## 4. BASIC RESPONSES Jump raises - minors Preemptive Jump raises - Majors Preemptive Jump in other minor = 6-9 raise; jump in major = weak NAT Jump shifts after minor opening Jump in other major = INV 4-card raise; jump in minor = INV NAT Jump shifts after Major opening Responses to strong 2 suit open. $2 \Rightarrow$ = waiting Responses to 2NT opening 3♣ = Muppet Stayman, 3♦/♥ = TRF, 3♠ = Minor Stayman 5. PLAY CONVENTIONS **Show priorities** Versus **NoTrump** (if different) Versus Suit (or both) Sequences: Overlead all Overlead all Leads Four or more with an honour 3rd from even, bottom from odd 3rd from even, bottom from odd From 4 small 3rd 3rd 3rd From 3 cards (no honour) 3rd In partner's suit as above as above Odd encourage, even suitpref Odd encourage, even suitpref **Discards** Count Reverse Reverse Reverse attitude Reverse attitude **Signal** on partner's lead: Signal on declarer's lead: Reverse count Notes original count 6. SLAM CONVENTIONS Blackwood **RKCB 1430** 4♣ Gerber when? 4NT: Slam Notes Kickback Cue Bids First or second round Asking Bids 7. OTHER CONVENTIONS Kickback Muppet = Modified Modified Puppet Competitive 2NT agreements **Splinters** www.abf.com.au 1♣:(X):? XX=4+♦, Otherwise ignore X PDF Form Rev. 15F06 by RoL 1♣:(1♦):? X=4+♥, 2♣=WK NAT, Otherwise ignore 1♦ MyRev. Copyright © ABF 2015



## AUSTRALIAN BRIDGE FEDERATION INC.



	(S	<b>TANDARD</b>	SYSTEM	CARD	
ABF Nos.	840602	Daryl Whitfield	k		
& Names:	874736	Andrew Spoor	ner		
Basic System:	2 Over 1				
Brown Sticker	Clas	sification: Gree	en 🗶 Blue [	Red	Yellow
		1. OPE	NING BID	S	
Describe streng	gth, minimum	length, or specific	meaning		Canape
1♣ 2+ ♣, 11+	-		1♥ 5+ ♥, 11	+	
1♦ 4+ ♦, 11+			1♠ 5+ ♠, 11	+	
<b>1NT</b> 15-17				may contain 5 c	ard Major 🗶
1NT Responses	2♣ Simple	Stayman			
2♦ TRF ¥			2♠ TRF ♣		
2♥ TRF ♠			2NT TRF ♦		
other					
2♣ 23+ BAL (	or GF				
2 <b>♦</b> Weak, (5)	6 ♦				
2 <b>♥</b> Weak, (5)	6 ♥				
2 <b>♠</b> Weak, (5)	6 ♠				
<b>2NT</b> 20-22			3NT		
other					
		2. PR	E-ALERTS		
Transfer resp	onses to 1		Some low-le	evel X's/XX's are tr	ansfers
1M:2M-2=GF	BAL OR G	F ♣ OR INV+3M	1 <b>♠</b> :2 <b>♣</b> =INV-	+ 5+♥ (GF 4+♥)	
1M:2M-1=GF	•				
	3. 0	COMPETITIV	E BIDS / OVE	RCALLS	
Negative doubles tl	nrough 4	✓ Jump overcall:	Weak		
Responsive double	s through 2	Unusual NT	Lowest unbid s	uits	
1NT overcall - imm	ediate 15-18	i e	Immediate cue of minor	<b>∀</b> + ♠	
1NT overcall - re-op	pening 11-14		Immediate cue of Major	Other major and	a minor
Over weak twos >	$\zeta = t/o$ with $loop $	ebensohl	Over opening threes	X = t/o	
Over opponent's 11	X = pena	alty, 2♣ = ♥ + ♠	, 2♦ = preemptive	e single-suited maj	or,
2 <b>♥</b> , 2♠ = NAT	Γ 11-15				

