## 4. BASIC RESPONSES Jump raises - minors PRE, 5+ SUPP Jump raises - Majors PRE, 5+ SUPP Jump shifts after minor opening S/T - 6 card suit Bergen - 3 card SUPP Jump shifts after Major opening Responses to strong 2 suit open. 2♦ waiting; 2♥ = double NEG; 2♠ = +ive & NAT Responses to 2NT opening $3\clubsuit = STAY$ ; $3\spadesuit/\heartsuit = TRF$ to $\heartsuit/\diamondsuit$ ; $3\spadesuit = minors$ (5/4) 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: Overlead All Ace = ATT; King = count Leads Four or more with an honour 4th highest 4th highest 2nd highest 2nd highest From 4 small Middle From 3 cards (no honour) Middle In partner's suit low low Discards Low Encourage Low Encourage Low-High = Even when necess Low-High = Even when necess Count Low Encourage **Signal** on partner's lead: Low Encourage Signal on declarer's lead: reverse count when necessary Notes reverse count when necessary 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber 4NT: Blackwood when? **Slam Notes** Cue Bids X First & 2nd round controls Asking Bids 7. OTHER CONVENTIONS 4SF Cue raises; cue+1 Inverted minors with step responses **Splinters** Jacoby 2NT with step responses Support Xs & XXs at 2 level Blackout (2NT over reverse) 2 way CB; 3♣ CB over 2NT rebid Drury 2♣ LEB www.abf.com.au Smolen over our 1NT/2NT opening (with 5/4 in majors) PDF Form Rev. 17D23 by RoL MyRev. 2017-05-22 12:24

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# **AUSTRALIAN BRIDGE** FEDERATION INC.



		STA	NDARD	SYST	ГЕМ (	CAR	D		
ABF Nos.	1639	910 A	nita Curtis						
& Names:	7114	470 S	ophie Ashton	1					
Basic System:	2 ov	er 1 Gam	e Force						
Brown Sticker		Classific	ation: Greer	n <b>X</b>	Blue		Red	Yellow	
			1. OPE	NING	BIDS	}			
Describe streng	gth, mir	nimum leng	gth, or specific	meaning				Canape	
1♣ 3 11+				1 🗸 5	5 11+				
1♦ 3 11+				14 5	5 11+				
<b>1NT</b> 15-17							may contain 5 d	card Major X	
1NT Responses	2 4 3	STAY							
2♦ TRF t				2	TRF to	<b>♣</b>			
2♥ TRF t	0 🖈			2NT	TRF to	<b>•</b>			
other 3y - s	hortag	e; Texas	Transfers						
2♣ 23+ BAL	or any	Game Fo	orce						
2♦ weak, 6-9	HCP,	, 6 <b>♦</b> s (0-	6HCP in 1st s	seat nv v	vul, cou	ıld be 5	card suit)		
2♥ weak, 6-9	HCP,	, 6 <b>∀</b> s (0-6	SHCP in 1st s	eat nv v	vul, cou	ld be 5	card suit)		
2♠ weak, 6-9	HCP,	, 6 <b>♠</b> s ( 0-	6HCP in 1st s	seat nv v	vul, cou	ıld be 5	card suit)		
<b>2NT</b> 20-22 B	AL or s	semi-BAL		3NT	3NT Gambling				
other									
			2. PRE	-ALE	RTS				
In 1st seat at	favou	rable vul,	weak 2s will	be v	ery wea	k (0-6)	with a 5 or	6 card suit	
		3. COI	MPETITIVE	BIDS	/ OVEF	RCAL	LS		
Negative doubles th	rrough	4♠	Jump overcalls	Interme	ediate 11	1-14 (d	ep on vul)		
				lower 2	lower 2 unbid suits				
1NT overcall - imme	ediate	15-18	Im	nmediate cu	e of minor	5-5 m	ajors any s	trength	
1NT overcall - re-op	NT overcall - re-opening 14-16 Imm			nmediate cu	diate cue of Major 5-5 OM/minor any strength			y strength	
Over weak twos	Over weak twos X for T/O			Over open	ver opening threes X for T/O				
Over opponent's 1NT X = penalties; 2♣ = majors; 2♦ = single suited major									
2 <b>∀</b> / <b>♠</b> = 5 card	d majo	r + 4 card	minor; 2NT	= minors	6				

