## 4. BASIC RESPONSES

Jump raises - minorsInverted (6-9HCP)Jump raises - MajorsWeakJump shifts after minorPreemptiveJump shifts after Major openingBergen - 3!C = 6-9 4M. 1M-3!D = 10-12 4M. 1H-2S = weakResponses to strong 2 suit open.2♦ = waiting

Responses to 2NT opening

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3♣ Puppet Stayman, 3♦ 3♥ transfers, 3♠ minor stayman

	5. PLAY CONVER	<b>NTIONS</b> Show priorities			
	Versus Suit (or both)	Versus NoTrump (if different)			
Leads Sequences:	Overlead				
Four or more with an honour	3rd and low	4th highest			
From 4 small	3rd	2nd highest			
From 3 cards (no honour)	low	MUD			
In partner's suit	As above	Low from xxx (if count unknown)			
Discards	Low encourage				
Count	Reverse				
Signal on partner's lead:	Low encourage				
Signal on declarer's lead:	Reverse count				
Notes Suit preference when relevent					
K against 5 level or p	reempts is asking for Count				

6. SLAM CONVENTIONS 4NT: Blackwood X RKCB 1430 44 Gerber when? never Slam Notes Serious 3NT, Kickback Cue Bids X 1st/2nd controls Asking Bids 7. OTHER CONVENTIONS Kickback Two-way checkback Transfers over 1M-(X) www.abf.com.au PDF Form Rev. 17K21 by RoL MyRev.



## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	864951	David Gue						
& Names:	1082051	Josh Tomlin						
Basic System: 2 Over 1								
Brown Sticker	Classif	ication: Green	Blue	Red X Yello	w			
		1. OPEN	ING BIDS					
Describe strengt	h, minimum lei	ngth, or specific me	eaning	Cana	ape			
1 <b>♣</b> 2+ <b>♣</b> 11+ho	cp (can have	longer 🔶)	1♥ 5+♥ 11+					
1 5+ unless	s (4441) 11+		1♠ 5+♠ 11+					
<b>1NT</b> (14)15-17	7 bal/semi-ba	l		may contain 5 card Majo	or 🗙			
1NT Responses	2. Simple S	Stayman						
2 Transfe	er 💙		2 Transfe	r 🛧 or Range Ask				
2♥ Transfe	er 🛧		2NT Transfer ♦					
other 3 🛧 = 5	card stayma	n, 3 <b>♦</b> = 5-5 mino	rs GF, 3♥ = 31(	(54), 3 <b>♠</b> = 13(54) GF				
24 GF or 22+	Bal							
2 Weak Both	n Majors (4/4	not vul)						
2 <b>V</b> Weak 6 V	(can be 5♥ n	ot vul)						
2 🛧 Weak 6 🛧	(can be 5 <b>≜</b> no	ot vul)						
<b>2NT</b> 20-21			3NT Gamblin	g				
other								
		2. PRE-	ALERTS					
Transfers over	r 1 <b>♣</b>							
1♣ can have le	onger 🔶							
	<b>3. CC</b>	MPETITIVE E	BIDS / OVEF	CALLS				
Negative doubles three	ough 4S	Jump overcalls	3C = two suiter,	otherwise weak				
Responsive doubles	through 4S	Unusual NT	LUBS					
1NT overcall - immed	liate 15-18	Imm	ediate cue of minor	2D = Majs, 1C-2C = na	atural			
1NT overcall reason	ning 11 16	lana	adiata aua of Maior	OM + Diamonda				

Negative doubles through	4S Jump o	vercalls 3C = two suiter	, otherwise weak			
Responsive doubles through	4S Unusi	ual NT LUBS				
1NT overcall - immediate 1	5-18	Immediate cue of minor	2D = Majs, 1C-2C = natural			
1NT overcall - re-opening 1	1-16	Immediate cue of Major	OM + Diamonds			
Over weak twos $X = t/o$ , let	ebensohl	Over opening threes	X = t/o			
Over opponent's 1NT X = values						
multi-Landy - 2C = both majors, 2D = single suited major, 2M = 5M+4m, 2NT = minors						

