4. BASIC RESPONSES Jump raises - minors Pre-emptive, 5-9,(4)5 card support, no 4-card Major Jump raises - Majors 10-12, 4-card support Natural, weak Jump shifts after minor opening Jump shifts after Major opening Natural, weak 2♦ = semi-automatic waiting bid. Others = Natural & 8+ Responses to strong 2 suit open. Responses to 2NT opening 3♣ = Simple Stayman. 3♦/♥ = transfer to ♥/♠ 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: Overlead all except AK stiff Leads Four or more with an honour 4th highest 2nd highest (then up, down) From 4 small Middle-up-down From 3 cards (no honour) In partner's suit As others, but top of 3 small if shown SUP Discards Low Encourage Low-high = even Count Low encourage **Signal** on partner's lead: Signal on declarer's lead: Count **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber X when? If 4♣ is jump over NAT NT 4NT: Blackwood **Slam Notes** 1st and 2nd round controls equally shown up the line. Cue Bids X Asking Bids 7. OTHER CONVENTIONS Unassuming cue bid Jacoby 2NT (game invite or better) Pre-empt-(interference)-X = Penalty Drury Ogust after weak 2 M opening, WJS, WJO/C Checkback-type bids 4th Suit Forcing Support X's (through to 2 of Responder's suit) **Inverted Minors** www.abf.com.au Lebensohl-type bids PDF Form Rev. 17D23 by RoL Low range (concealed) & high range Splinters over 1M opening MyRev. 2018-06-25 17:09 Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

	STANDARD	SISILMU	AND					
ABF Nos. 99	Ben Leung							
& Names: 93	Jack Luke-Pare	di 2018 ANC	Qld Youth Team Card 3					
Basic System: 2 o	over 1 with semi-forcing N	Т						
Brown Sticker	Classification: Green	Blue	Red Yellow					
1. OPENING BIDS								
Describe strength, minimum length, or specific meaning Canape								
1 ♣ 11/12+, 3		1♥ 11+, 5						
1 ♦ 11/12+ , 3		1♠ 11+, 5						
1NT 15-17			may contain 5 card Major X					
1NT Responses 24	Simple Stayman							
2 ♦ ♥ 's		2♠ ♣s or bal	anced invitational hand					
2 ♥ ♠'s		2NT ◆s or wea	ak both minors					
other 3♣ = Modified Puppet Stayman [Opener's rebid of 3♦ = no 5-c Major]								
2♣ If balanced, 22+. If unbalanced, within 1 trick of game & 4+ defensive tricks								
2♦ 5-10, 6-card s	suit							
2♥ 5-10, 6-card s	suit							
2♠ 5-10, 6-card s	suit							
2NT 20-21 balance	ced, may have 5-c Major	3NT AKQx 7 or	AKx 8 in a minor,no outside A/K					
other								
		-ALERTS						
1M:2♣ = NAT FG, E	BAL FG, or 3-c SUPP, INV+							
	3. COMPETITIVE		CALLS					
Negative doubles through	·	Weak						
Responsive doubles throu		Lowest 2 unbid s						
1NT overcall - immediate			5-5 in Majors					
1NT overcall - re-opening			5-5 in other M and a minor					
Over weak twos $2NT = 15-17$, $X = Takeout$ Over opening threes $X = Takeout$								
Over opponent's 1NT X = penalty								
-	2♣ = Both Majors [advancer usually bids 2M or 2♦ (asks intruder to pick their best M)]							
2♦ = 6-card suit [2♥ = P/C]. 2Major = 5-card Major & 4+card minor. 2NT = Both minors. 3 IVI = NAT								

