

## 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive, 5-9, (4)5-card support.
Jump raises - Majors	Limit raise, 10-11(12), 4-card support
Jump shifts after minor opening	Natural and weak (double jump shift not splinter after 1 minor opening)
Jump shifts after Major opening	Natural, weak at 2 level, invitational at 3 level
Responses to strong 2 suit open.	2♦ = semi-automatic waiting bid. Others = Natural & 8+ Hcp
Responses to 2NT opening	3♣ = Simple Stayman. 3♦/♥ = transfer to ♥/♠

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all except AK stiff	
Four or more with an honour	4th highest	
From 4 small	2nd highest (then down)	
From 3 cards (no honour)	Middle-up-down	
In partner's suit	As others, but top of 3 small if shown SUP	
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-high = even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count [V Suit contract, high [low] spot trump asks for high [low] other suit]	
<b>Notes</b>	V NT, first card on their lead is attitude to continuation of opening lead suit (low= encourages)	
	Count on Partner's lead if: A led, Q in dummy /5+ level & K led (A lead denies K& asks for attitude)/v PRE	
	Suit Preference if no further trick available in the suit / if giving ruff / if crossing to partner's winner	

## 6. SLAM CONVENTIONS

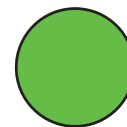
4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/>	when? Jump over NAT strong NT
<b>Slam Notes</b>	1st and 2nd round controls equally shown up the line.		
Cue Bids <input checked="" type="checkbox"/>	RKCB ask-(interference)-?: X = 0 keycard, Pass = 1 keycard (after pass, X = penalty)		
Asking Bids <input type="checkbox"/>	2♣-(interference)-?: X/XX = 0 trick, Pass = 1+ trick [X by O is bal but stop ?; 2NT = ART, 2PtP];		

## 7. OTHER CONVENTIONS

Drury 3/4 seat (2M=sub-min, 2♦=ART min, 2♥^1♠=min+)	Inverted minors (off if passed hand/in COMP)
Pre-empt-(interference)-X = Penalty	Over reverse, NF bids by R are any 2 level, rebid
Ogust after weak 2 opening, WJS, WJO/C	of R's suit, preference to O's first suit.
Support X's through 2 of responder's suit	If 1M raised to 2M & RHO passes, (a) 3M = only
(Standard) splinters over 1Major opening	bid 4M if great trumps (b) others = Help Suit GT
<a href="http://www.abf.com.au">www.abf.com.au</a>	In COMP, maximal X if RHO raises LHO in suit just below ours
PDF Form Rev. 17D23 by RoL	Jacoby 2NT = 4-c SUPP, FG. [2NT = natural over suit overcall]
MyRev. 2019-06-07 14:47	Unassuming QB=GI+ with support or (Adv to o/c) any GF. UCB & 2UCB=NT stop?
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	991023	Ben LEUNG
& Names:	961426	Jasmine SKEATE
Basic System:	2 over 1, with a non-forcing 6-12 1NT response to 1Major opening	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 11/12+, 3	1♥ 11/12+, 5
1♦ 11/12+, 3	1♠ 11/12+, 5
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman	
2♦ Transfer to ♥'s	2♠ ♣'s or balanced invite [2NT/3♣ = min/max
2♥ Transfer to ♠'s	2NT ♦'s or weak 5-5 in minors [3m = better m
other 3♣ = 5-c M ask, FG, denies 44+ in the Majors [3♦ = no 5-c M, then 3M shows 4-c in other M]	
2♣ If balanced, 22+. If unbalanced, within 1 playing trick of game & 4+ defensive tricks	
2♦ 6-card ♦ suit, 5-11 points (4th seat 10+ to 13)	
2♥ 6-card ♥ suit, 5-11 points (4th seat 10+ to 13)	
2♠ 6-card ♠ suit, 5-11 points (4th seat 10+ to 13)	
2NT 20-21(22) balanced	3NT AKQx 7 or AKx 8 in a minor, no outside A/K
other Pre-empt at 3+ level typically overbids by 2/3/4 tricks if unfavourable vulnerability, = vul, unfav	

