

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted unless a passed hand or after interference
Jump raises - Majors	3M=Pre-emptive; 4M=To Play
Jump shifts after minor opening	Natural, weak
Jump shifts after Major opening	3C=Bal; 3D=Inv; OM= suit setting
Responses to strong 2 suit open.	2D Waiting else Natural
Responses to 2NT opening	Simple Stayman and Transfers to Majors; SMOLEN

#### 5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead All
Four or more with an honour	4th Highest	4th Highest
From 4 small	2nd Highest	2nd Highest
From 3 cards (no honour)	MUD	Top or MUD
In partner's suit	As Above	As above
<b>Discards</b>	Low Encourage	
<b>Count</b>	Reverse ie Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Some reverse Count	
<b>Notes</b>	Suit Preference on occasion	

#### 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	Not Used
4NT: Blackwood <input type="checkbox"/> RKCB 1430	Quantitative over partner's Natural NT Bid
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	1st/2nd Round Controls
No Minorwood, No Exclusion, No DOPI/ROPI	
Assume 0 Keycards after 5D response to 1430; Responder bids Slam if 3; Ditto 1/4 if 4	

#### 7. OTHER CONVENTIONS

Two Way Checkback after 1NT rebid	System ON if they X;
Fourth Suit Game Force	System OFF if they Overcall
Jacoby 2NT --> shortage >1M	
	No Blackout; No new minor forcing over 2NT

[www.abf.com.au](http://www.abf.com.au)  
 Support X&XX to 3H including 1NT by Opener(Not Over)   
 Cue Raises opposite opener or overcallers suit by partner   
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#### STANDARD SYSTEM CARD

ABF Nos.	991554	Kaiping Chen
& Names:	950114	Liz Sylvester
Basic System:	2/1 with 15-17NT and Weak two's; UDCA; Lead 4ths	
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

1♣ 2+	1♥ 5+
1♦ 4+	1♠ 5+
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣	Simple Stayman (Can be weak) then 4NT=1430; SMOLEN	
2♦	Transfer to Hearts	2♠ Transfer to Clubs OR Diamonds
2♥	Transfer to Spades	2NT Invite
(Dbl) 1NT(2x) X = T/O else Nat	other	1NT(2x)<3D NF; >3H F; 4NT after tfer <input checked="" type="checkbox"/>

2♣	Strong; 22+Balanced or any GF Hand
2♦	Weak Diamonds
2♥	Weak Hearts
2♠	Weak Spades
2NT 20-21	3NT Gambling
other	2NT after weak two asks for shortage

#### 2. PRE-ALERTS

Cue Raises	Third seat NV openings may be light
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#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support X&XX to 3H including 1NT by OPENER	Negative DBL thru	4H
3rd X by our partnership=Penalty;XX-> then X=Penalty	Responsive DBL thru	4S
Jump overcalls	Usually weak	Unusual NT Two lowest unbid suits ANY
1NT overcall: (immediate)	15-18 Bal; System On	(re-opening) 12-15 System On
Immediate cue: (minor)	Michaels ANY strength	(Major) Michaels ANY strength
<b>Over:</b> Weak Twos	2NT=15-18; T/O X w Leb	Opening Threes X = Takeout
Opponent's transfers	X=Lead Directing; Bidding their Suit=T/O; Other Bids Natural; No Michael <input checked="" type="checkbox"/>	
Opponent's 1NT	2C=Majors(4+/4+) then 2D = No preference	
2D=Long Major; 2H=5+H & 4+m; 2S=5+S & 4+m; 2NT = Minors(5+/5+)		
X=15+, Penalty vs opponents strong NT; X=13+, over opponents weak NT		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

