## **4. BASIC RESPONSES**

Jump raises - minors 6-10 (4)5+ support Jump raises - Majors Invitational 3+ support Jump shifts after minor opening Jump shifts after Major opening Responses to strong 2 suit open.

1♠: 2♦/2♥/2♠ 6 cards, invitational (9-11 HCP). 3X = splinter. Splinters (3)4+ support

Step = waiting.

Responses to 2NT opening 34 simple stayman. transfers. 34 minor stayman. texas transfers

	5. PLAY CONVENT	IONS Show priorities				
	Versus Suit (or both)	Versus NoTrump (if different)				
Leads Sequences:	AK = count. T/9 = 0  or  2  higher	King for unblock / count				
Four or more with an honour	4th	Q from KQ and QJ				
From 4 small	top / 2nd					
From 3 cards (no honour)	middle	top / 2nd				
In partner's suit	low = honour					
Discards	count	low encourage (1st discard only)				
Count	original (high-low = even)	high-low even				
Signal on partner's lead:	count	low encourage				
Signal on declarer's lead:	Prism Signals against suits and slams. Hi-Lo even, Lo-Hi odd.					
Notes A-K even, K-A odd. K from AK mid-hand. Ace mid-hand asks for attitude for King.						
Smith-Echo: Only at trick 2 on declarer's lead when 3rd hand played an honour trick 1.						

6. SLAM CONVENTIONS

4NT: Blackwood

RKCB 1430 44 Gerber when?

Slam Notes Emphasis on showing shortages over 1st or 2nd round controls

Cue Bids X

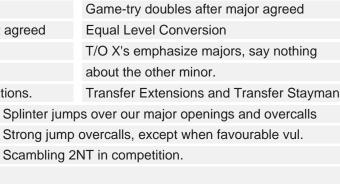
#### Asking Bids

MyRev.

## 7. OTHER CONVENTIONS

short suit trials in competition						
shortage shown after major su	ortage shown after major suit agreed Ed					
2-way checkback XYZ						
4th suit game forcing						
Support X and XX. NF continuations.						
www.abf.com.au	Splinter jump	os ov				
PDF Form Rev. 17D10 by RoL	Strong jump	over				

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# **AUSTRALIAN BRIDGE** FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	928	348 I	Nico Ra	nson						
& Names:	925	160 I	Vatt Sm	ith						
Basic System:	2/1 (	GF								
Brown Sticker		<u>Classifi</u>	cation:	Green	X	Blue		Red	Yellow	
	1		<b>1.</b> C	PEN	NING	BIDS	5			
Describe stren	gth, mir	nimum len	gth, or s	pecific r	neaning				Canape	
1 <b>♣</b> 3+ suit. 1	1+ HC	P			19 5	i+ suit.	11+ H	CP		
1 <b>♦</b> 3+ suit.	11+ H0	CP			1 🛧 5	i+ suit.	11+ H	CP		
<b>1NT</b> (14) 15	-17, ma	ay be off	shape					may contain 5 c	ard Major 🚺	Κ
1NT Responses	<b>2 *</b> :	simple st	ayman							
2🔶 5+ he	earts				2	puppets	s 2NT			
2 <b>V</b> 5+ sp	ades				2NT	6+ club	S			
other 3♣ =	6+ <b>♦</b> . F	enalty D	oubles.							
2 <b>♣</b> 18-19 ba	lanced									
2 Multi : W	eak eit	her majo	r // GF	<b>♦</b> 's //	23+ bal	anced				
2 <b>♥</b> GF ♥'s										
2 <b>♠</b> GF <b>≜</b> 's										
2NT 20-22 H	CP ba	lanced			3NT	6-5 majo	ors 8-	15 HCP		
other 4 = str	ong 💙	s. 4♦ = s	trong 🖈	s. 4NT	= both r	ninors				
	(		2.	PRE	-ALE	RTS				
standard orig	ginal co	ount			2 <b>♣</b> c	pening	= 18-1	9 balanced		
Prism signal	s agair	nst suits a	and slan	ns	Smit	h-Echo	again	st NT somet	imes	
very weak 3-	level p	re-empts	green /	/ red.						
	(	3. CO	MPET	ITIVE	BIDS /	<b>OVE</b>	RCAL	LS		
Negative doubles t	hrough	4♥	Jump o	vercalls	Natural	, strong	15-19	HCP unles	s favourat	ble
Responsive double	es through	4♦	Unus	ual NT	<b>♥+</b> ♣ (5	-5) or O	ther-N	1ajor + 🛧 (5-	5)	
1NT overcall - imm	nediate	15-18		Im	mediate cue	e of minor	both	majors (5-5)	)	
1NT overcall - re-o	pening	11-15		Im	mediate cue	e of Major	other	<sup>.</sup> major + ♦'s	(5-5)	
Over weak twos	leaping	g michae	ls		Over openi	ng threes	non-l	eaping mich	aels	
Over opponent's 1	NT X	= penalty	/ (next X	K take-o	out). 2뢒	= both n	najors	. 2♦ = 1-suit	ed major.	
2♥/♠ = 4M 5	+ eithe	r minor (	3 <b>.</b> is pa	ass-or-o	correct)					
(1NT) 4♣ = s	super n	nichaels,	5-6 ma	jors. (1	NT) 4 =	= super	micha	els, 6-5 maj	ors	

