

## 4. BASIC RESPONSES

|                                  |  |
|----------------------------------|--|
| Jump raises - minors             | Preempt 3-6 HCP, 5+ cards  |
| Jump raises - Majors             | Preempt 0-5 HCP, 4+ cards  |
| Jump shifts after minor opening  | 2♥/♠ nat, weak; 1♣-2♦ limit raise (7-9); 1♦-3♣ limit raise (7-9) |
| Jump shifts after Major opening  | 3♣/3♦ Bergen; 1♥-2♠ & 1♠-3♥ are 3card raise (10-12 HCP)          |
| Responses to strong 2 suit open. | 2♦=waiting; 2♥/2♠/3♣/3♦=6+ card self suffic'nt suit(1 loser max) |
| Responses to 2NT opening         | 3♣Puppet Stayman; 3♦/3♥=♥/♠; 3♠=44+m; 4♣Gerber                   |

## 5. PLAY CONVENTIONS

Show priorities

|                                   | Versus Suit (or both)  | Versus NoTrump (if different)   |
|-----------------------------------|--|---------------------------------|
| <b>Leads</b> Sequences:           | A/Q-Attitude, K-Count, see note  | A/Q-attitude,K-count or unblock |
| Four or more with an honour       | fourth best  |                                 |
| From 4 small                      | 2nd highest  |                                 |
| From 3 cards (no honour)          | middle   |                                 |
| In partner's suit                 | as above but 3rd if suit unraised  |                                 |
| <b>Discards</b>                   | Count, McKenney, see note  |                                 |
| <b>Count</b>                      | Reverse present count  |                                 |
| <b>Signal</b> on partner's lead:  | reverse attitude, then count   |                                 |
| <b>Signal</b> on declarer's lead: | Count  |                                 |
| <b>Notes</b>                      | Underlead or overlead with AK or KQ, underlead interior honour sequences |                                 |
|                                   | Frequent McKenney suit preference when count known or giving ruff.       |                                 |
|                                   | On first discard only use O/E, odds=encouraging / evens=McKenney         |                                 |

## 6. SLAM CONVENTIONS

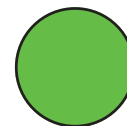
|  |   |   |                           |
|--|---|---|---------------------------|
| 4NT: Blackwood <input checked="" type="checkbox"/> | RKCB 3041   | 4♣ Gerber <input checked="" type="checkbox"/> when? | over our 1NT or 2NT calls |
| <b>Slam Notes</b>                                  | Use kickback for RKBW (ie 4 agreed suit+1 = RKBW) Minorwood |   |                           |
| Cue Bids <input checked="" type="checkbox"/>       | 1st/2nd equal   |   |                           |
| Asking Bids <input type="checkbox"/>               |   |   |                           |

## 7. OTHER CONVENTIONS

|  |  |
|--|--|
| Blackout (step) after 2 level reverse              | DOPI & ROPI  |
| Cue Raises   | Leaping Michaels   |
| Support X & XX                                     | Minorwood  |
| artificial shortage showing bids                   | Serious/nonserious slam try after 3M                         |
| Unnecessary jumps are splinters                    | Last Train game/slam tries                                   |
| <a href="http://www.abf.com.au">www.abf.com.au</a> | Forcing pass in some competitive situations                  |
| PDF Form Rev. 15F06 by RoL                         | SOS redoubles in some 1&2 suit level Xs                      |
| MyRev. 09-05-16                                    | If our artific'l call is X'd: pass=TP; XX=bid step then pass |
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

|  |                 |  |
|--|-----------------|--|
| ABF Nos.                               | 195197          | David Anderson   |
| & Names:                               | 199291          | George Smolanko  |
| Basic System:                          | 2/1             |  |
| 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♣ 11-20 HCP, 3+                          | 1♥ 11-20 HCP, 5+   |
| 1♦ 11-20, (3)4+, usually open 1♦ with 44m | 1♠ 11-20 HCP, 5+   |
| 1NT 15-17 HCP, BAL (may be semi-balanced) | may contain 5 card Major <input checked="" type="checkbox"/> |

**1NT Responses** 2♣ Lavings Stayman (invite +), asking for min/max and 5card suit  
 2♦ Transf ♥, super accept all 4+support 2♠ Transf ♣, then 2NT=good fitting hand  
 2♥ Transf ♠, super accept all 4+support 2NT Transf ♦, then 3♣=good fitting hand  
 other 3♣/3♦/3♥/3♠ = nat, slam try

|       |  |                                      |
|-------|--|--------------------------------------|
| 2♣    | GF or 23+ BAL  |                                      |
| 2♦    | Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal) |                                      |
| 2♥    | Weak, < 11HCP, both Majors (4+/4+)   |                                      |
| 2♠    | Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal) |                                      |
| 2NT   | 20-22 HCP, BAL   | 3NT 1st & 2nd seat, 9-13HCP, 6♥ & 5♠ |
| other | 4NT = both minors, preemptive (can be very weak)                             |                                      |

