4. BASIC RESPONSES Jump raises - minors 4-8ish Jump raises - Majors weak 2M 6+M INV (~9-11), jump in other minor = INV raise Jump shifts after minor opening 3C = 4card 5-8ish, 3D = 4card INV, jump other major = 3card INV Jump shifts after Major opening 2D negative/waiting, others NAT Responses to strong 2 suit open. simple stayman, transfers, 3S minors, 4C to 4S 2-under TRF Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: overlead same, underlead for unblock Leads 3rd from even, low from odd Four or more with an honour 3rd from even, low from odd 2nd (occasionally 1st) From 4 small 2nd (occasionally 1st) 3rd from even, low from odd From 3 cards (no honour) can be ATT if supported, also -3rd from xxx if not supported In partner's suit low enc, suit pref, reverse count **Discards** same reverse same Count **Signal** on partner's lead: low enc Signal on declarer's lead: smith*, rev count Notes ATT situations: trick 1,1st discard. Mid-hand: switches attitude style, K asks count A for ATT / K for count at 5-level or if declarer opened with a preempt vs NT: leader lo-hi to enc the lead, their partner hi-lo to enc the lead or SP if ATT known 6. SLAM CONVENTIONS **RKCB 1430** 4NT: Blackwood 4♣ Gerber when? Slam Notes 3S nonserious in ♥, 3NT nonserious in ♠ Cue Bids 1st/2nd together Asking Bids 7. OTHER CONVENTIONS 2C Drury by passed hand TRF after 1x 1y 2NT Transfers starting at 1NT over 1M (X) Exclusion and 4C mini-KC: resp 01122 Simplified version of Gazzilli 1M 3M+1 = any min SPL 1M 4m void, 1H 3NT spade void

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Kokish with transfer rebids after 2C-2D

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After reverse: cheapest of 4th suit/NT = blackout

1NT (X): XX values (next X pen, force to 2H), pass= to play/no pref, 2C NAT or general escape, others NAT



AUSTRALIAN BRIDGE FEDERATION INC.



		STAI	NDARD	SYS	TEM	CAF	KD		
ABF Nos.	737	331 EI	la JACOB						
& Names:	807	435 Ja	ames COUTT	S					
Basic System:	2/1								
Brown Sticker		Classifica	ation: Green	X	Blue		Red	Yellow	
			1. OPEN	IINC	BIDS	5			
Describe stren	gth, mi	nimum leng	th, or specific n	neanin	9			Canape	
1♣ 2+♣, nor	10+		1♥	1♥ 5+♥ (maybe 4 in 3 rd), normally 10+					
1 ♦ 4+ ♦ , nori	mally 1	10+	5+♠ (maybe 4 in 3 rd), normally 10+						
1NT 14+-17	(13+-1	6 dealer fa	avourable)				may contain 5 c	ard Major	
1NT Responses	2	simple sta	yman						
2♦ TRF				2	range a	sk or	*		
2♥ TRF t	2♥ TRF to ♠					r 5M			
other 3C=♦, 3D=minors GF, 3H=31(54), 3S=13(54), 4C=♥, 4D=♠									
2♣ GF or 22									
2♦ 4♠, 5+♥,	10-15								
2 ♥ weak 2, \$	5-6 V -	vul depend	dent. Very we	ak 1st	favourable	9			
			dent. Very we						
2NT (19)20-2	21			3N7	3NT 5♠ 6♥ ~8-12				
other									
			2. PRE	-AL	ERTS				
Light action favourable					1st seat favourable: lighter than you expect				
Flannery									
Points are a	guidel	ine, judger	ment can be -	>	used in a	ll situa	ations		
		3. COM	IPETITIVE	BIDS	/ OVEF	RCAL	LS		
Negative doubles t	hrough	all	Jump overcalls	weak	except (1	C)3C	& (P1D)3D i	intermediate	
				LUBS	_UBS 5/5+, strength is vul dependent				
1NT overcall - imm	ediate	15-18	lmi	mediate (cue of minor	majo	rs 5/5+, vul	dependent	
1NT overcall - re-opening (13)14-16 Imme			mediate o	cue of Major	other	major + mir	nor		
Over weak twos Ov					ver opening threes				
Over opponent's 1NT X PEN, 2C majors, 2D one major, 2H 5♥ 4+m, 2S 5♠ 4+m									

