

4. BASIC RESPONSES

Jump raises - minors 1♣-3♣ 8-9 both minors, 1♦-3♦ preempt

Jump raises - Majors 6-9 raise

Jump shifts after minor opening 1♣-2♥ majors, 1♣-2♠ minors, 1♦-2M 3-7

Jump shifts after Major opening Splinters, slam try or game try

Responses to strong 2 suit open. 2♦ negative, 2♥ artificial positive, others artificial good suits

Responses to 2NT opening Modified Muppet Stayman, transfers, 3♠ minor stayman

5. PLAY CONVENTIONS Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences: A/Q for attitude, king for count

Four or more with an honour 3rd/5th 4th

From 4 small 1st or 2nd

From 3 cards (no honour) 1st or 2nd

In partner's suit 3rd/5th 4th

Discards Low odd encourage, even SP

Count Low odd=odd, low even=even

Signal on partner's lead: Low encourage

Signal on declarer's lead: Low odd=odd, low even=even

Notes When giving count:

A low odd card shows an odd number, a low even card shows an even number.

A high odd card shows an even number, a high even card shows an odd number.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Over 4♥ or 4♠ opening

Slam Notes Kickback more common than Blackwood, 4NT often natural.

Cue Bids 1st/2nd round control

Asking Bids

7. OTHER CONVENTIONS

Transfers over 1♣ and in competition. Responses to 1♣ are nearly all artificial.

XYZ transfers. Kickback. Switch. Gazzilli. Splinters.

3♠ puppet over 1♥-1♠-3♥. Lead singletons and good suits vertically.

Semi-forcing 1NT, multi-2♣ response. Muppet stayman over 2NT.

Gill over reverses. Retransfers by responder after strong NT.

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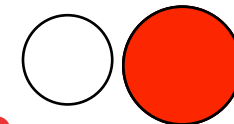
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos. 256986 Brad Coles

& Names: 636134 Fraser Rew

Basic System: Modified 2-over-1 Game Force

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11-22, 2+♣ 1♥ 10-21, 5+♥

1♦ 11-22, 4+♦ unbal 1♠ 10-21, 5+♠

1NT (9)10-12 1st/2nd NV, 15-16 3rd, else 12-14 may contain 5 card Major

1NT Responses 2♣ (w): Puppet to 2♦ (to play or invite game or slam) (s): Stayman
 2♦ (w): Stayman (s): transfer to ♥ 2♠ (w): to play (s): RP or ♣
 2♥ (w): to play (s): transfer to ♠ 2NT (w): GF unbal (s): transfer to ♦
 other 3-level bids to play opposite weak notrump, artificial after strong notrump

2♣ Artificial GF or 20-21 balanced

2♦ 1st/2nd/3rd: 5+4+ diamonds and spades, weak. 4th seat: 11-13 natural

2♥ 1st/2nd/3rd: 5+4+ hearts and spades, weak. 4th seat: 11-13 natural

2♠ Natural weak two, may be a poor five-card suit if not vul

2NT 22-23 balanced 3NT 9-14 5♠ longer hearts or diamonds

other

2. PRE-ALERTS

1♣ can include any 13-19 balanced (no 5M) Transfers over 1♣ and in competition.

Variable notrump opening. 1NT responses vary by variable NT range.

2♦/2♥ natural with spades. 2♣ bids in any auction are usually artificial.

