

## 4. BASIC RESPONSES

Jump raises - minors	~5-9 with support
Jump raises - Majors	PRE
Jump shifts after minor opening	1m-2M 6+M INV, 1D-3C 6+♣ INV
Jump shifts after Major opening	3C 4M 6-9 or 10-12 3M, 3D 4M INV
Responses to strong 2 suit open.	2D negative/waiting, others NAT
Responses to 2NT opening	stayman, transfers, 3S minors, 4C to 4S 2-under TRF

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	overlead	same, underlead for unblock
Four or more with an honour	3 <sup>rd</sup> from even, low from odd	4 <sup>th</sup>
From 4 small	3 <sup>rd</sup> from even, low from odd	2 <sup>nd</sup> (occasionally 1 <sup>st</sup> )
From 3 cards (no honour)	3 <sup>rd</sup> from even, low from odd	2 <sup>nd</sup> (occasionally 1 <sup>st</sup> )
In partner's suit	can be ATT if supported, also -->	3 <sup>rd</sup> from xxx if not supported
<b>Discards</b>	low enc, suit pref, reverse count	same
<b>Count</b>	reverse	same
<b>Signal</b> on partner's lead:	low enc	
<b>Signal</b> on declarer's lead:	suit pref/smith or reverse count	
<b>Notes</b> ATT situations: trick 1 and 1 <sup>st</sup> discard		
Lots of embedded SP in count/ATT signals		
vsNT: leader plays low to enc the lead, partner plays high to enc the lead or SP if ATT kno		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when? over 1NT
<b>Slam Notes</b>	3S nonserious in ♥, 3NT nonserious in ♠		
Cue Bids <input type="checkbox"/>	1 <sup>st</sup> /2 <sup>nd</sup> together		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

2C Drury by passed hand	Fit-showing jumps by passed hand
Transfers starting at 1NT over 1M(X)	
1NT 2C 2M 3oM slam try with some shortag	
1NT 2C 2M 4C BAL slam try	
Standard Kokish after 2C-2D	

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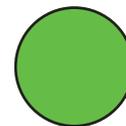
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	774596	L Milne
& Names:	807435	J Coutts
Basic System:	2/1 with transfers 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

1♣ 2+♣ with transfers, normally 10+ 1♥ 5+♥ (maybe 4 in 3<sup>rd</sup>), normally 10+

1♦ 4+♦, normally 10+ 1♠ 5+♠ (maybe 4 in 3<sup>rd</sup>), normally 10+

1NT (13)14-16 1<sup>st</sup> favourable, others (14)15-17 may contain 5 card Major

1NT Responses 2♣ simple stayman

2♦ TRF to ♥ 2♠ range ask or ♣

2♥ TRF to ♠ 2NT asks for 5M

other 3C=♦, 3D=minors GF, 3H=31(54), 3S=13(54), 4D=♥, 4H=♠

2♣ GF or 22+BAL

2♦ 4♠, 5+♥, 10-15

2♥ weak 2, 5-6♥ - vul dependent. Very weak 1<sup>st</sup> favourable

2♠ weak 2, 5-6♠ - vul dependent. Very weak 1<sup>st</sup> favourable

2NT (19)20-21 (more 19s 1<sup>st</sup> favourable) 3NT 5♠ 6♥ ~8-12

other

## 2. PRE-ALERTS

Light action favourable Transfers over 1♣ and after 1♣(1♦)

Flannery

Points are a guideline, judgement can be --> <-- used in all situations

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through Jump overcalls weak

Responsive doubles through Unusual NT LUBS 5/5+, strength is vul dependent

1NT overcall - immediate 15-18 Immediate cue of minor majors 5/5+, vul dependent

1NT overcall - re-opening (13)14-16 Immediate cue of Major other major + minor

Over weak twos 2M 3M stopper ask Over opening threes Michaels/UNT

Over opponent's 1NT X PEN, 2C majors, 2D one major, 2H 5♥ 4+m, 2S 5♠ 4+m,

2NT ♣ weak or strong, 3C ♦ strong, 3D ♦ weak

passed hand X = scrambling (2 or 3 suiter)

