## 4. BASIC RESPONSES

## Jump raises - minors weak

Jump raises - Majors Limit 10-12 HCP, 3+ cards
Jump shifts after minor opening 3 after $1 *$ : Natural, reasonably solid suit, not enough for $2 / 1$
Jump shifts after Major opening Natural, reasonably solid suit, not strong enough hand for $2 / 1$
Responses to strong 2 suit open. 2 waiting, others bids show good suit with $5+$ cards
Responses to 2NT opening

## stayman, transfers

## 5. PLAY CONVENTIONS

Show priorities
Versus Suit (or both)

Versus NoTrump (if different)
Leads Sequences: Overlead, A-Attitude K-Count

Four or more with an honour 4th highest
From 4 small 2nd highest
From 3 cards (no honour) middle (MUD)
top of nothing
In partner's suit MUD or top of nothing
Discards Low Encourage
Count High-Low = Even
Signal on partner's lead: Low Encourage
Signal on declarer's lead: count
Notes

## 6. SLAM CONVENTIONS

4NT: Blackwood
RKCB 1430
4\% Gerber X when? NT only

## AUSTRALIAN BRIDGE FEDERATION INC.

## STANDARD SYSTEM CARD

| ABF Nos. | 394912 | Philip Hassall |
| :--- | :--- | :--- |
| \& Names: | 597155 | Eileen Boocock |

Basic System: 2/1 Game Forcing
Brown Sticker $\square$ Classification: Green $\overline{\mathbf{X}}$ Blue $\square$ Red $\square$ Yellow $\square$

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning

$2 \%$ strong, artificial, forcing to game. 2D response waiting
2 weak, 6-10 HCP, 6+
2 weak, 6-10 HCP, 6+ $\downarrow$
24 weak, 6-10 HCP, 6+ s
2NT 20-22 HCP
3NT 27+ balanced
other

## 2. PRE-ALERTS

Cue Bids $\quad \mathbf{X}$
Asking Bids

## 7. OTHER CONVENTIONS

Jacoby 2NT
Ogust
New Minor Forcing
www.abf.com.au
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cue raises
4th suit forcing to suit agreement splinters

## 3. COMPETITIVE BIDS / OVERCALLS

## Negative doubles through

Responsive doubles through
Jump overcalls weak
3 Unusual NT at least 5-5 in lowest two unbid suits
1NT overcall - re-opening 11-14 Immediate cue of Major 5 other major + another

Over weak twos DBL - takeout, cue = Top+ Over opening threes DBL - takeout
Over opponent's 1 NT Multi Landy ( $2 \boldsymbol{\&}$ shows majors, $2 \downarrow=$ one long major, $2 \boldsymbol{V}=\boldsymbol{V}$ \& a minor, $2 \boldsymbol{*} \&$ a minor, $2 \mathrm{NT}=$ both minors, $3 \&$ and $3 \downarrow$, natural one suiters)