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

		50001150 011 01	.9,	minimum length, or specific	0 11100	9
1♣	1 🄷	NAT	2	INV ♣ raise	3	SPL 15+
	1♥	NAT	2	6+H 9-11ish	3 Y	SPL 15+
	1♠	NAT	2	6+S 9-11ish	3♠	SPL 15+
	1NT	NAT	2NT	NAT	3NT	to play
1	2 ♣	GF ♣ raise	3 -	4-8 C raise	4 ♣	
0	other					
1 🔷	1 Y	NAT	2	6+H 9-11ish	3 💙	SPL 15+
	1♠	NAT	2	6+S 9-11ish	3	SPL 15+
	1NT	NAT	2NT	NAT	3NT	to play
1	2 ♣	GF 2+ ♣	3 -	INV ♦ raise	4	SPL 15+
1	2	GF ♦ raise	3	4-8 D raise	4	
0	ther					
1♥ :	1 🛧	usually 5+♠ NAT	2	NAT	3	4♥ INV
	1NT	see 'other' below	2	3♥ INV	3	weak
1	2♣	GF 2+C	2NT	4+♥ GF	3♠	any minimum SPL
1	2	GF 4+ ♦	3 ♣	4♥ 5-8ish	3NT	♠ void
0	other	1H-1NT: NF, up to 12 H	ICP,	can have 4♠, can have 3	3♥ if	weak
1♠	1NT	NF up to 12 HCP	2	NAT	3 Y	3♠ INV
1	2	GF 2+C	2NT	4+ ♠ GF	3♠	weak
1	2	GF 4+ ♦	3 -	4♥ 5-8ish	3NT	any minimum SPL
1	2♥	GF 5+♥	3◆	4♠ INV	4♣	void
0	other					
1NT (3 -	TRF to ♦	3	13(54)	4	TRF to ♠
(3	minors GF (3H ask sh	3NT	to play	4	
(3 Y	31(54) or 4144	4	TRF to ♥	4	
0	ther					
2 👫 2	2	negative or waiting	2NT		3 💙	
1	2	NAT good suit	3 -	NAT good suit	3 ♠	
1	2 ♠	NAT good suit	3	NAT good suit	3NT	
0	ther	2C 2D 3C 3D = staymar	n			
2	2	to play	3♣	NAT NF	3	NAT INV
		to play	_	NAT INV	3NT	to play
		ENQ	3	NAY INV		♥ slam try, short ♠
0	other	4D ♠ slam try, short ♥				
loto	_					

Notes

2♥ 2♠	NAT, NF if NV	3	NAT, NF if NV	3NT	to play			
2NT	ENQ (O bids shortage)	3 Y	to play	4	mini KC (01122)			
3♣	NAT, NF if NV	3♠		4				
other								
2 ♠ 2NT	ENQ (O bids shortage)	3	NAT, NF if NV	4	mini KC (01122)			
3♣	NAT, NF if NV	3♠	to play	4				
3	NAT, NF if NV	3NT	to play	4				
other								
2NT 3♣	stayman	3♠	minors GF	4	±			
3	TRF to ♥	3NT	to play	4	♣			
3♥	TRF to ♠	4	Y	4	♦			
other								
	9	. C	ONVENTIONS					
Unusual	NT: LUBS 5/5+, streng	gth d	epends on vulnerability					
4th Suit	Forcing One round	٦			Game force X			
NT Chec	ckback Priorities:	2C 1	forces 2D to play or INV,	2D (
Defence	to 3NT opening							
	Defence to Opening Twos							
Multi 2		akeo	ut) Leaping Michaels					
Multi 2♦ X values (next X takeout), Leaping Michaels RCO style 2-s								
•								
	Other 2-s Defence (1♣): X majors, NT minors							
	(14). A majors, NT m	IIIIOI	•					
to	(O •) ·							
strong								
14/24	•							
Over 1N	T Interference transfer	lebe	nsohl					
Lebenso	ohl - 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								