4. BASIC RESPONSES Jump raises - minors Preempt Other: FEDERATION INC. Jump raises - Majors Preempt Other: Majors intermediate, other minor - criss cross raise Jump shifts after minor opening Invitational, natural, non forcing Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening Muppet Stayman, transfers **Show priorities** 5. PLAY CONVENTIONS Versus NoTrump (if different) Versus Suit (or both) Overlead, A-Attitude K-Count Overlead, A-Attitude K-Count Sequences: Leads Four or more with an honour 3rd/Low 4th highest 3rd highest 2nd highest From 4 small Top From 3 cards (no honour) **Bottom** In partner's suit attitude if supported, 3rd/low without **Discards** High Encourage High-Low = Even Count High encourage High encourage Signal on partner's lead: Signal on declarer's lead: Count **Notes 6. SLAM CONVENTIONS** 4♣ Gerber X when? 1NT - 2♣ - 2X - 4♣ Blackwood **RKCB 1430 Slam Notes** X Cue Bids Asking Bids 7. OTHER CONVENTIONS Fit showing jumps in competition 2 way Checkback Criss cross raises in minors inverted minors Jacoby 1M - 2♣ 2NT in competition www.abf.com.au PDF Form Rev. 13F21 by RoL MyRev. Copyright © ABF 2013



AUSTRALIAN BRIDGE



STANDARD SYSTEM CARD													
٩BF	Nos.	42339	94 Jodi Tutty										
& Names: 681393 Marianne Bookalli													
3asi	c System:	Two o	ver one										
3rov	vn Sticker		Classification	on: Gre	een 🔀		Blue		Red	Yellov	v		
1. OPENING BIDS													
Des	cribe stren	gth, minir	mum lengt	th, or specif	ic mear	ning				Canap	е 🔲		
*	3+, 11+pts	3			1	Y 5	5+, 11+pts	S					
♦	3+, 11+pts	3			1	A 5	5+, 11+ pt	ts					
1NT	15-17								may contain 5 d	card Major	X		
1N7	Responses	2♣ Si	imple Sta	ıyman		0	ther:						
2	transfe	er to 💙				2	transfer	to 🙅					
2	transfe	er to 束				2NT	transfer	to 🔷					
0	ther 4♣/♦	transfer	to ∀ /♠										
*	GF or 22-2	23 baland	ced										
2	weak, either ♥ or ♠												
2	weak, 5/5,	, V and a	another										
2	weak 5/5,	♠ and m	ninor										
2NT	20-21 ba	lanced			3	NT	Gambling	g (no c	outside AK)				
other													
				2. PF	RE-A	LE	RTS						
1M	- 2🗫												
			3. COM	IPETITI	/E BII	DS	/ OVEF	RCAI	LLS				
Vega	tive doubles t	hrough	4♠	Jump overca	lls wea	ak							
Resp	Responsive doubles through 44 Unusual NT mi						ninor oriented 2 suiter						
NT overcall - immediate 15- bad 18 Immedi									majors, 5/5				
INT	NT overcall - re-opening 11-15 Immed						liate cue of Major Other major and minor, 5/5			5			
Over weak twos XXX, Lebensohl Over opening threes X = takeout													
)ver	opponent's 1	NT Cap	pelletti: X	=PEN, 2 ♣ =	single s	suit,	2 ♦=♥ + ♠	, 2M=	M+minor, 2N	T= ♣ + ♦			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	ingui,	minimum length, or specif	ic ille	ariiriy
1♣ 1♦	4+, 5+ pts	2	Invitation 5+♣	3	splinter
1♥	4+, 5+ pts	2	Strong	3	splinter
1♠	4+, 5+ pts	2	Strong	3 ♠	splinter
1NT	5-11pt	2NT	11-12 3334	3NT	12-15 33(34)
2♣	GF, 5+♣, no major	3 -	weak 5+♣	4 ♣	
othe	r				
1♦ 1♥	4+, 5+pts	2	Strong	3	splinter
1♠	4+, 5+pts	2	Strong	3	splinter
1NT	5-11pt	2NT	11-12 33(43)	3NT	12-15 33(43)
2	GF, 5(4) + ♣		Invitation 5+◆		splinter
	GF 5+ ♦	3	weak 5+♦	4	
othe					
1 ♥ 1♠	4+, 5+pts	2	Simple raise	3	Invitation •
1NT	5-11pt, semiforcing		Strong	3	Weak 4+♥
2	GF♣, GF bal, INV+ ♥	2NT	GF, 4+♥	3	splinter
2	GF 5+ ♦		Invitational 🙅	3NT	12-15 balanced 3334
othe	1				
1 ♠ 1NT	5-11pt, semiforcing	2	Simple raise	3	Invitational ¥
2♣	GF♣, GF bal, INV+ ♠	2NT	GF, 4+ ♠	3	Weak 4+♠
2	GF 5+ ♦	3♣	Invitational 🙅	3NT	12-15 balanced 3334
2	GF 5+♥	3	Invitational •	4 ♣	splinter
othe	r				
1NT 3 ♣	Muppet Stayman	3	SPL, 9+ cards in minors	4	Transfer to ♠
3	5/5 GF minors	3NT	To play	4	To play
3 Y	SPL, 9+cards in minors	4	Transfer to ♥	4	To play
othe	1				
2 ♣ 2 ♦	Waiting	2NT		3	
2	5+♥, positive, KJ+	3 -	6+♣, positive KJ+	3	
	5+♠, positive, KJ+		6+♦, positive KJ+	3NT	
othe	•				
2♦ 2♥	Pass/correct	3♣	Natural, forcing 1 round	3♠	Pass/correct
2♠	Pass/correct		Natural, forcing 1 round		To play
2NT	Inquiry		Pass/correct	4	
othe					
lotes					

Notes	
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2 ♥ 2♠ Pa	ass/correct	3◆	Pass/correct	3NT	To play			
2NT In	quiry	3 Y	To play	4				
3 ♣ Pa	ass/correct	3 ^	Pass/correct	4	To play			
other								
2♠ 2NT In	T Inquiry		Natural, forcing	4 ♣	Pass/correct			
3♣ Pa	ass/correct	3 ^	To play	4	To play			
3 ♦ Pa	ass/correct	3NT	To play	4	To play			
other								
2NT 3♣ M	luppet Stayman	3	Minor suit Stayman	4	Natural, GF			
3 ♦ Tr	3♦ Transfer to ♥		To play	4	To play			
3 ♥ Tr	ransfer to 🛧	4♣	Natural, GF	4	To play			
other								
	9.	. C	ONVENTIONS					
Unusual NT: Other suits Minor-oriented two-suiter, 5/5								
4th Suit Forcing One round Game force X								
NT Checkback								
Defence to 3NT opening								
	Defence to Opening Twos							

4**♣**/4**♦** X

4♠ X 10. OTHER NOTES

X = takeout, if known suit, XXX if unknown suit

Multi 2

Other 2-s

to

XXX, Lebensohl

XXX, Lebensohl

Lebensohl - other uses Over (2M) - X

RCO style 2-s XXX, Lebensohl

Defence 1♣ :CRASH

strong 2♣ : CRASH

Over 1NT Interference

4♥ X

Take out of 4 level pre-empts