## 4. BASIC RESPONSES Jump raises - minors Inverted: 6-9 HCP, 5+ cards Jump raises - Majors Pre-empt 0-5 hcp, 4+ suit Jump shifts after minor opening 2 major is 6 card suit, 3-7 hcp. Jump other minor is limit raise Reverse Bergen, other major is weak Jump shifts after Major opening Responses to strong 2 suit open. Kokish, 2♦ waiting, suit = 5+ with 2 of top 3 honuors, 8+hcp Puppet Stayman (3♥=no M, 3NT=♥s), transfers Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Overlead All A-Attitude K-Count or unblock Leads Sequences: Four or more with an honour 4th highest 2nd highest From 4 small From 3 cards (no honour) Low 3rd highest if suit not supported In partner's suit Top if suit supported Odd=Enc., Even=McKenney **Discards** Low-High = Even Count Reverse Attitude **Signal** on partner's lead: Signal on declarer's lead: Reverse Count Notes Odds & evens applies on 1st discard only, thereafter reverse count Count is always present count Overlead interior seguences except that 9 shows shortage or Q109. 6. SLAM CONVENTIONS Blackwood **RKCB 3041** 4♣ Gerber when? 4NT: Slam Notes Scroll after splinter. Show/Ask Minorwood Cue Bids 1st or 2nd round control, pivot cues. If cue X, XX=1st round, P=2nd round Asking Bids 7. OTHER CONVENTIONS Leaping Michaels After 1M - 2♣, 2♦ rejects invite, all else DOPI & ROPI natural & FG Blackout after reverse (step) After 1M - 1NT - 2♣ is enquiry. 2♦ =5-8 2M = 3-5, 3 of M ,all else natural 9-11, GF Over weak NT, X is penalties. Over strong NT, X = 4M/5mAfter 1M - 1NT - $2 \Rightarrow$ = either minor www.abf.com.au After 2NT response to 1M, 3♣ = minimum, 3♦ = 15+ NS

then LS, MS, HS. After 3♣, 3♦ enquires then LS, MS, HS

4NS = no shortage cue, 4M no shortage, unsuitable

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MyRev.



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	197025	Russel Harms	3					
& Names:	198390	Zoly Nagy						
Basic System: Standard 2 over 1								
Brown Sticker	Classif	fication: Gre	en 🕽	<b>(</b> Blue		Red	Yellow	
1. OPENING BIDS								
Describe strength, minimum length, or specific meaning  Canape								
1 <b>♣</b> 11+ hcp, 3+ <b>♣</b> s				1♥ 11+ hcp, 5+ ♥s				
1♦ 11+ hcp, (3)4+ ♦s				1 <b>♠</b> 11+ hcp, 5+ <b>♠</b> s				
1NT 15-17 Balanced				may contain 5 card Major				
1NT Responses	2. Simple S	Stayman						
2♦ Transfer to ♥s				2♠ Transfe	r to 🍨s			
2 <b>♥</b> Transf	er to <b>♠</b> s			2NT Transfe	r to ♦s			
other Super	accepts used	. 4 level bids	are tr	ansfers.				
2♣ 23+ Bala	nced or any ga	ame force						
2♦ 4+ ♥s & 4	+ <b>♠</b> s, less tha	n 11hcp (botte	om ei	nd depends o	on vuln	erability & s	hape)	
2 <b>♥</b> 6+ <b>♥</b> s, les	s than 11hcp	(may be 5 nv)	)					
2♠ 6+ ♠s, les	ss than 11hcp	(may be 5 nv	')					
2NT 20-22 balanced				<b>3NT</b> Gamble any suit (1&2), to play (3&4)				
other After 3N	T open (1/2) 4	•						
		2. PR	E-A	LERTS				
Reverse Bergen & preemptive raises				Cue raises in competition				
Inverted minor raises by unpassed hand				Jumps are splinters unless o/wise defined				
2♣ over M is	3cd limit+ rais			X of strong N				
3. COMPETITIVE BIDS / OVERCALLS								
Negative doubles the	nrough 4	Jump overcall		ermediate if v				
Responsive double	s through 4 V			ghest & lowes				
1NT overcall - imm				iate cue of minor	-			
				iate cue of Major		-		
Over weak twos 2NT= 16-18, T/O X Over opening threes X for takeout								
Over opponent's 1NT 2♣ = Majors 5/4. 2♦ = Single suited M. 2♥ & 2♠ = 5M & 5(4)m								
After 2♣, 2♦ asks for best M. 2NT is forcing enquiry-3♣ min, 3♦ is 5/5, 3M max 5/4.								
3 level premptive. After 2M, 2NT is enquiry. 3♣ is correctable, 3♦ to play. 4m is p/c								

