

4. BASIC RESPONSES

| | | |
|----------------------------------|---|--|
| Jump raises - minors | Preempt | Other: 5-6 hcps; 4/5+raise; could be weaker in comp. |
| Jump raises - Majors | Preempt | Other: 4-6 hcps; 4+raise; could be weaker in comp. |
| Jump shifts after minor opening | criss-cross minors = 7-9 hcpts; 1m-2M = weak (4-7) | |
| Jump shifts after Major opening | natural 6c suit 8-10; NF | |
| Responses to strong 2 suit open. | n/a | |
| Responses to 2NT opening | 3♣ = puppet stayman; 3♦/3♥ = trfs; 3♠ = both minors | |

5. PLAY CONVENTIONS

Show priorities

| | Versus Suit (or both) | Versus NoTrump (if different) |
|-----------------------------------|-----------------------------|-------------------------------|
| Leads Sequences: | Overlead All | Overlead All |
| Four or more with an honour | 4th highest | 4th highest |
| From 4 small | 2nd highest | top (or 2nd if not touching) |
| From 3 cards (no honour) | mud | top |
| In partner's suit | low from an Honour or any 3 | low from an Honour or any 3 |
| Discards | Hi = encouraging (1st only) | Hi = encouraging (1st only) |
| Count | High-Low = Even | High-Low = Even |
| Signal on partner's lead: | Hi = Encouraging | Hi = Encouraging |
| Signal on declarer's lead: | Natural count | |

Notes Give SP in Declarer's trump suit and first played NT suit

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes m/wood: step-1 = poor for slam or min (in context)

Cue Bids First or second round control;

Asking Bids

7. OTHER CONVENTIONS

| | |
|---|--|
| Support doubles (not over their 1NT) | Blackout (step) after reverse |
| Cue raises in competition | 4th suit = artificial GF |
| 2-over-1 = GF (only F1 in competition) | 2NT over 1M = 4c limit raise |
| Michaels = any range (usually 55 shape) | Inverted minor GF no Major |
| 2-way Checkbacks | 2-Way Drury (2♣/2♦ then 2M = sign-off) |

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Most artificial bids are off in competition (except after X)

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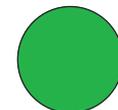
So suit jumps are natural pre-emptive

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Exception: splinters (above 3-level of our suit)



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

| | | |
|---------------|--------------------------|--|
| ABF Nos. | 7765 | Peter Buchen |
| & Names: | 99325 | Joan Butts |
| Basic System: | Standard (2-over-1) | |
| Brown Sticker | <input type="checkbox"/> | Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/> |

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 11+; 3+ Clubs 1♥ 11+; 5+ Hearts

1♦ 11+; 4+ Diamonds (unless 4432) 1♠ 11+; 5+ Spades

1NT 15-17 may contain 5 card Major

| | | |
|---|--------------------------|--------|
| 1NT Responses | 2♣ Simple Stayman | Other: |
| 2♦ Transfer to Hearts | 2♠ Transfer to Clubs | |
| 2♥ Transfer to Spades | 2NT Transfer to Diamonds | |
| other 3♣ = puppet Stayman; All other 3-level suit bids = natural slam try | | |

2♣ Game Force ; 2♦ = waiting; 2M = 5+suit 2 top hons; 3-suit = 6c+suit; Kokish

2♦ Weak two in a Major (6c suit)

2♥ 5H's 8-11 hcpts (bal or unbal)

2♠ 5S's 8-11 hcpts (bal or unbal)

2NT 20-22 bal. (3♣ = puppet stayman) 3NT Gambling (solid minor little else)

other 4-level bids natural pre-empts

2. PRE-ALERTS

No weak bids in 4th: 2♦, 2♥, 2♠ = 10-13 nat. 3rd-seat openings may be light

(1♣)-X may be weak NT 2M = 5cM 8-11 hcpts

3. COMPETITIVE BIDS / OVERCALLS

| | | | |
|--|----------------------------|------------------------|--------------------------------|
| Negative doubles through | 4♥ | Jump overcalls | Weak |
| Responsive doubles through | 4♥ | Unusual NT | Two-lower suits |
| 1NT overcall - immediate | 15-18; system-on | Immediate cue of minor | 2♣ = 45 Majors; 2♦ = 55 Majors |
| 1NT overcall - re-opening | 11/12-14; system-on | Immediate cue of Major | 5OM & 5+minor |
| Over weak twos | X = T/O & Leaping Michaels | Over opening threes | X = T/O |
| Over opponent's 1NT | Multi-Landy (see below) | | |
| X = penalty(CTP); 2♣ = Majors ; 2♦ = 1-Major 2M = 5M & 4+m; 2NT = minors | | | |
| Partner's 2NT = serious game try. | | | |

