

## 4. BASIC RESPONSES

Jump raises - minors	Inverted minor raise 10+ , not if passed or competition
Jump raises - Majors	Preemptive with 4
Jump shifts after minor opening	weak
Jump shifts after Major opening	Reverse Bergen : 3♣ invitational
Responses to strong 2 suit open.	CAB responses to 2♣
Responses to 2NT opening	4/5 card stayman, transfers, 3♠: + 5♠ 4♥

## 5. PLAY CONVENTIONS

Show priorities

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

<b>Leads</b> Sequences:	A for count, K for attitude:top	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	low from honour, MUD	
<b>Discards</b>	low encourage	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b> Suit preference in obvious situations		

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 30,41      4♣ Gerber  when?      Minorwood 4 m

**Slam Notes** Relay cues :4NT is a step

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

Responder's jump rebid of own suit is GF	Change of suit is forcing except over 1NT <input checked="" type="checkbox"/>
Blackout after reverse	
4th suit GF	
Responder repeating own Major :invitation <input checked="" type="checkbox"/>	
superaccept of m transfer over 1NT: the transfer <input checked="" type="checkbox"/>	

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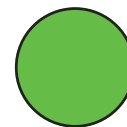
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	44431	K Moses
& Names:	194263	N Bashar
Basic System:	2 over 1 GF	
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♣ 10+ 3♣	1♥ 10+5H
1♦ 10+ (3)4♦	1♠ 10+ 5S
1NT 15-18 may have shortage	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ 4/5 card Stayman

2♦ Trans ♥	2♠ Trans ♣
2♥ Trans ♠	2NT Trans ♦
other 3♣,♦, invitational with the minor, ♥, ♠ shortage with 3 in other M	

2♣ GF	
2♦ 6-10 6♥ or 8 tricks in ♣ or ♦ or 21-22 balanced	
2♥ 6-10 6♠ or 8 tricks ♥ or 19-20 5♥ and 3♠	
2♠ 8-11 good 6 card C or 8 tricks S or 19-20 5S and 3H	
2NT 8-12 5/5 : minors	3NT Specific A ask
other	

## 2. PRE-ALERTS

TOM ( checkback)	NT opening may have singleton
Splinters and minisplinters	
Reverse Bergen raises over M (3♣ invit)	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak over M maybe Ghestem over m
Responsive doubles through	4♥	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	10-14	Immediate cue of Major	Higher 2 suits
Over weak twos	TO X	Over opening threes	TO X
Over opponent's 1NT	2♣Ms 2D single suit, 2M : M m 5/4, 2NT minors (2D can also be strong 2 suiter not M or m)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+ 4♦	2♦ 10-11 6♦	3♦ Splinter C support
1♥ 3+ 4♥	2♥ 3-7 6♥	3♥ Splinter
1♠ 3+ 4♠	2♠ 3-7 6♠	3♠ splinter
1NT 6-9(10)	2NT invitational	3NT To play
2♣ 10+ 5♣	3♣ 6-9 5♣	4♣ Minorwood
other		
1♦ 1♥ 4+ 4♥	2♥ 3-7 6♥	3♥ Spliter ♦ support
1♠ 4+ 4♠	2♠ 3-7 6♠	3♠ Splinter
1NT 6-10 no Major	2NT Invitational	3NT To play
2♣ 4+ ♣ GF	3♣ 10-11 6♣	4♣ splinter
2♦ 10+ 5♦	3♦ 6-9: 4♦	4♦ Minorwood
other		
1♥ 1♠ 4+ 4♠	2♥ 5-9 3 card ♥	3♦ 6-9: 4♥
1NT 4+ forcing one round	2♠ 10-11 :3♥	3♥ preemptive
2♣ 3+♣ GF	2NT GF Jacoby style	3♠ Splinter
2♦ 4+ ♦ GF	3♣ 10-11: 4♥	3NT 15-16 flat with support
other		
1♠ 1NT 4+ forcing one round	2♠ 5-9 3♠	3♥ 10-11 3♠
2♣ 3+♣ GF	2NT GF Jacoby style	3♠ Preemptive
2♦ 4+ ♦ GF	3♣ 19-11 4♠	3NT 15-16 flat with support
2♥ 5+ ♥ GF	3♦ 16-9 4♠	4♣ Splinter
other		
1NT 3♣ 6♣ invit	3♠ Singleton, GF 3 in other	4♦ Minorwood D
3♦ 6♦ invit	3NT to play	4♥ to play
3♥ singleton GF, 3 in other	4♣ Minorwood C	4♠ to play
other		
2♣ 2♦ 0-1 control	2NT 4 controls	3♥ 6+♥ 0-1 control good
2♥ 2 controls	3♣ 5 controls	3♠ 6+♠ as above
2♠ 3 controls	3♦ 6 controls^	3NT not applic
other		
2♦ 2♥ pass or correct	3♣ 5+♣ forcing	3♠ strong S
2♠ 5♠ forcing	3♦ 5+ D forcing	3NT to play
2NT 10+ enquiry	3♥ Preemptive	4♣ splinter
other		

Notes

2♥ 2♠ Pass or correct	3♦ 5+♦ forcing	3NT to play
2NT 10+ enquiry	3♥ 5+ ♥ forcing	4♣ splinter raise in S
3♣ 5+♣ forcing	3♠ preemptive	4♥ to play
other 4♠ to play		
2♠ 2NT 10+ enquiry	3♥ 5+♥ forcing	4♣ pass or correct
3♣ pass or correct	3♠ 5+ ♠ forcing	4♥ to play
3♦ Natural 5+ forcing	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ natural forcing	4♦ minorwood
3♦ to play	3NT to play	4♥ to play
3♥ natural forcing	4♣ minorwood	4♠ to play
other ( over 2NT rebid showing 20-22 puppet and transfers)		

## 9. CONVENTIONS

**Unusual NT:** Lower unbid suits

**4th Suit Forcing** One round  GF if at 2 level  Game force

**NT Checkback**  Priorities: 3 card support, 4 other major, 5th minor

**Defence to 3NT opening** Natural

**Defence to Opening Twos** TO X

Multi 2♦ X shows the suit opened or something bigger, 2NT 15-18

RCO style 2-s X shows the suit

Other 2-s

**Defence** Commencing at 1NT: minors 2♣ Ms , 2♦ sigle suited M , 2M 5/4 M/ m

to

strong

1♣ / 2♣

**Over 1NT Interference** Lebensohl, 8+ poinmts X TO at 2 level , penalties at 3 level

**Lebensohl - other uses** 1♥ / 1S . 1NT . 2♥ / 2S . 2NT ( ie we interpose 1NT)

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

4♥ 4NT

4♠ 4NT

## 10. OTHER NOTES

Cue raises in competition, 2NT over M invitational if interference

First X T/O, 2nd X values, 3rd X penalties

Opposite most strong openings responder cant show own suit at the 4 level

In GF situations slow is forward going

Exclusion blackwood only in opponents known suit