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥ 0+	2♦ 5♠, 4+♥, ~3-8	3♦ PRE
1♥ 4+♠ 0+	2♥ 6+♥ (8)9-11	3♥ PRE
1♠ see 'other' below	2♠ 6+♠ (8)9-11	3♠ PRE
1NT 11-12 can have 4M	2NT weak raise to 3♣	3NT to play
2♣ 5+♣ 10+	3♣ 5+♣ 6-9	4♣ PRE
other 1C-1S: ♦GF, 5-10 BAL no major, to play in a minor, or to play 3NT from other side		
1♦ 1♥ NAT	2♥ 6+♥ (8)9-11	3♥ PRE
1♠ NAT	2♠ 6+♠ (8)9-11	3♠ PRE
1NT NF up to 11	2NT 4+♦ unbal light invite	3NT ~12-14 usually 3334
2♣ GF 2+♣	3♣ 6+♣ (8)9-11	4♣
2♦ 4+♦ 10+	3♦ 4+♦ 6-9	4♦ PRE
other after 1D-2NT, 3C asks shortage (LMH then LMH void)		
1♥ 1♠ usually 5+♠ NAT	2♥ ~7-10 constructive	3♦ 4♥ INV
1NT see 'other' below	2♠ 6+♠ INV	3♥ PRE
2♣ GF 2+♣	2NT 4+♥ GF	3♠ ♠ SPL
2♦ GF 5+♦	3♣ 4♥ 6-9 or 3♥11-12	3NT ♦ SPL
other 1H-1NT: NF, up to 12 HCP, can have 4♠, can have 3♥ if weak (~0-7)		
1♠ 1NT see 'other' below	2♠ ~7-10 constructive	3♥ 6+♥ INV
2♣ GF 2+♣	2NT 4+♠ GF	3♠ PRE
2♦ GF 5+♦	3♣ 4♠ 6-9 or 3♠11-12	3NT ♥ SPL
2♥ GF 5+♥	3♦ 4♠ INV	4♣ ♣ SPL
other 1S-1NT: NF, up to 12 HCP, can have 3♠ if weak (~0-7)		
1NT 3♣ TRF to ♦	3♠ 13(54)	4♦ TRF to ♥
3♦ minors GF (3H asks sh	3NT to play	4♥ TRF to ♠
3♥ 31(54)	4♣ asks for aces	4♠ (23)44 quant
other		
2♣ 2♦ negative or waiting	2NT	3♥
2♥ NAT good suit	3♣ NAT good suit	3♠
2♠ NAT good suit	3♦ NAT good suit	3NT
other 2C-2D-3M = 4M, 5+♦		
2♦ 2♥ to play	3♣ NAT NF	3♠ NAT INV
2♠ to play	3♦ NAT INV	3NT to play
2NT INQ	3♥ NAY INV	4♣ ♥ slam try, short ♠
other 4D ♠ slam try, short ♥		

**Notes** No fast arrival in 2/1 auctions - jump to 3NT shows ~15-17 not suitable for 1NT  
After reverse: cheapest of 4th suit/NT asks opener to bid 1st step with minimum

2♥ 2♠ INQ* see note	3♦ NAT (NF if favourable)	3NT to play
2NT forcing, 5+♠* see note	3♥ to play	4♣ mini KC (01122)
3♣ NAT (NF if favourable)	3♠	4♥
other If we are 1st favourable, 2S is NAT NF and 2NT is Ogust		
2♠ 2NT INQ	3♥ ♣	4♣ mini KC (01122)
3♣ ♥	3♠ to play	4♥
3♦ NAT (NF if favourable)	3NT to play	4♠
other		
2NT 3♣ puppet stayman	3♠ minors GF	4♦ ♠
3♦ TRF to ♥	3NT to play	4♥ ♣
3♥ TRF to ♠	4♣ ♥	4♠ ♦
other		

## 9. CONVENTIONS

**Unusual NT:** LUBS 5/5+, strength depends on vulnerability

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2C forces 2D to play or INV, 2D GF

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X 13-15 BAL or strong, Leaping Michaels (major ambiguous)

RCO style 2-s

Other 2-s

**Defence** (1♣) : X majors, NT minors

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** transfer lebensohl (3♦ oM INV+, 3♥ shortage in opps suit)

**Lebensohl - other uses** (2x) X (p)

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

4♥ 4♠

## 10. OTHER NOTES

2NT in comp is rarely NAT

Jump to 3M in comp is often a mixed raise if we don't have another mixed raise available

After 2M-next step INQ: steps are min unbal, max unbal, max bal, min bal

After 1st favourable 2M opening: 2NT Ogust

Jumping in 4th suit shows 5-5 INV

Trial bids after 1M-2M are long suit, including after overcall

DOPE if they interfere above our trump suit, DOPI below