<p>1♣ 1♦ Nat(Prefer 4M)/5-7-Bal 1♥ Nat; 4+H 1♠ Nat: 4+S 1NT 8-10(11) Bal 2♣ 10+;5+cards then stop other No Criss Cross; No Minorwood</p>	<p>2♦ Weak(2-5);Nat:6+cards 2♥ Weak(2-5);Nat:6+cards 2♠ Weak(2-5);Nat:6+cards 2NT (11)12 Invite 3♣ 6-9;5+cards unbal 3♦ 3+H; 11/12 Limit Raise 3♥ 4+H;0-8(NV);5-8(V) 3♠ 3+H;GF; Often 4333 3NT 3H;13+Nat; Choice of</p>	<p>3♦ Spl;5+C; GF 3♥ Spl;5+C; GF 3♠ Spl;5+C; GF 3NT 13+ To Play 4♣ Nat; Pre-emptive 4♦ Nat; Pre-emptive 4♥ Nat; 6+cards; To Play 4♠ Nat; 6+cards; To Play</p>
<p>1♦ 1♥ Nat; 4+H 1♠ Nat; 4+S 1NT 6-10(11) 2♣ 10+;5+cards;No 4M 2♦ 10+;4+cards then stop other No Criss Cross;No Minorwood</p>	<p>2♥ Weak(2-5);Nat:6+cards 2♠ Weak(2-5);Nat:6+cards 2NT (11)12 Invite 3♣ 9-12; 6+C 3♦ 6-9;4+cards unbal 3♥ Sets hearts; Slam Try 3♠ 4+S;0-8(NV);5-8(V) 3NT 3S;13+Nat; Choice of</p>	<p>3♥ Spl;5+D; GF 3♠ Spl;5+D; GF 3NT 13+ To Play 4♣ 4♦ Nat; Pre-emptive 4♥ Nat; Slam Try 4♠ Nat; Slam Try</p>
<p>1♥ 1♠ Nat: 4+S 1NT 0-12;(NV);6-12(V) 3+H 2♣ GF; 2+C unless 3C nxt 2♦ GF; 5+D unless 3D nxt other 3S/4C/4D=Splinters</p>	<p>2♥ Nat; 6-10 Constructive 2♠ Sets spades; Slam Try 2NT Jacoby --&gt; Shortage 3♣ 3+H;GF; Often 4333 3♦ 3+H; 11/12 Limit Raise</p>	<p>3♦ 3+H; 11/12 Limit Raise 3♥ 4+H;0-8(NV);5-8(V) 3♠ Splinter 3NT 3H;13+Nat; Choice of</p>
<p>1♠ 1NT 0-12;(NV);6-12(V) 3+S 2♣ GF; 2+C unless 3C nxt 2♦ GF; 5+D unless 3D nxt 2♥ GF; 5+H unless 3H nxt other 4C/4D/4H=Splinters</p>	<p>2♠ Nat; 6-10 Constructive 2NT Jacoby --&gt; Shortage 3♣ 3+H;GF; Often 4333 3♦ 3+H; 11/12 Limit Raise</p>	<p>3♥ Sets hearts; Slam Try 3♠ 4+S;0-8(NV);5-8(V) 3NT 3S;13+Nat; Choice of 4♣ Splinter</p>
<p>1NT 3♣ 6+ Nat, Slam Try 3♦ 6+ Nat, Slam Try 3♥ 6+ Nat, Slam Try other After Slam Try, 1NT opener bids 3NT with no interest or cue to show interest</p>	<p>3♠ 6+ Nat, Slam Try 3NT 10+ To Play 4♣ Transfer to H</p>	<p>4♦ Transfer to S 4♥ Nat; 6+cards; To Play 4♠ Nat; 6+cards; To Play</p>
<p>2♣ 2♦ Waiting 2♥ 5+ Nat with 2 of AKQ 2♠ 5+ Nat with 2 of AKQ other Cue bid if opener sets suit eg 2C (P) 2D (P) 3M</p>	<p>2NT NOT USED 3♣ 6+ Nat with 2 of AKQ 3♦ 6+ Nat with 2 of AKQ</p>	<p>3♥ Nat; Sets Trumps; Cue 3♠ Nat; Sets Trumps; Cue 3NT Not Used</p>
<p>2♦ 2♥ 5+H; F 2♠ 5+S; F 2NT Shortage Ask, F other 2D (P or X) 2NT=shortage ask;Bid 3D with short M and min;3NT=Max+No Shortage</p>	<p>3♣ 5+C; F 3♦ To Play 3♥ -</p>	<p>3♠ - 3NT To Play 4♣ -</p>

