## 4. BASIC RESPONSES Jump raises - minors Inverted: 6-9 HCP, 5+ cards Jump raises - Majors Preempt 0-6 HCP, 4+ cards Other minor = invitational raise, Major = 10-12 HCP 6+ cards Jump shifts after minor opening Bergen raises Jump shifts after Major opening Responses to strong 2 suit open. 2D = waiting Responses to 2NT opening 3C = puppet stayman, 3D/H = ♥/♠ transfer 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus NoTrump (if different) (or both) Sequences: Overlead, A-attitude K-count Leads Four or more with an honour 4th From 4 small 2nd Middle-Up-Down From 3 cards (no honour) In partner's suit Low Encourage Discards Low Encourage Reverse Present Count Count **Signal** on partner's lead: Low Encourage Signal on declarer's lead: Reverse Present Count Notes Suit Preference where applicable (when giving ruffs, with singleton/void in dummy) 6. SLAM CONVENTIONS **RKCB 1430** 4♣ Gerber 4NT: Blackwood when? Slam Notes Kickback, exclusion keycard Cue Bids X Asking Bids 7. OTHER CONVENTIONS 2 way checkback Jacoby 2NT 3<sup>rd</sup> and 4<sup>th</sup> suit forcing Lebensohl DOPI after high level interference Drury Ogust Unusual over Unusual **Splinters** www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev. Copyright © ABF 2017



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ADE No.	0.400.47	AL DI		I LIVI C	AIID			
ABF Nos.	942847	Alex Phil						
& Names:	940879	James Pali	mer					
Basic System:	2/1							
Brown Sticker	Class	ification: Gr	een X	Blue	Red	Yellow		
1. OPENING BIDS								
Describe strength, minimum length, or specific meaning  Canape								
1♣ 12+ HCP	, 3+♣		1♥	1♥ 12+ HCP, 5+♥				
1♦ 12+ HCP	, 3+♦		1♠	1♠ 12+ HCP, 5+♠				
<b>1NT</b> 15-17 B	alanced				may contain 5 d	card Major 🗶		
1NT Responses	2♣ Simple	Stayman						
2 <b>♦</b> Trans	fer 💙		2♠	2♠ Range Probe / Transfer ♣				
2♥ Transfer ♠				Transfer	•			
other 3♣ =	GF Puppet S	tayman						
2♣ 22+ Bala	nced or any g	ame force						
2♦ Flannery	- 11-15 HCP,	5/4 ♥/♠						
	10 HCP, 6♥							
2♠ Weak, 6-	10 HCP, 6♠							
2NT 20-21 Ba	alanced		3NT	Specific A	Ace Ask			
other								
		2. PF	RE-ALE	ERTS				
	3. C	OMPETITI	VE BIDS	/ OVER	CALLS			
Negative doubles the	nrough 4	Jump overca	alls Weak					
Responsive double	s through 4	Unusual I	NT Lower	2 unbid si	uits			
1NT overcall - imm	ediate 15-18	Balanced	Immediate cu	ue of minor	5/5 Majors			
1NT overcall - re-op	NT overcall - re-opening 12-14 Balanced Imme		Immediate cu	diate cue of Major 5/5 oth Major/minor				
Over weak twos X = lebensohl, other natural Over opening threes X = takeout								
Over opponent's 1NT X = penalty, 2C = 5/5 majors, 2D = long major suit, 2H = 5/5 ♥/minor,								
2S = 5/5 ♠/minor, 2NT = 5/5 minors								

