

4. BASIC RESPONSES

Jump raises - minors	Preempt 3-8 HCP ATV, 6+ cards in clubs
Jump raises - Majors	Preempt 0-7 HCP, 4+ cards
Jump shifts after minor opening	2♦ = 6 card minor inv. 3♣ = 6 card inv. 2M = strong (3 types)
Jump shifts after Major opening	Natural invites except 1♠-3♣
Responses to strong 2 suit open.	2♣=2♦ waiting, 2M= positive 5+ cards, 2NT/3♣= positive minor
Responses to 2NT opening	3♣= M enquiry, 3♦/♥=TFR, 3♠= puppet (minors)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead All, except (1) and (2)
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom (top if already shown 3)	Middle/Top
In partner's suit	as above	as above
Discards	Low Encourage	1:Count (Suit pref.) 2: Low enc
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	1:Low Enc. 2: Count 3: Suit Pref	1: Low Enc. 2: Count 3: Suit Pref
Signal on declarer's lead:	1: Count 2: Suit Pref (incl. trumps)	1: Count, 2: Suit Pref 3; Smith
Notes NT: Smith Peter position when honour beaten by honour+2.		
1) Lead promises next or wants to see it. e.g. AKJT : lead K for unblock		
2) Lead the 9 from Q109x.. A109x.. A987...		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	EKC responses: 0-3, 1, 1+Q, 2, 2+Q	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Leaping Michaels	2 way checkback
(Good) Bad 2NT in competition	Transfers after 1M X
Splinter in 4th suit = splinter in 1st	
Rubinsohl	
Jump Fits in competition	

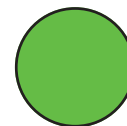
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	568201	HOWARD MELBOURNE
& Names:	130532	KHOKAN BAGCHI
Basic System:	MODIFIED 2 over 1	
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+ HCP,	2+♣	1♥	11-20 HCP 5+♥
1♦	11+ HCP,	4+♦	1♠	11-20 HCP 5+♠
1NT	15-17 Balanced			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman				
2♦	TFR ♥	2♠	TRF ♣	
2♥	TRF ♠	2NT	TRF ♦	
other	3♣ = Puppet stayman, 3♦ = short minor, 3M = short			

2♣	Strong; 22+ Bal, 8.5 playing tricks M or game force.
2♦	Multi : weak Major OR strong Acol two type in diamonds
2♥	Multi : 5+♥ & 4+m, always 5-5 Vul. (7)8-10(11) HCP
2♠	Multi : 5+♠ & 4+m, always 5-5 Vul, (7)8-10(11) HCP
2NT	20-21(22)
3NT	Good ♥ PRE or ♣ PRE
other	4♣ = Good ♠ PRE or ♦ PRE, 4♦ = 5♠ + 6♥ 9-13, 4M = PRE