## 2. PRE-ALERTS

1M -1NT = 6-12, Non-forcing but seldom	passed if we are vulnerable
Very light opening if extreme shape	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦ Jump overcalls	Weak, as per pre-emptive opening at that level
Responsive doubles through	4♦(X/O)c Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-17 (Sys off, 2QB = Stay)	Immediate cue of minor (over 3+ m) 5♥-(4)5♠, ~8/10+ NV/V
1NT overcall - re-opening	13-16 (Sys off, 2QB = Stay)	Immediate cue of Major 5-5 in other M & m, ~10/12+ NV/V
Over weak twos	X = T/O (with Lebensohl)	Over opening threes X = Takeout
Over opponent's 1NT	2♣ = Both Majors [2♦ by Advancer is equal or only 1 length difference in M's]	
	2♦ = ART single suit [Advancer's 2♥ is P/C]. 2M = M & m. 2NT = Both m. 3 level is NAT.	
	X = Penalty	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+, 3-card suit	2♦ 2-4(5),6-c suit, 0-1 misfit	3♦ 2-4(5),7-c suit, 0-1 misfit
1♥ 6+, 4-card suit	2♥ 2-4(5),6-c suit, 0-1 misfit	3♥ 2-4(5),7-c suit, 0-1 misfit
1♠ 6+, 4-card suit	2♠ 2-4(5),6-c suit, 0-1 misfit	3♠ 2-4(5),7-c suit, 0-1 misfit
1NT 8-10 no 4-card Major	2NT (10)11-12,Bal,no 4-c M	3NT 13-15, BAL, no 4-c M
2♣ (10)11+, (4)5-c support	3♣ 5-9,5-c. P/hand =11-12	4♣ Pre-emptive
other 1m-2m; ? When O min (12-14), 2NT if bal, 3m if unbal (inc 5332), NF. Stops bid up the line		
1♦ 1♥ 6+, 4-card suit	2♥ 2-4(5),6-c suit, 0-1 misfit	3♥ 2-4(5),7-c suit, 0-1 misfit
1♠ 6+, 4-card suit	2♠ 2-4(5),6-c suit, 0-1 misfit	3♠ 2-4(5),7-c suit, 0-1 misfit
1NT 6-(9)10	2NT (10)11-12,Bal,no 4-c M	3NT 13-15, BAL, no 4-c M
2♣ FG, 4-card suit	3♣ 2-4(5),7-c suit, 0-1 misfit	4♣ Not used
2♦ (10)11+, (4)5-c support	3♦ 5-9,5-c. P/hand =11-12	4♦ Pre-emptive
other After 1♦-2♣, new suit denies 5+ ♦ suit (unless opener splinters)		
1♥ 1♠ 6+, 4-card suit	2♥ (5)6-10, 3-card support	3♦ 10-12, 6-card suit
1NT (5)6-(11)12, NonForcing	2♠ 2-4(5),6-c suit, 0-1 misfit	3♥ 10-11(12), 4-card support
2♣ FG, 3(♣'s or balanced)	2NT 12+, 4-card support, FG	3♠ Splinter
2♦ FG, 4-card suit	3♣ 10-11(12), 6-card suit	3NT 13-15, 4333
other 1M-2M promises responder has values to accept game try in some suit (else bid 1NT)		
1♠ 1NT (5)6-(11)12. NonForcing	2♠ (5)6-10, 3-card support	3♥ 10-11(12), 6-card suit
2♣ FG, 3(♣'s or balanced)	2NT 12+, 4-card support, FG	3♠ 10-11(12), 4-card support
2♦ FG, 4-card suit	3♣ 10-11(12), 6-card suit	3NT 13-15, 4333
2♥ FG, 5-card suit	3♦ 10-11(12), 6-card suit	4♣ Splinter
other		
1NT 3♣ 5-c M ask [3♦=no 5c M	3♠ shortness, often (1=3)(54)	4♦ 6+ hearts, no slam
3♦ Natural, AQ/KQ x 6	3NT To play	4♥ 6+ spades, no slam
3♥ shortness, often (3=1)(54)	4♣ Ace ask (Gerber)	4♠ not used
other 1suit: 4NT = quantitative.		
2♣ 2♦ 0+, Semi-auto waiting	2NT 8-12, mainly Q's & J's	3♥ Not used
2♥ 8+ Hcp, good 5-card suit	3♣ 8+ Hcp, good 5-card suit	3♠ Not used
2♠ 8+ Hcp, good 5-card suit	3♦ 8+ Hcp, good 5-card suit	3NT Not used
other 2♣-2♦; any suit [F1]-lower of cheaper minor (or 3NT over 3♦) = 0 trick (denies K or 2 Q's).		
2♦ 2♥ Natural, invitational	3♣ NAT, forcing, 16+ pts	3♠ Natural, forcing
2♠ Natural, invitational	3♦ Preemptive sign off	3NT To play
2NT Artificial INV+ (Ogust), F	3♥ Natural, forcing	4♣ Not used
other Weak 2-new suit-? Raise if xxx or A/K/Qx, rebid suit suggests min, new suit=feature, splinter		