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

3♦ Splint, 12-14, 5+ solid 3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3№ T 13-15 bal, no major 4♣ Pre-emptive  3♥ Splint, 12-14, 5+ solid 3♠ Splint, 12-14, 5+ solid 3№ T 13-15 bal, no major 4♣ Splint, 12-14, 5+ solid 4♠ Pre-emptive  3♦ 6-9 hcp, 4♥s 3♥ 0-5 hcp, 4+ support 3♠ Splinter, 12-14 hcp
3♠ Splint,12-14, 5+ solid 3NT 13-15 bal, no major 4♣ Splint,12-14, 5+ solid 4♠ Pre-emptive  3♠ 6-9 hcp, 4♥s 3♥ 0-5 hcp, 4+ support 3♠ Splinter, 12-14 hcp
3♥ 0-5 hcp, 4+ support 3♠ Splinter, 12-14 hcp
3♥ Weak, 3♥ opening 3♠ 0-5 hcp, 4+ support 3NT 13-15, 4333, 3cd supp 4♣ Splinter, 12-14 hcp
4♦ Transfer to ♠s 4♥ Transfer to ♠s 4♠ Transfer to ♦s  3♥ N/A 3♠ N/A 3NT N/A
3♠ To play but raisable 3NT To play

Notes After 2NT enquiry to 2♦ 3♣ = poor hand, then 3♦ is further ask.

Responses with non-poor hands in steps: 5/5 no void, ♥s longer, ♠s longer, 3NT = 4/4

4m = 5/5, void in bid suit. After 3♦ ask, M is longer, 4m is shortage 5/5, 3NT = 4/4

	2♥ 2♠	Nat, nf, constructive	3♦ Nat, nf, constructive	3NT	To play					
	2N	Enquiry - see below	3♥ To play, but raisable	4♣ N/A 4♥ To play						
1	3♣	Nat, nf, constructive	3♠ N/A							
1	other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage									
' 	2♠ 2N	Enquiry - see below	3♥ Natural, non forcing	4♣ N/A 4♥ To play 4♠ To play						
1	3♣	Nat, nf, constructive	3♠ To play, but raisable							
1		Nat, nf, constructive	3NT To play							
, 1	other 4NT = RKCB After 2NT, 3M is min NS, 3NT max NS, suit = shortage									
1	2NT 3♣	Puppet Stayman	3♠ Tfr to 3NT,or set minor	4	Transfer to ♠s					
'		Transfer to ♥s	3NT 4/4 ms, values for 5m		Transfer to ♣s					
		Transfer to ♠s	4♣ Transfer to ♥s		Transfer to ♦s					
other 4NT is quantative. After Puppet Stayman, 3♥ denies 4 or 5M. 3NT = ♥s										
	9. CONVENTIONS									
	Unusual NT: Highest & Lowest unbid suits									
	4th Suit Forcing One round Game force									
	NT Checkback Priorities: 2 way checkback, Major length priority									
Defence to 3NT opening X with values, otherwise natural										
Defence to Opening Twos 2NT = 16-18, X for takeout										
	Multi 2♦ X = 16+, 2NT = 16-18 bal, leaping Michaels, otherwise natural									
	RCO sty	rle 2-s 2NT =16-18 bal, X	= values, leaping Michaels, o	ther	wise natural					
	Other 2	As above								
	Defend	e 1♣ : X= Majors, 1 & 2	NT minors including after 1♣	- 1	,					
	to	All else natural. Jump	bid weak.							
	strong	1								
♣ Same over strong 2♣, including after 2♦ response										
Over 1NT Interference X=T/O or values if artificial, 2NT = minors, bids up to 3♦ nat & nf										
1	·									
1	Take o	ut of 4 level pre-empts	4 <b>♣</b> /4♦ X							
1	4		4♠ 4NT							
I	10. OTHER NOTES									
T	Notes on 1NT Opening:After reponse to 2♣, 2NT is baron, 3 suit is shortage.									
1	NC after transfer 8 ms comer accept in natural 8 CF. If ms NC not comer accept or not									

NS after transfer & no super accept is natural & GF. If m, NS nat, super accept or not.

After response to 2♣, 2♠ shows 4 with longer m & weak.

If they X, XX says bid 2♣, bid is lower of non-touching suits, pass asks for XX to play or

then bid touching suits, 3 level pre-empt, 2NT GF 2 suiter, 4 level transfers.

System on after 1NT overcall. Respond to 2NT overcall same as for 2NT opening. If they X 2♣, bid shows stopper, pass denies. If tfr X, accept shows 3 cd support