

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	See inside; 2M=3-7 6+M; 3M=void splinter	
Jump shifts after Major opening	See inside; 3m=nat inv; single jump oM=mixed raise 4+ support	
Responses to strong 2 suit open.		
Responses to 2NT opening	3♣=muppet stayman; 3♦/♥=♥/♠; 3♠=54+ minors	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	Same	Att if raised
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Reverse count (attitude on A lead)	
<b>Signal</b> on declarer's lead:	Reverse count & natural suit preference (context-dependent)	
<b>Notes</b> Overlead hole for unblock		
Reverse present count		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	3NT non-serious with major agreed; ROPI/DOPI; 01122 voidwood & pmkc	
Cue Bids <input checked="" type="checkbox"/>	Cue 1st/2nd equally	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Reverse Gazzilli	Fit-showing jumps after we overcall
Support X & XX (if we can still play 2M)	1M-1X-2NT = GF 55 M+minor
Blackout (lower of 2N & 4th suit; 1♣-1♠-rev-2N)	
XYZ (inc to 1♣-1♦/♥-1♥/♠, not to 1♣-1♦-1♠)	
Leaping & non-leaping Michaels	

[www.abf.com.au](http://www.abf.com.au)

cheapest minor after our 3X opening = artificial slam try

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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	726249	Renee Cooper
& Names:	239224	Ben Thompson
Basic System:	2 over 1 GF	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 2+	1♥ 5+	
1♦ (4)5+	1♠ 5+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman Other: Smolen		
2♦ ♥ or GF 3-suiter	2♠ ♣	
2♥ ♠	2NT ♦	
other Superaccept M with any 4+ support; Accept m with support		
2♣ GF or 20-21 bal		
2♦ Non-Vul: 3-7 5-6 ♥ or ♠; Vul: 8-11 6+♦ [4th: 11-14 6+♦]		
2♥ 8-11 (5)6♥ [4th: 11-14 6+♥]		
2♠ 8-11 (5)6♠ [4th: 11-14 6+♠]		
2NT 22-24	3NT Gambling no side A	
other 4NT=extreme minors hand		

#### 2. PRE-ALERTS

Transfers after 1♣ opening (inc comp to 1♥)	
2♦ opening varies by vulnerability	
Some transfers in competition	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	2 lowest unbid
1NT overcall - immediate	15-18	Immediate cue of minor	1m-2♦=MM; 1♣-2♣=54+M ok
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos T/O X		Over opening threes	T/O X
Over opponent's 1NT	2♣ = majors (then 2♦ asks for longer); 2♦ = 1 major		
2♥/♠ = 5+M & 4+m; 2NT = minors; Passed hand X = 4M 5m			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♥	2♦ inv+ 5+♣	3♦ 13-15 try to rightside 3N
1♥ 5+, 4+♠	2♥ 3-7 6+♥ (PH: FSJ)	3♥ void splinter
1♠ 5-11(12) no major	2♠ 3-7 6+♠ (PH: FSJ)	3♠ void splinter
1NT 10-12, no major	2NT very weak ♣ raise	3NT to play, ~12-15
2♣ weak or gf with ♦	3♣ (5)6-9 5+♣	4♣ preemptive
other 4M/5m to play		
1♦ 1♥ 5+, 4+♥	2♥ 3-7 6+♥ (PH: FSJ)	3♥ void splinter
1♠ 5+, 4+♠	2♠ 3-7 6+♠ (PH: FSJ)	3♠ void splinter
1NT 5-11 nat semiforcing	2NT very weak ♦ raise	3NT to play, ~12-15
2♣ GF nat	3♣ nat inv	4♣ void splinter
2♦ inv+ raise	3♦ (5)6-9 5+♦	4♦ preemptive
other 4M/5m to play		
1♥ 1♠ 5+, 4+♠	2♥ 8-10 nat	3♦ nat inv
1NT Semi forcing	2♠ mixed raise 4+♥	3♥ preemptive
2♣ Nat/Bal GF or INV 3♥	2NT 4+ raise, INV+	3♠ void splinter
2♦ GF nat	3♣ nat inv	3NT 12-14 3♥433
other 4M/5m to play		
1♠ 1NT Semi forcing	2♠ 8-10 nat	3♥ mixed raise 4+♠
2♣ Nat/Bal GF or INV 3♠	2NT 4+ raise, INV+	3♠ preemptive
2♦ GF nat	3♣ nat inv	3NT 12-14 3♠433
2♥ GF nat	3♦ nat inv	4♣ void splinter
other 4M/5m to play		
1NT 3♣ puppet stayman	3♠ 31(54) gf (4♥ next=5♠)	4♦ ♠ (then 4N=rkc)
3♦ gf 55 ♣♦	3NT to play	4♥ to play
3♥ 13(54) gf (3♠ next=5♥)	4♣ ♥ (then 4N=rkc)	4♠ to play
other		
2♣ 2♦ neg or waiting (Kokish)	2NT sound +ve, 55m	3♥ asking for trouble
2♥ to play opp 20-21 bal	3♣ +ve, HHxxxx+♣	3♠ asking for more trouble
2♠ to play opp 20-21 bal	3♦ +ve, HHxxxx+♦	3NT really asking for it
other		
2♦ 2♥ nonvul: P/C; vul: nat f	3♣ nat; nf if nonvul, f if vul	3♠ nonvul: P/C; vul: nat f
2♠ nonvul: P/C; vul: nat f	3♦ nat forcing	3NT to play
2NT ask	3♥ nonvul: P/C; vul: nat f	4♣ transfer me to your M
other 4♦=bid your M		