**Notes** (1any)-Pass-(1NT)-X = T/O. After partner overcalls @1 or 2 lvl, advancer's new suit is Non F UPH v's ART suit/fit: NT=2 lowest, X=2 highest (can be weak), QB=top & bottom. 3-suiter? Pass then X for T/O. Sound direct O/c

2♥ 2♠ Natural, forcing	3♦ Natural, forcing	3NT To play
2NT Artificial INV+ (Ogust), F	3♥ Preemptive sign off	4♣ Not used
3♣ Natural, forcing	3♠ Not used	4♥ Make or sacrifice
other 2NT Ogust: 3♣+ steps = min/bad suit, min/good suit, max/bad suit, max/good suit, AKQ (if possible)		
2♠ 2NT Artificial INV+ (Ogust), F	3♥ Natural, forcing	4♣ Not used
3♣ Natural, forcing	3♠ Preemptive sign off	4♥ Make or sacrifice
3♦ Natural, forcing	3NT To play	4♠ Make or sacrifice
other In 3rd seat, any weak 2 could be weaker than normal, & new suit response is NF		
2NT 3♣ Simple stayman	3♠ Asks for 4-c m [3NT=no	4♦ Natural, forcing
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 used after 2♣-2♦; 2NT		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  FG if after 4SF, RESP bids at 3 level Game force

**NT Checkback**  Priorities: New minor forcing

**Defence to 3NT opening** If 3NT = m:X = PEN, 4♣ = both M, 4♦ = a M, 4M = M & a m, 4NT = S/T w m

**Defence to Opening Twos** If their opening bid is NAT or specifies a suit/s: Double = T/O

Multi 2♦ X = 12-15 bal, very strong 1 suiter or 19+. 2NT = NAT, 16-19, both M stopped

RCO style 2-s 1st X = values (16+/11+ in direct/passout), 2nd X (after their NAT or P/C bid) = T/O, 3rd X = PEN

Other 2-s (Unanchored suit opening, inc Multi 2)-Pass-(P/C or NAT bid)-? X = T/O, Qbid = NAT

**Defence** X = both M, 1NT = both minors, others are natural. All immediate bids are weak

**to** (1♣)-Pass-(1♦, negative)-? # X = both Majors # 1NT = both minors # others = NAT

**strong** (1♣)-Pass-(bid that shows a suit)-? # X = takeout, # NT = 2 lowest suits # others = NAT

**1♣ / 2♣** Same defence is used against a Strong 2♣ or Strong 2♦ opening

**Over 1NT Interference** Lebensohl (system on if 2♣(not MM)orX). 1NT-(2/3 lvl NAT bid): X=PEN/T-O.

**Lebensohl - other uses** (Weak 2, direct or via multi)-X-(Pass) or (1M)-Pass-(2M)-X

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

4♥ Double [(4♥):4NT = both m] 4♠ Double [A's 4NT = pick m], (4♠)-4NT = 2 Places TP

## 10. OTHER NOTES

2/1. Prefer 2/1 response. O's non jump rb nothing about Hcp, 6-4-6, must show unbid M, can/should rb 5-c M if quality 3/4+ honor suit. Default bid is 2NT (stop ?), new suit at 3 lvl = 5 or quality 4. Jump in new suit is splinter non-jump raise denies splinter, fast arrival if raising Major suit. 2/1-(interference)-X = PEN

2/1 response by UPH after RHO bids doesn't promise rebid unless O Qbids, jumps in original suit or bids new suit

If 1 minor opening could be short (a) 2 minor = natural (b) cheapest jump shift = both majors

If 1 lvl suit opening-(non-jump overcall through 2♥)-Pass-(Pass);? Opener reopens if 0-2 in O/C suit