

4. BASIC RESPONSES

| | | |
|----------------------------------|---|--------|
| Jump raises - minors | Preempt | Other: |
| Jump raises - Majors | Preempt | Other: |
| Jump shifts after minor opening | See inside; 2M=3-7 6+M; 3M=void splinter | |
| Jump shifts after Major opening | See inside; 3m=nat inv; single jump oM=mixed raise 4+ support | |
| Responses to strong 2 suit open. | | |
| Responses to 2NT opening | 3♣=muppet stayman; 3♦/♥=♥/♠; 3♠=54+ minors | |

5. PLAY CONVENTIONS

Show priorities

| | Versus Suit (or both) | Versus NoTrump (if different) |
|--|---|-------------------------------|
| Leads Sequences: | Overlead, A-Attitude K-Count | |
| Four or more with an honour | 3rd/Low | 4th highest |
| From 4 small | 3rd highest | 2nd highest |
| From 3 cards (no honour) | Bottom | Middle |
| In partner's suit | Same | Att if raised |
| Discards | Low Encourage | |
| Count | Low-High = Even | |
| Signal on partner's lead: | Reverse count (attitude on A lead) | |
| Signal on declarer's lead: | Reverse count & natural suit preference (context-dependent) | |
| Notes Overlead hole for unblock | | |
| Reverse present count | | |

6. SLAM CONVENTIONS

| | | |
|--|---|--|
| 4NT: Blackwood <input type="checkbox"/> | RKCB 1430 | 4♣ Gerber <input type="checkbox"/> when? |
| Slam Notes | 3NT non-serious with major agreed; ROPI/DOPI; 01122 voidwood & pmkc | |
| Cue Bids <input checked="" type="checkbox"/> | Cue 1st/2nd equally | |
| Asking Bids <input type="checkbox"/> | | |

7. OTHER CONVENTIONS

| | |
|---|-------------------------------------|
| Reverse Gazzilli | Fit-showing jumps after we overcall |
| Support X & XX (if we can still play 2M) | |
| Blackout (lower of 2N & 4th suit; 1♣-1♠-rev-2N) | |
| XYZ (inc to 1♣-1♦/♥-1♥/♠, not to 1♣-1♦-1♠) | |
| Leaping & non-leaping Michaels | |

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cheapest minor after our 3X opening = artificial slam try

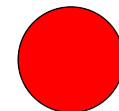
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

| | | |
|--|-----------------|--|
| ABF Nos. | 726249 | Renee Cooper |
| & Names: | 239224 | Ben Thompson |
| Basic System: | 2 over 1 GF | |
| Brown Sticker <input type="checkbox"/> | Classification: | Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/> |

1. OPENING BIDS

| | | |
|--|--|---------------------------------|
| Describe strength, minimum length, or specific meaning | | Canape <input type="checkbox"/> |
| 1♣ 2+ | 1♥ 5+ | |
| 1♦ (4)5+ | 1♠ 5+ | |
| 1NT 15-17 | may contain 5 card Major <input checked="" type="checkbox"/> | |
| 1NT Responses | 2♣ Simple Stayman | Other: |
| 2♦ ♥ | 2♠ ♣ | |
| 2♥ ♠ | 2NT ♦ | |
| other Superaccept M with any 4+ support; Accept m with support | | |
| 2♣ | GF or 20-21 bal | |
| 2♦ | Non-Vul: 3-7 5-6 ♥ or ♠; Vul: 8-11 6+♦ [4th: 11-14 6+♦] | |
| 2♥ | 8-11 (5)6♥ [4th: 11-14 6+♥] | |
| 2♠ | 8-11 (5)6♠ [4th: 11-14 6+♠] | |
| 2NT 22-24 | 3NT Gambling no side A | |
| other | 4NT=extreme minors hand | |

2. PRE-ALERTS

| | |
|---|--|
| Transfers after 1♣ opening (inc comp to 1♥) | |
| 2♦ opening varies by vulnerability | |

3. COMPETITIVE BIDS / OVERCALLS

| | | | |
|---|---|------------------------|-------------------------|
| Negative doubles through | 4♠ | Jump overcalls | Weak |
| Responsive doubles through | 4♠ | Unusual NT | 2 lowest unbid |
| 1NT overcall - immediate | 15-18 | Immediate cue of minor | 1m-2♦=MM; 1♣-2♣=54+M ok |
| 1NT overcall - re-opening | 11-14 | Immediate cue of Major | Other major + minor |
| Over weak twos | T/O X | Over opening threes | T/O X |
| Over opponent's 1NT | 2♣ = majors (then 2♦ asks for longer); 2♦ = single suiter | | |
| 2♥/♠ = 5+M & 4+m; 2NT = minors; Passed hand X = 4M 5m | | | |