2. PRE-ALERTS

Multi 2♦, 3NT, 4♣, 4♦ see above	1♠-3♣ 4 card raise
1M-2♣ GF or 3 card raise 10-12	
1♣-2♦ minor invite	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower two suits
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	11-14 / 13-16 (M)	Immediate cue of Major	oM+m
Over weak twos	2NT 15-18, T/O X with leb.	Over opening threes	T/O X
Over opponent's 1NT	2♣ = Ms, 2♦ = 1M, 2♥/2♠ = 5M+m, 2NT = clubs, 3♣ = diamonds		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦ 5+ HCP,	3+♦	2♦ 8-11 HCP minor invite	3♦ 5-9 HCP nat. PRE
	1♥ 4+ HCP,	4+♥	2♥ Strong 3 way	3♥ 5-9 HCP nat. PRE
	1♠ 4+ HCP,	4+♠	2♠ Strong 3 way	3♠ 5-9 HCP nat. PRE
	1NT 8-10 HCP		2NT 4-8/12+ HCP 5-5 m	3NT 12-14 HCP 3334 soft
	2♣ 10+	4+♣	3♣ 3-8 HCP (ATV) 6+♣	4♣ PRE
other	4NT = Blackwood			
1♦	1♥ 4+ HCP	4+♥	2♥ Strong 3 way	3♥ 5-9 HCP nat. PRE
	1♠ 4+ HCP	4+♠	2♠ Strong 3 way	3♠ 5-9 HCP nat. PRE
	1NT 6-11 HCP		2NT 7-9/16+ HCP 4+♦	3NT 12-14 HCP 3343 soft
	2♣ GF	4+♣	3♣ 9-11 HCP nat. 6+♣	4♣ 6-8 HCP nat. PRE
	2♦ 10+	4+♦	3♦ 3-7 HCP 4+♦	4♦ PRE
other				
1♥	1♠ 4+ HCP	4+♠	2♥ 7-10 HCP 3+♥	3♦ 9-11 HCP 6+♦
	1NT 6-11 HCP		2♠ 8+ HCP 4+♥ (1)	3♥ 0-6 HCP 4+♥
	2♣ GF or 3c limit raise		2NT GF 4+♥ (1)	3♠ GF any JF 4+♥
	2♦ GF	4+♦	3♣ 9-11 HCP 6+♣	3NT weak JF with ♠ 4+♥
other	4m= weak JF, 4♠= natural to play			
1♠	1NT 6-11 HCP		2♠ 7-10 HCP 3+♠	3♥ 9-11 HCP 6+♥
	2♣ GF or 3c limit raise		2NT 8+ HCP 4+♠ (1)	3♠ 0-6 HCP 4+♠
	2♦ GF	4+♦	3♣ GF 4+♠ (1)	3NT GF any JF 4+♠
	2♥ GF	5+♥	3♦ 9-11 HCP 6+♦	4♣ weak JF with ♣ or ♥
other	4♦= weak JF, 4♥= natural weak			
1NT	3♣ Puppet stayman		3♠ shortage	4♦ TFR to spades
	3♦ shortage in a minor		3NT to play	4♥ To Play
	3♥ shortage		4♣ TFR to hearts	4♠ To Play
other	5M= slam invite with good suit, 2 KCs and at least two outside kings to protect.			
2♣	2♦ Waiting		2NT Positive ♦	3♥ 6-7 HCP semi-solid ♥
	2♥ Positive ♥		3♣ Positive ♣	3♠ 6-7 HCP semi-solid ♠
	2♠ Positive ♠		3♦ 6-7 HCP semi-solid m	3NT any solid suit
other				
2♦	2♥ P/C (2)		3♣ Natural NF	3♠ ♠ invite 6+♠
	2♠ P/C (2)		3♦ ♥ invite 6+♥	3NT To play
	2NT Enquiry		3♥ PRE P/C	4♣ Please TFR to M
other	4♦ = bid M please, 4M = to play.			

Notes

2♥	2♠ Nat NF (constructive)	3♦ Nat NF	6+♦	3NT To play
	2NT Enquiry	3♥ PRE	3/4 ♥	4♣ Splinter
	3♣ P/C	3♠ Strong	6+ ♠	4♥ To play
other	4♦= Splinter, 4♠ = to play			
2♠	2NT Enquiry	3♥ Nat NF (constructive)		4♣ Splinter
	3♣ P/C	3♠ PRE	3/4 ♠	4♥ To play
	3♦ Nat NF	6+♦	3NT To play	4♠ To pay
other	4♦= Splinter			
2NT	3♣ Major enquiry	3♠ Puppet to 3NT		4♦ TFR to hearts
	3♦ TFR to hearts	3NT To play		4♥ TFR to spades
	3♥ TFR to spades	4♣ 5-5 Ms invite		4♠ Ace ask: 1,2,3,4
other				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣= puppet to 2♦, 2♦= GF

Defence to 3NT opening If gambling type: X= PEN, 4♣= Ms, 4♦= 1M, 4M= 5+M + m

Defence to Opening Twos X- T/O, LM, 2NT=15-18, Cue stopper ask.

Multi 2♦ X=♥ or strong, 2H=♠, 2S=♣, 2NT=15-18, 3♣=♦, 3♦=♦(int.), 3M=stopper ask

RCO style 2-s X= Values

Other 2-s X-T/O and natural bids.

Defence X- Ms, 1NT= ♠+m, 2NT= ♥+m, 3NT= minors, other natural.

to

strong over 2♣: X=Ms, 2NT= ♠+m, 3NT= ♥+m, 4NT= minors, other natural.

♣

Over 1NT Interference Rubinsohl, X- T/O of natural bids, x=3-3 in Ms over both Ms.

Lebensohl - other uses Modified Lebensohl over weak twos.

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

4♥ X- T/O, 4NT= minors 4♠ X-T/O, 4NT= two suiter.

10. OTHER NOTES

1) Split range; four card raises.

2) Can contain a strong hand with that suit. Suit must be almost solid.