	8. RESPO	NS	ES TO OPENIN	lG	BIDS			
Describe strength, minimum length, or specific meaning								
1♣ 1♦	2+	2�	invitational	GF splinter				
1 🖤	4+	2 💙	invitational	3 🧡	GF splinter			
1♠	4+	2	invitational	3♠	GF splinter			
1NT	11-12 HCP invite	2NT	invite &'s 11-12 HCP	3NT				
2♣	GF	3♣	6-10	4				
other	er 4♥ / 4♠ = natural, to play, very weak hands. 2NT shortage ask after 2x invite.							
1♦ 1♥	4+	2♥	invitational	3 🧡	GF splinter			
1♠	4+	2	invitational	3♠	GF splinter			
1NT	6-10	2NT	11-12 HCP invite	3NT				
2♣	GF	3 🗭	invite (10-12 HCP)	4				
2�	GF	3�	6-10	4�				
other								
1♥ 1♠	4+	2 💙	6-10	3�	splinter			
1NT	4-11	2	natural 6 card invite	3 🧡	invitational 3+♥'s			
2♣	GF 🛧 or BAL	2NT	GF 💙 raise	3♠	splinter			
2�	GF♦ 5+	3♣	splinter	3NT	♦ splinter			
other	1♥ - 4♠ natural, to play							
1 🛧 1NT	4-11	2	6-10	3♥	natural 6 card invite			
2♣	GF 🛧 or BAL	2NT	GF 🛦 raise	3♠	invitational 3+&'s			
2�	GF♦ 5+	3 🗭	splinter	3NT	♥ splinter			
2 🧡	GF♥ 5+	3�	splinter	4	splinter			
other	1♠ - 4♥ = natural, to pla	iy.						
1NT 3╇	transfer to 3	3	splinter 13(54)	4�	6+♠			
3�	puppet stayman	3NT		4♥	1-suited 🛧			
3♥	splinter 31(54)	4	6+♥	4	1-suited 🔶			
other	1NT-2 <b>♠</b> -2NT: 3 <b>♣</b> = NF n	ninor	s 3♦= 22(54) weak majo	ors. 3	3♥= 2155. 3♠= 1255			
24 2	transfer to hearts	2NT	transfer to clubs	3♥	splinter 31(54)			
2 🧡	transfer to spades	3♣	transfer to diamonds	3♠	splinter 13(54)			
2♠	puppet to 2NT	3🔶	simple stayman	3NT				
other	other 2 2 2 2NT follow-up is the same as over 1NT. Texas Transfers.							
2 2 2	pass or correct	3♣	NF	3♠	pass or correct			
2♠	p/c, good ♥ support	3�	NF	3NT				
2NT	asking bid	3♥	pass or correct	4	transfer me to your suit			
other	other $4\Psi/=$ natural, to play (always). Other major suit bids in competition are p-or-c.							
Notes 4	tin competition is still "	'trans	sfer me to your major," e	ven i	f it seems silly.			

2♥ 2♠	waiting	3♦	support + short 🔶	3NT				
2NT	support + short 🔶	3♥	decent raise	4	/4♦ splinter 3+♥			
3♣	support + short 秦	3♠	Splinter raise 3+♥	4 💙	poor raise			
other	other jump splinters are weaker than direct-step splinters							
2 <b>4</b> 2NT	waiting	3 💙	support + short 💙	4♣	/4♦ splinter 3+♠			
34	support + short 🛧	decent raise	4 💙	splinter 3+♠				
3�	support + short 🔶	3NT		4				
other	jump splinters are wea	aker th	an direct-step splinters					
2NT 3🐥	simple stayman	3	minors	4�	6+♠			
3�	hearts	3NT		4 💙	1-suited clubs (+)			
3 💙	spades	4	6+♥	4	1-suited diamonds ()			
other								
		9. C	<b>ONVENTIONS</b>					
Jnusual	NT: 5-5 ♥ + ♣. If opp	onent	s open 1♥ or 1♣, 2NT s	hows	; ♥+♦ // ♠+♣			
4th Suit	Forcing One round				Game force			
<b>NT Checkback</b> Priorities: showing 3 card support for responder's major								
Defence to 3NT opening								
		ke-out	X's and leaping michae	s				
Multi 2				-				
RCO sty		o o ang	,					
Other 2-								
	-		mo ofter $(1 \bullet)$ p $(1 \bullet)$	V/1N	IT – majors/minors			
<b>Defence</b> X majors. 1NT minors. Same after (1♠) - p - (1♦) - X/1NT = majors/minors								
strong X majors. 2NT minors. (2♠) p (2♠) X/2NT = majors / minors								
1♣/2♣								
<b>Over 1NT Interference</b> simple lebensohl. X= penalty.								
Lebensohl - other uses no other uses. We use scrambling 2NT in all other places.								
Take out of 4 level pre-empts 4♣/4◆								
4♥ 4♠								
10. OTHER NOTES								