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|-------------------------------|--------------------------------|------------------------------|
| 1♣ 1♦ 5+, 4+♥ | 2♦ inv+ 5+♣ | 3♦ 13-15 try to rightside 3N |
| 1♥ 5+, 4+♠ | 2♥ 3-7 6+♥ (PH: FSJ) | 3♥ void splinter |
| 1♠ 5-11(12) no major | 2♠ 3-7 6+♠ (PH: FSJ) | 3♠ void splinter |
| 1NT 10-12, no major | 2NT very weak ♣ raise | 3NT to play, ~12-15 |
| 2♣ weak or gf with ♦ | 3♣ (5)6-9 5+♣ | 4♣ preemptive |
| other 4M/5m to play | | |
| 1♦ 1♥ 5+, 4+♥ | 2♥ 3-7 6+♥ (PH: FSJ) | 3♥ void splinter |
| 1♠ 5+, 4+♠ | 2♠ 3-7 6+♠ (PH: FSJ) | 3♠ void splinter |
| 1NT 5-11 nat semiforcing | 2NT very weak ♦ raise | 3NT to play, ~12-15 |
| 2♣ GF nat | 3♣ nat inv | 4♣ void splinter |
| 2♦ inv+ raise | 3♦ (5)6-9 5+♦ | 4♦ preemptive |
| other 4M/5m to play | | |
| 1♥ 1♠ 5+, 4+♠ | 2♥ 5-9 nat | 3♦ nat inv |
| 1NT Semi forcing | 2♠ mixed raise 4+♥ | 3♥ preemptive |
| 2♣ Nat/Bal GF or INV 3♥ | 2NT 4+ raise, INV+ | 3♠ void splinter |
| 2♦ GF nat | 3♣ nat inv | 3NT 12-14 3♥433 |
| other 4M/5m to play | | |
| 1♠ 1NT Semi forcing | 2♠ 5-9 nat | 3♥ mixed raise 4+♠ |
| 2♣ Nat/Bal GF or INV 3♠ | 2NT 4+ raise, INV+ | 3♠ preemptive |
| 2♦ GF nat | 3♣ nat inv | 3NT 12-14 3♠433 |
| 2♥ GF nat | 3♦ nat inv | 4♣ void splinter |
| other 4M/5m to play | | |
| 1NT 3♣ puppet stayman | 3♠ 31(54) gf (4♥ next=5♠) | 4♦ ♠ (then 4N=rkc) |
| 3♦ gf 55 ♣♦ | 3NT to play | 4♥ to play |
| 3♥ 13(54) gf (3♠ next=5♥) | 4♣ ♥ (then 4N=rkc) | 4♠ to play |
| other | | |
| 2♣ 2♦ neg or waiting (Kokish) | 2NT sound +ve, 55m | 3♥ asking for trouble |
| 2♥ to play opp 20-21 bal | 3♣ +ve, HHxxxx+♣ | 3♠ asking for more trouble |
| 2♠ to play opp 20-21 bal | 3♦ +ve, HHxxxx+♦ | 3NT really asking for it |
| other | | |
| 2♦ 2♥ nonvul: P/C; vul: nat f | 3♣ nat; nf if nonvul, f if vul | 3♠ nonvul: P/C; vul: nat f |
| 2♠ nonvul: P/C; vul: nat f | 3♦ nat forcing | 3NT to play |
| 2NT ask | 3♥ nonvul: P/C; vul: nat f | 4♣ transfer me to your M |
| other 4♦=bid your M | | |

Notes Single jump splinters are inv to game or slam; double jumps are normally gf only

After 2NT jump rebid: 3♣ = checkback; 3X = nat gf

Bid shortage after 1NT-2♠/NT-bid

| | | |
|--|--------------------|--------------------|
| 2♥ 2♠ nat forcing | 3♦ nat forcing | 3NT to play |
| 2NT shortage ask | 3♥ weak | 4♣ splinter |
| 3♣ nat forcing | 3♠ nat forcing | 4♥ to play |
| other | | |
| 2♠ 2NT shortage ask | 3♥ nat forcing | 4♣ splinter |
| 3♣ nat forcing | 3♠ weak | 4♥ to play |
| 3♦ nat forcing | 3NT to play | 4♠ to play |
| other | | |
| 2NT 3♣ muppet stayman | 3♠ gf 54+m | 4♦ ♠ (then 4N=rkc) |
| 3♦ ♥ (3NT=no support) | 3NT To play | 4♥ rkc in ♣ |
| 3♥ ♠ (3NT=no support) | 4♣ ♥ (then 4N=rkc) | 4♠ rkc in ♦ |
| other 4NT=quant (nb play 3NT=no support after 2♣-2♦-2NT-3♦/♥ also) | | |

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round we play xyz; gf if not an xyz situation Game force

NT Checkback Priorities: 2♣=force 2♦ then nat inv; 2♦ = gf; 2NT=force 3♣ then long m

Defence to 3NT opening 1-2-3; non-leaping michaels

Defence to Opening Twos 1-2-3 of art 2s; t/o x of (mostly) nat 2s

Multi 2♦ 1-2-3

RCO style 2-s t/o x

Other 2-s 1-2-3 if art; t/o x if (usually) nat

| | |
|----------------|---|
| Defence | 1♣ : X=majors; 1♦=1 major; 1M=M+minor; 1NT=minors |
| to | after 1♣-1♦: X=majors; 1NT=minors |
| strong | 2♣ : X=majors; 2♦=1 major; 2M=M+minor; 2NT=minors |
| ♣ | after 2♣-2♦: X=majors; 2NT=minors |

Over 1NT Interference lebensohl if 2NT available, 3C+ = inv+ transfer (else nat gf)

Lebensohl - other uses we X their natural weak 2

Take out of 4 level pre-empts 4♣/4♦ t/o x

4♥ t/o x 4♠ t/o x

10. OTHER NOTES

In competition, if partner has shown a major, 2NT usu a good 4+ raise and cue a good 3+ raise

In auctions like (1♠) X (2♠): 2NT is 2 places to play OR weakish with ♥ (inv with ♥ bids direct)

After 1m-2♦: 2♥=min; 2♠=extras no spl; 2NT/3♣/3♦=extras short L/M/H

After 1M-2♣: 2♦=art accept; 2M=reject inv; 1♠-2♣-2♥=sound opener & nat; else nat+accept inv

After 1M-2NT:3♣=11-14(15) any; 3♦=15+ no shortage; 3♥/♠/NT=15+ ♣/♦/OM shortage

1X-1Y-1NT-2NT-3♣-3Y=5-5 Y+♣

After 1X-2M-2NT/wk 2-2NT:3X=shortage; repeat suit = weak no shortage; 3NT=good no shortage