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	ngth,	minimum length, or specifi	c mea	aning
1♣ 1♦	6+,3	2	2-5, 6	3◆	2-7, 7
1♥	6+, 4	2	2-5, 6	3	2-7, 7
1 🛧	6+, 4	2	2-5, 6	3 ^	2-7 7
1NT	8-(9)10	2NT	(10)11-12, balanced	3NT	13-15, balanced
2♣	10+,5	3♣	5-9, 5	4 ♣	Pre-emptive
other					
1♦ 1♥	6+, 4	2	(10)11-12, balanced	3 💙	2-7, 7
1🛧	6+, 4	2	2-5, 6	3 ♠	2-7, 7
1NT	6-(9)10	2NT	(10)11-12, balanced	3NT	13-15, balanced
2♣	10+, 4	3 -	2-7, (6)7	4 ♣	Pre-emptive
2	10+,(4)5	3	5-9,5	4	Pre-emptive
other					
1♥ 1♠	(5)6+, 4	2	6-(9)10, 3	3	2-7, 7
1NT	(5)6-12, Semi-forcing	2	2-5, 6	3 Y	7-9,4
2♣	NAT FG,BAL FG,3-c raise INV+	2NT	10+, 4-card support	3 ♠	10-12, concealed splint
2	12+, 4	3 -	2-7, (6)7	3NT	13+, splinter, 0-1 in ♣
other					
1 ♠ 1NT	(5)6-12, Semi-forcing	2	6-(9)10, 3	3	2-7,7
2♣	NAT FG,BAL FG,3-c raise INV+	2NT	10+, 4-card support	3 ^	7-9, 4
2	12+, 4	3♣	2-7, 7	3NT	10-12, concealed splint
2	12+, 5	3	2-7, 7	4	13+, splinter, 0-1 in ♣
other					
1NT 3♣	Modified Pup. Stayman	3	0-1 ♠, 3♥, FG	4	Not used
3◆	0-1-c minor,5+ in other m	3NT	To play	4	To play
3♥	0-1♥, 3♠, FG	4 -	Ace ask (Gerber)	4	To play
other					
2♣ 2♦	No A & 7 Hcp,K & 8, KK	2NT	ART, positive, ♥ suit	3	Not used
2	ART, Positive, no suit	3 -	Natural & positive	3 ^	Not used
2	Natural & positive	3	Natural & positive	3NT	Not used
other	2♣-2♦; any suit [F1]-lower	of ch	neaper minor (or 3NT over	3♦) =	0 trick (denies K or 2 Q's
2♦ 2♥	Invitational, NF [1]	3 -	Asks for any shortage [2]	3	Natural, Forcing [1]
2	Invitational, NF [1]	3	Preemptive sign off	3NT	To play
				_	N1 4 1
2NT	Artificial strong, Ogust	3	Natural, Forcing [1]	4	Not used

Notes [1] O raises with 3-c or Qx SUP, rebids suit with min, shows feature, 3oM if AKQx6 [2] Opener shows any shortage, rebids his suit with no shortage, (if M) bids game if AKQx6

2♥ 2♠ Natural, Forcing [1]	3♦ Natural, Forcing [1]	3NT To play					
2NT Artificial strong, Ogus	t 3♥ Preemptive sign off	4♣ Not used					
3♣ Asks for any shortage [2]	3♠ Not used	4♥ Make or sacrifice					
other							
2♠ 2NT Artificial strong, Ogus	t 3♥ Natural, Forcing [2]	4♣ Not used					
3♣ Asks for any shortage [2]	- '	4♥ Make or sacrifice					
3♦ Natural, Forcing [1]	3NT To play	4♠ Make or sacrifice					
other							
2NT 3♣ Simple Stayman	3♠ 5-4 in minors	4♦ Not used					
3♦ 0+, 5-card ♥ suit	3NT To play	4♥ To play					
3♥ 0+, 5-card ★ suit	4♣ Ace ask (Gerber)	4♠ To play					
other Same responses after							
	9. CONVENTIONS						
Unusual NT: Lowest 2 unbid s	suits.						
4th Suit Forcing One round		Game force X					
NT Checkback X Priorities	2-way checkback. Unbid M	ajor, 3-card Major support					
Defence to 3NT opening If 3N	T is minor/s: Same defence as d	efending against 1NT opening					
Defence to Opening Twos	heir opening bid is NAT or sp	ecifies a suit/s: Double = T/O					
Multi 2♦ X = 12-15 bal,ve	ry strong 1 suiter or 19+. 2NT	= NAT,16-19,both M stopped					
RCO style 2-s Same defence a	s defending against Multi 2						
Other 2-s (Unanchored suit opening,inc Multi 2/RCO)-Pass-(P/C or NAT bid)-? X=T/O,Qbid of P/C = NAT							
Defence X = both M,1NT = both							
to (1♣)-Pass-(1♦, negative							
strong (1♣)-Pass-(bid that she	ows a suit)-? # X = takeout, # NT	= 2 lowest suits # others =NAT					
1♣ / 2♣ Same defence is used against a Strong 2♣ or Strong 2♦ opening							
		gnore (if 2♣ (not MM),X=Stayman					
	weak 2's.	grioro (ii 21 (not wiwi), x—otayman					
Take out of 4 level pre-empts	4♣/4♦ Double						
4♥ Double	4♠ Double						
• •	0. OTHER NOTES						
	io. O men no rec						