## 2. PRE-ALERTS

|   |                                     |
|---|-------------------------------------|
| 2/1=GF unless responder rebids his suit | If our artificial call is X'd, P=TP |
| Inverted minor raises                   | Bergen raises                       |
| (not if passed or over intervention)    |                                     |

## 3. COMPETITIVE BIDS / OVERCALLS

|                            |  |                        |                             |
|----------------------------|--|------------------------|-----------------------------|
| Negative doubles through   | 4♥   | Jump overcalls         | Weak                        |
| Responsive doubles through | 4♥   | Unusual NT             | lower 2 unbid suits         |
| 1NT overcall - immediate   | 15-18 BAL  | Immediate cue of minor | Both Majors 5+/5+           |
| 1NT overcall - re-opening  | 15-18 BAL  | Immediate cue of Major | Other Major & minor (5+/5+) |
| Over weak twos             | T/O X; Leaping Michaels  | Over opening threes    | T/O X                       |
| Over opponent's 1NT        |  |                        |                             |
|                            | If 1NT weak(<14); X=PEN, 2♣=Ms (4+/4+), 2♦=6cM, 2♥/♠=5M&4+m, 2NT/3♣=transf |                        |                             |
|                            | If 1NT strong; as above except X=5+m & 4M                                  |                        |                             |

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

|   |                            |                            |
|---|----------------------------|----------------------------|
| 1♣ 1♦ 5+ HCP, 4+♦                                   | 2♦ 7-9 HCP, 5+♣, no M      | 3♦ 13-14 HCP, splinter     |
| 1♥ 5+ HCP, 4+♥                                      | 2♥ 3-6 HCP, 6+♥, weak      | 3♥ 13-14 HCP, splinter     |
| 1♠ 5+ HCP, 4+♠                                      | 2♠ 3-6 HCP, 6+♠, weak      | 3♠ 13-14 HCP, splinter     |
| 1NT 6-11 HCP  | 2NT 11-12HCP, bal, ♦ only  | 3NT 13-15 HCP, bal, ♦ only |
| 2♣ 10+ HCP, 4+♣, no M                               | 3♣ 3-6 HCP, 5+♣            | 4♣ preempt                 |
| other 4♦=RKBW                                       |                            |                            |
| 1♦ 1♥ 5+ HCP, 4+♥                                   | 2♥ 3-6 HCP, 6+♥, weak      | 3♥ 13-14 HCP, splinter     |
| 1♠ 5+ HCP, 4+♠                                      | 2♠ 3-6 HCP, 6+♠, weak      | 3♠ 13-14 HCP, splinter     |
| 1NT 6-11 HCP  | 2NT 11-12 HCP, bal, ♣ only | 3NT 13-15 HCP, bal, only ♣ |
| 2♣ 10+ HCP, 4+♣                                     | 3♣ 7-9 HCP, 4+♦, no M      | 4♣ 13-14 HCP, splinter     |
| 2♦ 10+ HCP, 4+♦, no M                               | 3♦ 3-6 HCP, 5+♦, no M      | 4♦ preempt                 |
| other 4♥=RKBW                                       |                            |                            |
| 1♥ 1♠ 5+ HCP, 4+♠                                   | 2♥ 5-10 HCP, 3♥            | 3♦ 10-12 HCP, 4+♥          |
| 1NT 6-11 HCP  | 2♠ 11-12 HCP, 3♥           | 3♥ 0-5 HCP, 4+♥            |
| 2♣ 10+ HCP, 4+♣                                     | 2NT 12+HCP, GF, 4+♥        | 3♠ 10-14 HCP, splinter     |
| 2♦ 10+ HCP, 4+♦                                     | 3♣ 6-9 HCP, 4+♥            | 3NT 13-15 HCP, bal, 3♥     |
| other 4♣/4♦= 10-14 HCP splinter; 4♠= RKBW           |                            |                            |
| 1♠ 1NT 6-11 HCP                                     | 2♠ 5-10 HCP, 3♠            | 3♥ 11-12 HCP, 3♠           |
| 2♣ 10+ HCP, 4+♣                                     | 2NT 12+ HCP, GF, 4+♠       | 3♠ 0-5 HCP, 4+♠            |
| 2♦ 10+ HCP, 4+♦                                     | 3♣ 6-9 HCP, 4+♠            | 3NT 13-15 HCP, bal, 3♠     |
| 2♥ 10+ HCP, 5+♥                                     | 3♦ 10-12 HCP, 4+♠          | 4♣ 10-14 HCP, splinter     |
| other 4♦/4♥= 10-14 HCP, splinter; 4NT=RKBW          |                            |                            |
| 1NT 3♣ nat, slam try                                | 3♠ nat, slam try           | 4♦                         |
| 3♦ nat, slam try                                    | 3NT TP                     | 4♥ nat, TP                 |
| 3♥ nat, slam try                                    | 4♣ Gerber                  | 4♠ nat, TP                 |
| other 4NT= quantitative                             |                            |                            |
| 2♣ 2♦ waiting                                       | 2NT not used               | 3♥                         |
| 2♥ nat, 1 loser max suit                            | 3♣ nat, 1 loser max suit   | 3♠                         |
| 2♠ nat, 1 loser max suit                            | 3♦ nat, 1 loser max suit   | 3NT                        |
| other 2♣-2♦; 2♥=relay to 2♠, could be ♥s or bal 25+ |                            |                            |
| 2♦ 2♥ TP  | 3♣ nat, NF                 | 3♠ nat, GF                 |
| 2♠ nat, NF  | 3♦ nat, NF                 | 3NT TP                     |
| 2NT inv+, ask for shortage                          | 3♥ inv only on 6c suit     | 4♣ nat, GF                 |
| other 4♦=nat,GF; 4♥=TP; 4♠=RKBW                     |                            |                            |