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Weak

Responsive doubles through 4♥ Unusual NT Lower unbid suits

1NT overcall - immediate 16-18 Immediate cue of minor Majors, 5-31 HCP

1NT overcall - re-opening Variable Immediate cue of Major Major + minor, 5-31 HCP

Over weak twos Takeout doubles, Lebensohl Over opening threes Takeout doubles

Over opponent's 1NT 2♣ majors, 2♦ one major, 2♥/2♠ M+m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+ points, 4+♥	2♦ Balanced GF	3♦ Splinter
1♥ 3+ points, 4+♠	2♥ 6-9, 5+♥, 4+♠	3♥ Splinter
1♠ Multi, no major if weak	2♠ 10-11 minors	3♠ Splinter
1NT 8-10, may have major	2NT 5-7 or GF, minors	3NT 12-15 minors
2♣ Nat GF unless 3♣ bid	3♣ 8-9 minors	4♣ Preempt
other		
1♦ 1♥ 4+ points, 4+♥	2♥ 3-7 6+♥	3♥ Splinter
1♠ 4+ points, 4+♠	2♠ 3-7 6+♠	3♠ Splinter
1NT 6-9 bal	2NT Balanced invite	3NT To play
2♣ Nat GF unless 3♣ bid	3♣ Invite raise	4♣ Splinter
2♦ Nat GF unless 3♦ bid	3♦ Weak	4♦
other		
1♥ 1♠ 4+ points, 4+♠	2♥ 8-10 raise	3♦ Splinter
1NT Semi-forcing, 5-12	2♠ Splinter	3♥ 6-9 raise
2♣ Multi: ♣ or ♥ or bal	2NT GF raise, usually bal	3♠ GF raise, any void
2♦ GF, 4+♦	3♣ Splinter	3NT Spade splinter
other		
1♠ 1NT Semi forcing, 5-12	2♠ 8-10 raise	3♥ Splinter
2♣ Multi: ♣ or ♠ or bal	2NT GF raise, usually bal	3♠ 6-9 raise
2♦ GF, 4+♦	3♣ Splinter	3NT GF raise, any void
2♥ GF, 4+♥	3♦ Splinter	4♣ Splinter
other		
1NT 3♣ (w) to play (s) enquiry	3♠ (w) to play (s) 13(54)	4♦ GF both majors
3♦ (w) to play (s) invite	3NT to play	4♥ to play
3♥ (w) to play (s) 31(54)	4♣ Slam try both majors	4♠ to play
other		
2♣ 2♦ artificial negative	2NT spades	3♥ semi-solid suit
2♥ artificial positive	3♣ diamonds	3♠ semi-solid suit
2♠ hearts	3♦ clubs	3NT
other		
2♦ 2♥ natural, less than GF	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT enquiry	3♥ GF natural	4♣ 4+♠, club shortage
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ splinter
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT clubs, or club shortage	3♥ invitational+ raise	4♣ asking bid
3♣ ♦, or ♦ shortage	3♠ to play	4♥ asking bid
3♦ hearts	3NT to play	4♠ to play
other		
2NT 3♣ enquiry	3♠ minor oriented	4♦ spades
3♦ hearts	3NT to play	4♥ slam try in clubs
3♥ spades	4♣ hearts	4♠ slam try in diamonds
other		

9. CONVENTIONS

Unusual NT: Lower unbid suits, any strength

4th Suit Forcing One round Rare, we usually play transfers Game force

NT Checkback Priorities: Transfers

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ Double = 13-15 balanced or strong

RCO style 2-s Double and 3C are for takeout

Other 2-s Depends on what the opening shows

Defence 1♦=♦♥, 1♥=♥♠, 1♠=♠♣, 1NT=♣♦, 2♣=♣♥, 2♦=♦♠, dbl=♣♦

to

strong 2NT = any two suits

♣

Over 1NT Interference Takeout doubles, Rubensohl

Lebensohl - other uses Weak twos

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

4♥ Double

4♠ 4NT

10. OTHER NOTES

Variable 1NT opening: 9/10-12 1st/2nd nonvul, 15-16 in 3rd, 12-14 in all other positions.

All balanced hands (outside 1NT range, no 5-card major) open 1♣, including 3352.

Most responses to 1♣ are artificial. We can respond with as little as 3 HCP.

Many bids in competitive auctions are transfers, including doubles and redoubles.

1♠ response to 1♣ denies a major unless game forcing with diamonds.

Jump to 3♠ is often a puppet to 3NT, with possible alternative meanings.