## 8．RESPONSES TO OPENING BIDS

Describe strength，minimum length，or specific meaning

| 1ヶ 1 4＋＊，6＋HCP | 2 | 3 |
| :---: | :---: | :---: |
| $1 \checkmark 4+\boldsymbol{V}, 6+\mathrm{HCP}$ | $2 \boldsymbol{}$ | 30 |
| 14 $4+$ ，6＋HCP | 2A | 34 |
| 1NT 6－10 HCP，no 4cd maj | 2NT 11－12 HCP，no 4cd maj | 3NT 13－15 HCP，no 4cd maj |
| 2\％11＋HCP，4＋e，no 4Maj |  | 4\％pre－emptive raise |
| other |  |  |
| 1－1v 4＋『，6＋HCP | 2 | 30 |
| 14 $4+\boldsymbol{4}, 6+\mathrm{HCP}$ ，less $\boldsymbol{v}$ | 24 | 34 |
| 1NT 6－10 HCP，no 4＋Maj | 2NT 11－12 HCP，no 4＋Maj | 3NT 13－15 HCP，no 4＋Maj |
| 2\％4＋e，game force | 3\％11－12 pts，5＋ | 4\％ |
| 2 11＋HCP，4＋${ }^{\text {a }}$ ，no 4Maj | 3－5－10 HCP，5＋，no 4M | 4 pre－emptive raise |
| other |  |  |
| 1v 1＾4＋¢ ，6＋HCP | 2レ 3－4 『，6－9 HCP | 3 good suit，hand not 2／1 |
| 1NT 5－11 HCP，semi－forcing | 24 | $3 \cup 4+\checkmark$ ，invitational raise |
| 2\％4＋\％，game force | 2NT 4＋${ }^{\text {c }}$ ，13＋HCP | 3＾splinter |
| $2 \checkmark 4+\star$ ，game force | 34．good suit，hand not $2 / 1$ | 3NT 13－15 bal，＜3v |
| other 4＊and 4 splinters， $4 \checkmark$ weak with $5+\checkmark$ |  |  |
| 1A 1NT 5－11 HCP，semi－forcing | 24 3－4 ¢，6－9 HCP | $3 \sim$ good suit，hand not 2／1 |
| 2\％4＋\％，game force | 2NT 4＋4，13＋HCP | 34 3＋4，invitational |
| $2 \checkmark 4+\downarrow$ ，game force | $3 \%$ good suit，hand not $2 / 1$ | 3NT 13－15 bal，＜3s |
| $2 \downarrow 5+\boldsymbol{*}$ ，game force | 3 good suit，hand not 2／1 | 4\％splinter |
| other $4 \checkmark$ and $4 \checkmark$ splinters，4 weak with $5+$ ¢ |  |  |
| 1NT 3\％transfer to（shows 6） | 3 A | 4 |
| 3 | 3NT to play | 4 |
| 30 | 4\％Gerber | 4， |
| other 4NT，quantitative raise |  |  |
| 2＊2 waiting | 2NT | $3 \checkmark$ |
| $2 \sqrt{\text { d }}$ excellent suit | 3\％excellent suit | 34 |
| 24．excellent suit | 3 excellent suit | 3NT |
| other |  |  |
| $2 \checkmark 2$ | 30 | 31 |
| 2A | 3 pre－empt | 3NT to play |
| 2NT Ogust | 30 | 4\％ |
| other |  |  |


| 210 | 3 | 3NT to play |
| :---: | :---: | :---: |
| 2NT Ogust | 3 pre－empt | 4\％ |
| $3 \%$ | 34 | 4V to play |
| other |  |  |
| 24． 2 NT Ogust | $3 \checkmark$ | 4\％ |
| $3 \%$ | 34 pre－empt | 4 |
| 3 | 3NT to play | 44 to play |
| other |  |  |
| 2NT 3\％stayman | 34 | 4 |
| 3 transf to $\downarrow$ | 3NT to play | 4 |
| 30 transfer to | 4\％\％Gerber，Ace ask | 4， |
| other 4NT，quantitative raise |  |  |

## 9．CONVENTIONS

Unusual NT：lowest two unbid suits
4th Suit Forcing One round $X$ to suit agreement Game force $\square$

NT Checkback X Priorities：（New Minor Force）4『，3\＆
Defence to 3NT opening
Defence to Opening Twos Dbl＝takeout
Multi 2 natural
RCO style 2－s
Other 2－s
Defence 1e Multi Landy，as over opps NT except all bids at lowest possible level．
to $\quad$ so（1ヶ）$X=$ both $M, 1 \vee=$ one long $M, 1 \vee=\vee \& a m, 1 N T=$ both $m, 2 \& /$
strong（1\＆）$P(1 *) X=$ one long $M, 2 \&$ both $M$
\＆ $2 \%$ ：natural，any bid shows a long suit
Over 1NT Interference jumps are forcing， $\mathrm{X}=$ takeout
Lebensohl－other uses
Take out of 4 level pre－empts $\quad 4 \boldsymbol{\omega} / 4 \quad \mathrm{Dbl}=$ takeout 4 Dbl＝t＇out， $4 \mathrm{NT}=$ two minors 4N $\mathrm{Dbl}=$ t＇out， $4 \mathrm{NT}=$ two unbid suits

10．OTHER NOTES
change of suit after pre－empt by partner forces for one round