**Notes** Any X by partner after a weak 2 Opening by us is Penalty X/X/X; 1st X=cards; 2nd X = T/O; 3rd X = Penalty by our partnership

<p>2♥ 2♠ 5+S; F 2NT Shortage Ask 3♣ 5+C; F other 2H (P or X) 2NT=shortage ask;Bid 3H with short S and min;3NT=Max+No Shortage</p>	<p>3♦ 5+D, F 3♥ To Play 3♠ - 3♥ 5+H; F 3♠ To Play 3♦ 5+D; F 3NT To Play</p>	<p>3NT To Play 4♣ - 4♥ To Play 4♠ To Play 4♦ Nat; Slam Try 4♥ To Play 4♠ To Play</p>
<p>2♠ 2NT Shortage Ask 3♣ 5+C; F 3♦ 5+D; F other 2S (P or X) 2NT=shortage ask;Bid 3S with no shortage;3NT=Max+No Shortage</p>	<p>3♥ 5+H; F 3♠ To Play 3NT To Play</p>	<p>4♣ - 4♥ To Play 4♠ To Play</p>
<p>2NT 3♣ Simple Stayman 3♦ Transfer to H 3♥ Transfer to S other 4C/4D Nat Slam Try the 4NT=Sign off else control bid;</p>	<p>3♠ Both Minors(4+/4+) 3NT To Play 4♣ Nat; Slam Try</p>	<p>4♦ Nat; Slam Try 4♥ To Play 4♠ To Play</p>

## 9. CONVENTIONS

<b>Unusual NT:</b>	Two lowest unbid suits(eg shows D+H after 1C) ANY strength
<b>4th Suit Forcing</b>	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/> Priorities: 2C-->2D; 2D, GF Two way;(1x (any) 1y (any))
<b>Defence to 3NT opening</b>	Natural (1NT (P/X) checkback is ON)
<b>Defence to Opening Twos</b>	2NT=15-18 with Stop & System ON; XXX applies for all "2's"
Multi 2♦	X = 13+pts; (2D) P (2H/2S) X=simply T/O
RCO style 2-s	X = 13+, Takeout
Other 2-s	2NT(Both Minors Opening); X/X/X; 3C=5+H/4+S; 3D=5+S/4+H
<b>Defence to</b>	Strong 1C: X = Both Majors; NT=Both Minors; Else Natural
<b>strong</b>	Strong 2C; X = Both Majors; NT=Both Minors; Else Natural
<b>1♣ / 2♣</b>	No Michaels over opponents strong 1C or 2C

<b>Over 1NT Interference</b>	1NT (2x) X=T/O else Nat;
<b>Lebensohl - other uses</b>	(2M) X OR (2M) P (P) X then 2NT=0-6pts;
<b>Take out of 4 level pre-empts</b>	4♣/4♦ X=Takeout 4♥ X=Takeout 4♠ X=Good hand-> 4NT very T/O-2suited

## 10. OTHER NOTES

<b>Defence to:</b>	
-Bergen: (1M) P/X (3C) then X= T/O of THEIR suit and 3M=Michaels else Natural	
- Transfers over 1C; X=Lead Directing; Bidding their suit is T/O of THEIR suit; No Michaels	
--Two lvl Opening of Both Majors:X/X/X;We can always play in their major if they dont bid	
Example (2H=Both majors) X by us is T/O. They pass. We can play in S/C or D not H	
- 2NT Invite via Checkback; Transfer to 3C via 2NT without checkback	
- NO CHECKBACK OVER 2NT ie 1x (any) 1y (any) then 3C/3D after 2NT is nat	