT: X= Single Suiter, Suit bids = That suit + higher								
Vs Weak - Cappeletti: 2♣ = Single Suiter, 2♦ = Both Majors, 2♥/♠ = M +m								

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		Describe siterigiti,	minimum length, or specific r	leariii	ng
1 4 1	♦ 4+ ♦ , (4)6+	2	10-12 Raise 3	Sp	linter GF
1	4+♥, (4)6+	2♥	6♥ 3-6	y Sp	linter GF
1	4+ ♠, (4)6+	2♠	6♠ 3-6	♠ Sp	linter GF
1	INT (4)6-10	2NT	10-12 Balanced 3	NT 13	-15
2	2♣ 5+♣, 12+	3♣	6-9 5+♣ 4	*	
ot	ther				
1 1	♦ 4+ ♦ , (4)6+	2♥	6♥ 3-6 3	♥ Sp	linter GF
	♦ 4+ ♦ , (4)6+				linter GF
	INT (4) 6-10	_		VT 13	
	2♣ 5+♣, 11+	=		*	-
	2♦ 4+♦, 12+	_		•	
	ther			•	
1♥ 1	4+♠, (4)6+	2♥	(4) 6-9 3♥ 3	♦ 4 ♥	10-12
	INT (4)6-12		` ,	4	
	2♣ 4+♣, 12+	_			linter GF
	2♦ 4+ ♦, 12+				-15 3♥ Choice
	ther				
1 🛦 1	INT (4)6-12	2▲	(4) 6-9	∨ 3♠	, 10-12
	2♣ 4+♣, 12+		` ,		, 0-6
	2♦ 4+♦, 12+			-	3-15 3 ♠ Choice
	2♥ 5+♥, 12+		•		plinter GF
	ther	•	12, 10 12	10 0	
1NT 3	Natural Sla	m Try 3♠	Natural Slam Try 4	6 +	♥ GF
	Natural Sla	-	·		♠ GF
	Natural Sla	-		^	
	ther	, ,,,,		-1-	
2 4 2	2♦ Waiting	2NT	3	Y	
	♥ 6+♥ Positiv			^	
_	6+♠ Positiv	-		NT	
	ther	3 •	0	••	
	Y To Play	ર .	To Play 3	♠ Pr	eemptive
	To Play		•		Play
	NT Enquiry		•		eemptive
	ther	3▼	4 TOOMPHVO	- 1 - 1 1	Compare
lotes					

4**♥** X 4♠ 4NT, X = Penalties 10. OTHER NOTES Notes

2 24	Natural Forcing	3♦ Natural Forcing	3NT To Play		
2N	T Ogust	3♥ Preemptive	4♣ Preemptive		
3	Natural Forcing	3♠ Preemptive	4♥ Preemptive		
oth	er				
2 4 2N	IT Ogust	3♥ Natural Forcing	4♣ Preemptive		
3	Natural Forcing	3♠ Preemptive	4♥ To Play		
3	Natural Forcing	3NT To Play	4♠ To Play		
oth	er				
2NT 3	Simple Stayman	3♠ Minor Suit Stayman	4♦ 6+♥		
3	5+♥	3NT To Play	4♥ 6+♠		
3	∮ 5+ ♠	4♣ Gerber	4♠		
oth	er				
9. CONVENTIONS					

Unusual N	Lowest Unbid Suits				
4th Suit F	ing One round Game force X				
NT Checkback X Priorities: Cheapest Feature					
Defence to 3NT opening					
Defence to Opening Twos Lebensohl					
Multi 2◆	X = Values or 12-15 balanced, 2NT = 15-19 balanced, Suits = Natural				
RCO style 2					
Other 2-s					
Defence	: X = Majors, 1NT = minors				
to					
strong	: X = Majors, 1NT = minors				
*					

Over 1NT Interference Rubinsohl

Lebensohl - other uses Over weak 2's

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