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

			,	Thirinian longer, or specific		<u></u>
1♣ 1♦	5+ HCP,	4+♦	2	8-11 HCP, 5+ <b>♣</b> s	3◆	mini-SPL
1♥	5+ HCP,	4+♥	2	6 card ♥ suit, S/T	<b>3</b>	mini-SPL
1♠	5+ HCP,	4+♠	2♠	6 card ♠ suit, S/T	3 <b>♠</b>	mini-SPL
1NT	5-10 HCP,	denies M	2NT	11-12 HCP; no 4M	3NT	13-15 HCP, no 4M
2♣	12+ HCP,	(4)/5 <b>♣</b> s	3 <b>-</b>	PRE, 5+ <b>♣</b> s	4	PRE
other	4 level bids	s = SPL				
1♦ 1♥	5+ HCP,	4+♥	2	6 card ♥ suit, S/T	3	mini-SPL
1♠	5+ HCP,	4+♠	2	6 card ♠ suit, S/T	3 <b>^</b>	mini-SPL
1NT	5-10 HCP,	denies M	2NT	11-12 HCP; no 4M	3NT	13-15 HCP, no 4M
2	FG, NAT		3♣	8-11 HCP, 5+ <b>♦</b> s	4	SPL
2	12+ HCP, (	(4)/5 <b>♦</b> s	3◆	PRE, 5+ <b>♦</b> s	4	PRE
other	4 <b>♥</b> /♠ = SPL					
1♥ 1♠	5+ HCP,	4+♠	2	5-9 HCP, 3 card raise	3	Bergen 10-11(12), 4 cd
1NT	5-11(12) H	CP	2	Bergen 3 card L/R	<b>3</b>	PRE
2	FG, NAT		2NT	FG, 4 card raise	3 <b>♠</b>	SPL
2	FG, NAT		3♣	Bergen 7-9HCP 4card	3NT	13-15 HCP, no 4M
other	4 <b>♣</b> /♦ SPL					
1 <b>♠</b> 1NT	5-11(12) H	СР	2	5-9 HCP, 3 card raise	3 <b>Y</b>	Bergen 3 card L/R
2♣	FG, NAT		2NT	FG, 4 card raise	3 <b>^</b>	PRE
2	FG, NAT		3 <b>-</b>	Bergen 7-9HCP 4 cd	3NT	13-15 HCP
2♥	FG, NAT		3◆	Bergen 10-11(12), 4 cd	<b>4♣</b>	SPL
other	4 <b>♦/♥</b> SPL					
1NT 3♣	shortage		3 <b>^</b>	shortage	4	Texas - ♠s WK or S/T
3◆	shortage		3NT	NAT	<b>4♥</b>	NAT
3♥	shortage		4	Texas - ♥s WK or S/T	4	NAT
other						
2♣ 2♦	waiting		2NT	+ive, minors 5/5	3 💙	
2 💙	Double NE	G	3♣	+ive, NAT	<b>3♠</b>	
2	+ive, NAT	5 card suit	3◆	+ive, NAT	3NT	
other						
2♦ 2♥	NAT, F1		3 <b>-</b>	NAT, F1	3 <b>♠</b>	FG NAT 6+ ♠s
2	NAT, F1			NF	3NT	to play
2NT	Shortage a	sk	3 <b>V</b>	FG NAT 6+ ♥s	4 <b>♣</b>	NAT
other						
Notes						

## **Notes**

2♥ 2♠	NAT, F1	3◆	NAT, F1	3NT	to play
2NT	shortage ask	3♥	NF	4	FG NAT 6+ ♣s
3♣	NAT, F1	3 <b>♠</b>	FG NAT 6+ ♠s	<b>4</b>	to play
other	4♦ = FG NAT 6+ ♦s				
2 <b>♠</b> 2NT	shortage ask	3	NAT, F1	4♣	FG NAT 6+ ♣s
3♣	NAT, F1	3 <b>♠</b>	NF	<b>4</b>	to play
3◆	NAT, F1	3NT	to play	4	to play
other					
2NT 3♣	STAY	<b>3</b> ♠	minors 5/4	4	S/T ♦s
3◆	TRF ♥s	3NT	to play	<b>4</b>	NAT S/T; then RKCB
3♥	TRF <b>♠</b> s	4	S/T <b>♣</b> s	4	NAT S/T; then RKCB
other					
9. CONVENTIONS					
Unusual NT: lower 2 unbid					

Ollasaal III.	101101 2 011010					
4th Suit Forc	Game force X					
NT Checkbac	k X Priorities: 2 way CB; up th	e line				
Defence to 3I	<b>IT opening</b> $4 - 7/0$ with shortage	age in that suit				
Defence to O	pening Twos X = T/O					
Multi 2◆	X = values					
RCO style 2-s						
Other 2-s						
Defence (1	) : X = majors; 1NT = minors					
to						
strong (2	(2♣) : X = majors; 2NT = minors					
14/24						
Over 1NT Inte	rference lebensohl					

**Lebensohl - other uses** when oppo opens weak 2 & partner DBLs

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

**4♥** X 4♠ X = values

# **10. OTHER NOTES**

System on over X; off over suit interference or by passed hand

After 1M opening or overcall by us, if there is 2 level interference, 2NT by responder shows 8-10 points + 4 card support. Cue raise + 1 shows 11+ limit raise+ with 4 card support.

In a competitive auction when the opp have shown 2 suits: bidding 1 of their suits shows that suit & asks about the other.