Describe strength, minimum length, or specific meaning

	Describe stre	ngtn,	minimum length, or specifi	c me	aning
1♣ 1♦	6+ HCP,4+ ♥	2	6-9 HCP, 5+ ♣	3	SPL
1♥	6+ HCP, 4+ ♠	2	Weak, 6+ ♥	3 <b>\</b>	SPL
1 🛧	Weak BAL or ♦	2	Weak, 6+ ♠	3 <b>♠</b>	SPL
1NT	INV BAL	2NT	GF BAL	3NT	
2	10+ HCP, 5+ ♣	3 <b>-</b>	Weak, 5+ ♣	4	
othe	r				
1♦ 1♥	6+ HCP, 4+ ♥	2	Weak, 6+ ♥	3	SPL
1♠	6+ HCP, 4+ ♠	2	Weak, 6+ ♠	3 <b>♠</b>	SPL
1NT	6-9 HCP	2NT	10-12 HCP	3NT	To play
2	10+ HCP, 5+ ♣	3 <b>-</b>	6-9 HCP, 4+ ◆	4 <b>♣</b>	SPL
2	10+ HCP, 4+ ◆	3	Weak, 4+ ◆	4	
othe	r				
1 <b>♥</b> 1♠	6+ HCP, 4+ ♠	2	6-9 HCP, 3+ ♥	3	INV, 6+ <b>♦</b>
1NT	6-12 HCP, semiforcing	2	INV, 4 ♥	3 <b>Y</b>	Preemptive raise
2	3-way (see below)	2NT	GF 4+ ♥ raise		Minimum Ambig. SPL
2	GF, 5+ ♦	3♣	INV, 6+ ♣		<b>♦</b> SPL
othe	r 2♣ = either GF ♣ or GF	BAI	or INV+ 3-card raise		
1 <b>♠</b> 1NT	6-12 HCP, semiforcing	2	6-9 HCP, 3+ ♠	3	INV, 4 ♠
2	INV+, 4+ ♥	2NT	GF 4+ ♠ raise	3 <b>^</b>	Preemptive raise
2	3-way (see below)	3 <b>-</b>	INV, 6+ ♣	3NT	Minimum Ambig. SPL
2	GF, 5+ ♦	3	INV, 6+ ◆	4	SPL
othe	r 2♦ = either GF ♣ or GF	BAL	or INV+ 3-card raise		
1NT 3 <b>♣</b>	NAT slam try	3	NAT slam try	4	TRF ♠
3	NAT slam try	3NT	To play	<b>4</b>	To play
3 <b>Y</b>	NAT slam try	4 <b>%</b>	TRF 💙	4	To play
othe	r				
2♣ 2♦	Waiting	2NT		3	
2	NAT positive good suit	3 <b>-</b>	NAT positive good suit	3 <b>♠</b>	
2	NAT positive good suit	3◆	NAT positive good suit	3NT	
othe	r 2 <b>♣</b> -2 <b>♦</b> -2NT is always G	F			
2♦ 2♥	NAT forcing	3♣	NAT forcing	34	
	NAT forcing		Preemptive		To play
	Feature ask	3	·	4	
othe				-	
lotes					

	-		_
NI	$\boldsymbol{\sim}$	ТΟ	

2♥ 2♠ NAT forcing	3♦ NAT forcing	3NT To play	
2NT Feature ask		3N1 10 play	
=	3♥ Preemptive		
3♣ NAT forcing	3♠	4 <b>♥</b> To play	
other			
2♠ 2NT Feature ask	3♥ NAT forcing	4.	
3♣ NAT forcing	3♠ Preemptive	4♥	
3♦ NAT forcing	3NT To play	4♠ To play	
other			
2NT 3♣ Muppet Stayman	3♠ Minor Stayman	4♦ TRF ♠	
3♦ TRF ♥	3NT To play	4♥ To play	
3♥ TRF ♠	4♣ TRF ♥	4♠ To play	
other			
Ith Suit Forcing One round		Game force	X
Defence to 3NT opening		Game force	X
Ath Suit Forcing One round NT Checkback X Prioritie Defence to 3NT opening Defence to Opening Twos	es: Two-way		X
Ath Suit Forcing  One round  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values			X
Ath Suit Forcing One round  NT Checkback X Prioritie  Defence to 3NT opening  Defence to Opening Twos  Multi 2 First X = values  RCO style 2-s above	es: Two-way		X
Ath Suit Forcing  One round  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values  RCO style 2-s  above  Other 2-s  above	es: Two-way , second X = takeout, subse		X
Ath Suit Forcing One round  NT Checkback X Prioritie  Defence to 3NT opening  Defence to Opening Twos  Multi 2 First X = values  RCO style 2-s above	es: Two-way , second X = takeout, subse		X
Ath Suit Forcing  One round  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values  RCO style 2-s  above  Other 2-s  above	es: Two-way , second X = takeout, subse		X
One round  NT Checkback  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values  RCO style 2-s  Other 2-s  above  Defence  X = ▼ + ♠, 1NT = ♠	es: Two-way , second X = takeout, subse		X
Ath Suit Forcing  One round  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values  RCO style 2-s above  Other 2-s above  Defence X = ♥ + ♠, 1NT = ♠	es: Two-way , second X = takeout, subse		X
Ath Suit Forcing  One round  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values  RCO style 2-s above  Other 2-s above  Defence  to  strong  ♣	es: Two-way  , second X = takeout, subse		X
Ath Suit Forcing  One round  NT Checkback  Defence to 3NT opening  Defence to Opening Twos  Multi 2  First X = values  RCO style 2-s above  Other 2-s above  Defence X = ♥ + ♠, 1NT = ♠  to  strong	es: Two-way  , second X = takeout, subse		X

**4♥** X

## 4♠ 4NT (X = penalty) 10. OTHER NOTES