**Notes** Single jump splinters are inv to game or slam; double jumps are normally gf only

After 1♣-1R/1♦-1M: 2NT=18/19b, then: 3♣ = checkback; 3R=transfer; 3♠=slam try om

Bid shortage after 1NT-2♠/NT-bid

2♥ 2♠ nat forcing	3♦ nat forcing	3NT to play
2NT shortage ask	3♥ weak	4♣ splinter
3♣ nat forcing	3♠ nat forcing	4♥ to play
other		
2♠ 2NT shortage ask	3♥ nat forcing	4♣ splinter
3♣ nat forcing	3♠ weak	4♥ to play
3♦ nat forcing	3NT to play	4♠ to play
other		
2NT 3♣ muppet stayman	3♠ gf 54+m	4♦ ♠ (then 4N=rkc)
3♦ ♥ (3NT=no support)	3NT To play	4♥ rkc in ♣
3♥ ♠ (3NT=no support)	4♣ ♥ (then 4N=rkc)	4♠ rkc in ♦
other 4NT=quant (nb play 3NT=no support after 2♣-2♦-2NT-3♦/♥ also)		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  we play xyz; gf if not an xyz situation Game force

**NT Checkback**  Priorities: 2♣=force 2♦ then nat inv; 2♦ = gf; 2NT=force 3♣ then long m

**Defence to 3NT opening** 1-2-3; non-leaping michaels

**Defence to Opening Twos** 1-2-3 of art 2s; t/o x of (mostly) nat 2s

Multi 2♦ 1-2-3

RCO style 2-s t/o x

Other 2-s 1-2-3 if art; t/o x if (usually) nat

**Defence** 1♣ : X=majors; 1♦=1 major; 1M=M+minor; 1NT=minors

**to** after 1♣-1♦: X=majors; 1NT=minors

**strong** 2♣ : X=majors; 2♦=1 major; 2M=M+minor; 2NT=minors

**♣** after 2♣-2♦: X=majors; 2NT=minors

**Over 1NT Interference** lebensohl if 2NT available, 3C+ = inv+ transfer (else nat gf)

**Lebensohl - other uses** we X their natural weak 2

**Take out of 4 level pre-empts** 4♣/4♦ t/o x

4♥ t/o x 4♠ t/o x

## 10. OTHER NOTES

In competition, if partner has shown a major, 2NT usu a good 4+ raise and cue a good 3+ raise

In auctions like (1♠) X (2♠): 2NT is 2 places to play OR weakish with ♥ (inv with ♥ bids direct)

After 1m-2♦: 2♥=min; 2♠=extras no spl; 2NT/3♣/3♦=extras short L/M/H

After 1M-2♣: 2♦=art accept; 2M=reject inv; 1♠-2♣-2♥=sound opener & nat; else nat+accept inv

After 1M-2NT:3♣=11-14(15) any; 3♦=15+ no shortage; 3♥/♠/NT=15+ ♣/♦/OM shortage

1X-1Y-1NT-2NT-3♣-3Y=5-5 Y+X

After 1X-2M-2NT/wk 2-2NT:3X=shortage; repeat suit = weak no shortage; 3NT=good no shortage