			ES TO OPENIN			
Describe strength, minimum length, or specific meaning						
1♣ 1♦	6+ 4+♥	2�	Weak nat 6-9	3♦	Weak 7	
1 🖤	6+ 4+	2 💙	Weak nat 6-9	3 💙	Weak 7♥	
1♠	Bal or Club GF	2	Weak nat 6-9	3	Weak 7	
1NT	11-12 no 4M	2NT	Bal GF 12-15 or 18/19	3NT	To play 13-15	
2♣	5+♦ GF	3♣	Weak 6+& 3-7	4	weak	
other						
1♦ 1♥	6+ 4+!H	2 💙	weak nat	3 💙	Splinter 12+ 5+♦	
1♠	6+ 4+ !S	2	weak nat	3♠	Splinter 12+ 5+♦	
1NT	6-12 no 4M	2NT	11-12 no 4M	3NT	To play 13-15	
2♣	GF 5+♣	3♣	Splinter 12+ 5+♦	4		
2�	10+ 4+!D	3�	6-9 5+♦	4�		
other						
1♥ 1♠	6+ 4+ <b>♠</b> (5+ <b>♠</b> if GF)	2 💙	8-10 3♥	3♦	10-12 4+♥	
1NT	6-12 or 3♥ weak	2	Nat weak	3 💙	4+♥ preemptive	
2♣	3 way	2NT	GF Jacoby 4+♥	3♠	Splinter	
2�	GF 5+•	34	6-9 4+♥	3NT	Unspecified splinter	
other	2♣ = Nat GF, 3♥ inv or	Bal	GF			
1 <b>♠</b> 1NT	6-12 any or 3♠ weak	2	8-10 3!S	3♥	Nat invite	
2♣	3 way	2NT	GF Jacoby 4+♠	3	4+♠ preemptive	
2�	GF 5+♦	3♣	6-9 4+♠	3NT	Unspecified splinter	
2 💙	GF 5+♥	3�	10-12 4+♠	4	Splinter	
other	other 2♣ = Nat GF, 3♥ inv or Bal GF, 4♥ = splinter					
1NT 3♣	5 Card Stayman	3♠	13(45) GF	4�	Transfer S	
3�	5-5 minors GF	3NT	To play	4 💙	To Play	
3♥	31(45) GF	4	Transfer H	4	To Play	
other	٨					
2♣ 2♦	Waiting	2NT	5/5 Minors good suits	3 💙	1 loser suit opp void	
2 💙	7+ 5+♥	3♣	6+ <b>♣</b> good suit	3	1 loser suit opp void	
2♠	7+ 5+♠	3�	6+♦ good suit	3NT		
other	Kokish (♥'s or 24+ Bal)					
2 2 2	To Play	3♣	Natural forcing	3	Preemptive	
2♠	To Play	3♦	Natural Forcing	3NT	To play	
2NT	Inquiry	3♥	Preemptive	4		
other						
Notes						

2♥ 2♠	Natural forcing	3�	Natural forcing	3NT	To play			
2NT	Inquiry	3♥	To play	4				
3♣	Natural forcing	3♠	To play	4 💙	To play			
other	2NT = shortage ask							
2 <b>4</b> 2NT	Inquiry	3♥	Natural forcing	4	To play			
3♣	Natural forcing	3♠	To play	4 💙	To play			
3�	Natural forcing	3NT	To play	4♠	To play			
other	2NT = shortage ask							
2NT 3🐥	Puppet Stayman	3♠	Minor Stayman	4�	Spades			
3�	Transfer H	3NT	To play	4 💙	Clubs			
3 🧡	Transfer S	4♣	Hearts	4	Diamonds			
other	Over 4♥/♠: 4NT = to pl	ay, o	ther step = KC					
	9	). C	ONVENTIONS					
Unusual	NT: LUBS							
4th Suit	4th Suit Forcing One round game force Game force							
NT Chec	kback X Priorities:	2W	CB: up the line					
Defence	Defence to 3NT opening X = values							
	to Opening Twos X =							
Multi 2🔶								
RCO stv	RCO style 2-s							
Other 2-s								
Defence	X = majors, NT = min	ors						
to								
strong	(2♣):							
1 <b>♣</b> / 2 <b>♣</b>								
Over 1N1	Interference negative	e/TO	doubles, lebensohl					
Lebensohl - other uses After X over a weak 2								
Take out of 4 level pre-empts 4♣/4♦								
4♥								
10. OTHER NOTES								

## Notes