**Notes** After 1M-2M-step=game try any shortage(0or1),then step asks for shortage L/M/H.  
If our 1NT gets X'd; XX=bid 2♣ then pass (transfer to m); else = system on

|   |                        |                        |
|---|------------------------|------------------------|
| 2♥ 2♠ TP  | 3♦ nat, NF             | 3NT TP                 |
| 2NT Game interest Enquiry                       | 3♥ TP                  | 4♣ nat, GF             |
| 3♣ nat, NF                                      | 3♠ TP                  | 4♥ TP                  |
| other 4♦=nat, GF; 4♠=TP                         |                        |                        |
| 2♠ 2NT inv+, ask for shortage                   | 3♥ nat, NF             | 4♣ nat, GF             |
| 3♣ nat, NF                                      | 3♠ inv only on 6c suit | 4♥ TP                  |
| 3♦ nat, NF                                      | 3NT TP                 | 4♠ TP                  |
| other 4NT=RKBW                                  |                        |                        |
| 2NT 3♣ Puppet Stayman                           | 3♠ minors Stayman, 44m | 4♦ nat, slam try       |
| 3♦ Transfer to ♥                                | 3NT TP                 | 4♥ Nat., mild slam try |
| 3♥ Transfer to ♠                                | 4♣ Gerber              | 4♠ Nat., mild slam try |
| other 4NT=quantitative; 5♣=transfer to ♦; 5♦=TP |                        |                        |

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback** ☒ Priorities: 2♣=force2♦ then next is inv; 2♦=art, GF; 2NT=force 3♣

**Defence to 3NT opening** CTP X, 4 ♣ for majors

**Defence to Opening Twos** CTP X; T/O X of nat 2's; Leaping Michaels

Multi 2♦ CTP X; Leaping Michaels

RCO style 2-s CTP X; Leaping Michaels

Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat 2♦

**Defence** 1♣ : X=Majors 5+/4+; 1NT=5+♠ & 4+m; 2NT=5+♥ & 5+m; jumps weak to  
strong 2♣ : X=Majors; 2NT=minors  
♣

**Over 1NT Interference** X=CTP (if art) or T/O (if nat); NF nat thru 3♦; GF from 3♥ up

**Lebensohl - other uses** NEVER USED

**Take out of 4 level pre-empts** 4♣/4♦ X=T/O ; 4NT=Nat

4♥ X=T/O ; 4NT= Nat 4♠ X=values; 4NT=T/O

## 10. OTHER NOTES

CTP X (1st=cards/2nd=Takeout/3rd=Penalty) over their weakish artificial open or overcall.

(1m) - 3m=natural intermediate jump (good 6c suit, 11-15HCP).

Inverted minor does not apply if passed hand or opps overcall - limit raises apply.

After 1m - 2m - step=11-14any, then step=art, GF.

After 1M-2NT- 3♣=any 11-14; 3♦=17+,bal; 3♥/3♠/3NT=15+,L/M/H shortage.