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|--|---------------------------|---------------------------|
| 1♣ 1♦ natural | 2♦ Criss-cross 8-11 hcps | 3♦ GF splinter 14+ |
| 1♥ natural | 2♥ weak 4-7 | 3♥ GF splinter 14+ |
| 1♠ natural | 2♠ weak 4-7 | 3♠ GF splinter 14+ |
| 1NT 6-10 no Major | 2NT 11-12 no Major | 3NT 13-15 no Major |
| 2♣ 4+♣'s GF; no Major | 3♣ weak 4-7 hcps | 4♣ pre-emptive |
| other Criss-cross = 4+♣ no Major | | |
| 1♦ 1♥ natural | 2♥ weak 4-7 | 3♥ GF splinter 14+ |
| 1♠ natural | 2♠ weak 4-7 | 3♠ GF splinter 14+ |
| 1NT 6-10 no Major | 2NT 11-12 no Major | 3NT 13-15 no Major |
| 2♣ nat GF | 3♣ criss-cross 8-11 hcpts | 4♣ GF splinter 14+ |
| 2♦ 4+♦'s GF; no Major | 3♦ weak 4-7 hcpts | 4♦ pre-emptive |
| other Criss-cross = 4+♦ no Major | | |
| 1♥ 1♠ natural | 2♥ 6-9 hcps 3c-raise | 3♦ 8-10 6c suit |
| 1NT NF 5-11 hcpt (see Note1) | 2♠ 8-10 6c suit | 3♥ 4-7 hcps 4c raise |
| 2♣ 4-way artificial (Note2) | 2NT 4c raise 7-11 | 3♠ GF splinter (11-13/14) |
| 2♦ natural 5+ GF | 3♣ 8-10 6c suit | 3NT 13-15 4m333 |
| other 1♥-1NT:2m - 3NT = big m-raise; 1♥-1NT: 2NT = art GF | | |
| 1♠ 1NT NF 5-11 hcpt (see Note1) | 2♠ 6-9 hcpts 3c- raise | 3♥ 8-10 6c suit |
| 2♣ 4-way artificial (Note2) | 2NT 4c raise 7-11 | 3♠ 4-7 hcpts 4c raise |
| 2♦ natural 5+ GF | 3♣ 8-10 6c suit | 3NT 13-15 4m333 |
| 2♥ natural 5+ GF | 3♦ 8-10 6c suit | 4♣ GF splinter (11-13/14) |
| other 1♠-4♥ = Splinter; 1♠-1NT: 2NT = art GF | | |
| 1NT 3♣ puppet stayman | 3♠ nat slam try | 4♦ Texas transfer to 4♠ |
| 3♦ nat slam try | 3NT to play | 4♥ to play |
| 3♥ nat slam try | 4♣ Texas trf to 4♥ | 4♠ to play |
| other After slam try: 3NT = no fit; other = cue with fit (Jx,xxx or better) | | |
| 2♣ 2♦ waiting | 2NT . | 3♥ good 6+suit |
| 2♥ 5+♥ 2+top hors | 3♣ 6+♣ 2+top hors | 3♠ good 6+suit |
| 2♠ 5+♠ 2+top hors | 3♦ 6+♦ 2+top hors | 3NT |
| other Kokish 2♣-2♦: 2♥ forces 2♠ then 2NT = 25+; 2♣-2♦:2NT = 23-24 system-on | | |
| 2♦ 2♥ P/C | 3♣ nat NF | 3♠ P/C |
| 2♠ P/C | 3♦ nat NF | 3NT to play |
| 2NT Strong enquiry | 3♥ P/C | 4♣ Ask for transfer |
| other After 2♦-2NT: 3♣/3♦ = min H/S; 3♥/3♠ = max H/S | | |

Notes 1. 1M-1NT may contain a very weak M-raise

2. After 1M: 2♣ = 3c limit raise; GF Clubs; GF balanced; GF Major fit.

| | | |
|---|---------------------------|---------------------------|
| 2♥ 2♠ to play | 3♦ to play | 3NT to play |
| 2NT Strong enquiry | 3♥ not invitational | 4♣ GF (& 4♦) |
| 3♣ to play | 3♠ Nat GF | 4♥ to play |
| other After 2♥-2NT: 3♥/3NT = min/max bal; other natural 4+suit (3♠ = max) | | |
| 2♠ 2NT Strong enquiry | 3♥ to play | 4♣ GF (& 4♦) |
| 3♣ to play | 3♠ not invitational | 4♥ to play |
| 3♦ to play | 3NT to play | 4♠ to play |
| other After 2♠-2NT: 3♠/3NT = min/max bal; other natural 4+suit | | |
| 2NT 3♣ Puppet stayman | 3♠ 55+ minors | 4♦ Natural poss. slam try |
| 3♦ trf to H's | 3NT to play | 4♥ to play |
| 3♥ trf to S's | 4♣ Natural poss. slam try | 4♠ to play |
| other After 2NT-3♠: 3NT = to play; 4m = m/wood; | | |

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = invitational (puppet to 2♦); 2♦ = art GF

Defence to 3NT opening 4♣ = Majors better H; 4♦ = Majors better S; X = strong balanced

Defence to Opening Twos X = T/O and 4m = LM (Leaping Michaels) 5m+ 5OM

Multi 2♦ X = t/o (better than min); 2NT = 15-18; suits = natural; Pass then X = t/o (11-14)

RCO style 2-s as above

Other 2-s

Defence Over 1♣ : X = Majors; 1NT = minors; other natural

to

strong Over 2♣ : natural overcalls

♣

Over 1NT Interference X = start CTP cue = Stamyant; 2-level = NNF; 3-level = GF

Lebensohl - other uses only over (2M)

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = cards

10. OTHER NOTES

1. 2-way checkbacks: all invite hands go via 2♣, all 3-level bids after O. rebids 1NT = slam try

2. Artificial bids off in competition (except over a non-penalty X)

3. After GF inverted minor raise: natural bidding (stopper showing) & 4m = m/wood

4. Blackout after Opener's reverse: 1-step

5. 1m-1M:2M-2NT = GF enquiry (3M = max; 4M = min with 4c; other = natural w 3c fit)

6. May open light in 3rd seat

7. After we overcall their 1NT or strong 1♣ : cheapest NT = serious game try