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

	20001100 0110	ngun,	minimum length, or specific	0 11100	2111119
1♣ 1♦	6+ HCP, 4+◆	2	10-11 HCP, 5+♣	3◆	
1♥	6+ HCP, 4+♥	2	10-12 HCP, 6+♥	3 <b>Y</b>	
1♠	6+ HCP, 4+♠	2	10-12 HCP, 6+♠	3 <b>♠</b>	
1NT	6-9 HCP	2NT	10-12 HCP	3NT	To play
2♣	12+ HCP, 5+♣	3 <b>-</b>	6-9 HCP, 5+♣	4 <b>♣</b>	Pre-emptive
other					
1♦ 1♥	6+ HCP, 4+♥	2	10-12 HCP, 6+♥	3	
1♠	6+ HCP, 4+♠	2	10-12 HCP, 6+♠	3 <b>♠</b>	
1NT	6-11 HCP	2NT	10-12 HCP, 4333	3NT	To play
2♣	12+ HCP, 4+♣	3 <b>-</b>	10-11 HCP, 5+◆	4	
2	12+ HCP, 5+◆	3	6-9 HCP, 5+◆	4	Pre-emptive
other					
1♥ 1♠	6+ HCP, 5+♠	2	6-9 HCP, 3♥	3 🄷	10-11 HCP, 4+♥
1NT	6-11 HCP	2	10-11 HCP, 3♥	3 <b>Y</b>	0-6 HCP, 4+♥
2♣	♣ GF / ♥ invite / ♥ GF	2NT	12+ HCP, 4+♥	3 <b>♠</b>	12+ HCP, 3+♥, 0-1♠
2	12+ HCP, 4+◆	3 <b>-</b>	6-9 HCP, 4+♥	3NT	To play
other					
1 <b>♠</b> 1NT	6-11 HCP	2	6-9 HCP, 3♠	3	10-11 HCP, 3♠
2♣	♣ GF / ♠ invite / ♠ GF	2NT	12+ HCP, 4+♠	3 <b>♠</b>	0-6 HCP, 4+♠
2	12+ HCP, 4+◆	3 <b>♣</b>	6-9 HCP, 4+♠	3NT	To play
2	12+ HCP, 5+♥	3	10-11 HCP, 4+♠	4	12+ HCP, 3+♠, 0-1♣
other					
1NT 3♣	Puppet Stayman	3 <b>♠</b>		4	Slam try in ♠, 6+♠
3◆		3NT	To play	<b>4</b>	To play
3♥		4 <b>♣</b>	Slam try in ♥, 6+♥	4	To play
other					
2♣ 2♦	Waiting	2NT		3	
2		3 <b>♣</b>		3 <b>♠</b>	
2		3		3NT	
other	Bidding a suit over 2C s	show	s 6+ good suit		
2♦ 2♥	To play	3♣	6+ ♣, to play	3	Invitational in •
	To play		6+ ♦, to play	_	To play
	Minor suit inquiry	3			Transfer to 4♥
	4D = transfer to 4♠			-	
lotos					

Notes

2♥ 2♠	6+ ♠, forcing	3	6+♦, forcing	3NT	To play	
	Hand strength inquiry	3♥	Competitive	4		
3♣	6+♣, forcing	<b>3♠</b>		<b>4</b>	To play	
other						
2 <b>♠</b> 2NT	Hand strength inquiry	3♥	6+♥, forcing	4		
	6+♣, forcing		Competitive	<b>4</b>		
3◆	6+♦, forcing	3NT	To play	4	To play	
other						
	Puppet Stayman	3 <b>^</b>			Slam try in ♠, 6+♠	
	Transfer to ♥	3NT	To play		Slam try in ♣, 6+♣	
3♥	Transfer to ♠	4	Slam try in ♥, 6+♥	4	Slam try in ♦, 6+♦	
other						
	9	<u>. C</u>	ONVENTIONS			
Unusual	NT: Lower 2 unbid sui	ts				
4th Suit	Forcing One round				Game force X	
NT Chec	kback X Priorities:	3 ca	ard support then 4 in other	er ma	njor	
Defence	to 3NT opening					
Defence to Opening Twos X = lebensohl						
Multi 2 Suit = natural, otherwise wait until response is shown						
RCO style 2-s						
Other 2-s						
Defence (1♣): 1 level bids are Suction - suit = long in next suit up or 2 next suits						
to	,				. ыр ол 🗕 лоли одло	
14 / 24	strong (2♣): X = strength, bids = natural					
				. V	Ala Dana famainan VV	
		oni ov	ver bids, System on over	XW	Ith Pass forcing XX	
	hl - other uses		• • •			
	of 4 level pre-empts		4♣/4♦			
4 <b>Y</b>			4♠		_	
	1	0. (	OTHER NOTES			