

## 4. BASIC RESPONSES

Jump raises - minors	5 - 8 preemptive 5+♣ or 4+♦
Jump raises - Majors	preemptive
Jump shifts after minor opening	other m = limit raise, 2M = 3 - 6 weak 2
Jump shifts after Major opening	4M 8 - 11 bal or 4M 7 - 11 mini splinter
Responses to strong 2 suit open.	2♦ = 0-8 , 2♥ = 9+, 2♠ = 9+ ♥s, 2NT = 9+ ♠s, higher trfs
Responses to 2NT opening	muppet and transfers

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A/Q-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit	3rd highest	
<b>Discards</b>	low encourage then rev count	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	reverse attitude	
<b>Signal</b> on declarer's lead:	reverse count not always given	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Usually KCB is trump suit + 1	
Cue Bids <input checked="" type="checkbox"/>	multi	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Support X's & XX's	Namyats
XYZ	long and short suit trials

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	139009	Chris HUGHES
& Names:	889237	Dee HARLEY
Basic System:	2/1 with transfers 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 <input type="checkbox"/>
1♣ 2, 11+	1♥ 5, 11+	
1♦ 4, 11+	1♠ 5, 11+	
1NT 15(14) - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ 5 card Stayman		
2♦ Tfr to ♥	2♠ Tfr to ♣ (Invit or slammish)	
2♥ Tfr to ♠	2NT demands 3♣ various options thereafter	
other 3♣ demands 3♦ to play or short ♦, ♥ or ♠, no 5M. 3♦/♥/♠ = natural slammish		
2♣ GF or 23+ Bal		
2♦ weak 2 in ♥ or ♠. less than opener 4th seat 11 - 13 6♦		
2♥ 4+♥ 4+♠ less than opener (5-4 vul) can be weaker non-vul. 4th in hand 11-13 6♥		
2♠ 5♠ and 4+m <Opener 5-5 when vul, may be 5-4 and weaker when nv 4th=6♠ 11-13		
2NT 20 - 22 Bal		3NT minor preempt
other 4♣/♦ = Namyats in ♥/♠		

## 2. PRE-ALERTS

Transfers over 1♣	Frequent transfers in comp incl X's & XX's
1♠ - 1♠ = 6 - 9 bal OR 6+ with 5+♦	1NT opener may have singleton Honour

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	2 lower unbid suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	2♣ to play, 2♦=Both M
1NT overcall - re-opening	11 - 14	Immediate cue of Major	OM & m (usually 5-5 +)
Over weak twos	X	Over opening threes	X
Over opponent's 1NT	2♣ = majors, 2♦ = 1 major, 2♥/♠ = 5M + 4+m, 2N = minors		
X (Strong NT) = 4M + 5+m, X (weak NT) = 14+ pen			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 4+♥ may be weak	2♦ 9 - 11, 5+♣	3♦ 5+♣ GF splinter
1♥ 4+, 4+♠ may be weak	2♥ 3 - 6 6♥	3♥ 5+♣ GF splinter
1♠ 6 - 9 bal or 6+ with ♦	2♠ 3 - 6 6♠	3♠ 5+♣ GF splinter
1NT 10 - 12 bal	2NT 15+ bal	3NT 13 - 15 33(34)
2♣ 5+♣ GF	3♣ 5 - 8, 5+♣	4♣ preemptive
other 4♥/♠ = to play		
1♦ 1♥ 4+, 4+♥	2♥ 3 - 6 6♥	3♥ 11 - 13 4+♦ splinter
1♠ 4+, 4+♠	2♠ 3 - 6 6♠	3♠ 11 - 13 4+♦ splinter
1NT 6 - 11 bal no major	2NT 11-13 bal	3NT 13 - 15 bal no major
2♣ 5+♣ GF or 15+ bal	3♣ 9 - 11, 4+♦	4♣ 11 - 13 4+♦ splinter
2♦ 4+♦ GF	3♦ 5 - 8, 4+♦	4♦ preemptive
other 4♥/♠ = to play		
1♥ 1♠ 4+, 4+♠	2♥ 5 - 10 3♥	3♦ 4+♥ 7-11 splinter
1NT 6 - 12 not 4♠ not 3♥	2♠ 4+♥, 8-11 bal or S spl	3♥ 4+♥ 5 - 8
2♣ 3 way (see below)	2NT 4+♥ GF Jacoby	3♠ 4+♥ 12-14 void S
2♦ 5+♦ GF	3♣ 4+♥ 7-11 splinter	3NT 11 - 14 3433
other 4♣/♦ = 12 - 14 void splinter		
1♠ 1NT 6 - 12 not 3♠	2♠ 5 - 10 3♠	3♥ 4+♠ 7 - 11 splinter
2♣ 3 way (see below)	2NT 4+♠ GF Jacoby	3♠ 4+♠ 5 - 8
2♦ 5+♦ GF	3♣ 4+♠, 8-11 bal or ♠ spl	3NT 11 - 14 4333
2♥ 5+♥ GF	3♦ 4+♠, 7 - 11 splinter	4♣ 4+♠ 12 - 14 void ♣
other 4♦/♥ = 12 - 14 void splinter		
1NT 3♣ weak ♦ or short ♦/♥/♠	3♠ ♠ slam interest	4♦ Texas to 4♠
3♦ ♦ slam interest	3NT to play	4♥ to play
3♥ ♥ slam interest	4♣ Texas to 4♥	4♠ to play
other 4NT = quant		
2♣ 2♦ 0-8	2NT 9+ 5♠s 2 top 3 hon	3♥ 9+ 6+ ♠ 2 top 3 hon
2♥ 9+ any (denies good S)	3♣ 9+ 6+ ♦ 2 top 3 hon	3♠ 9+ 6+ ♣ 2 top 3 hon
2♠ 9+ 5♥s 2 top 3 hon	3♦ 9+ 6+ ♥ 2 top 3 hon	3NT
other		
2♦ 2♥ p/c	3♣ nnf	3♠ p/c
2♠ p/c	3♦ nnf	3NT to play
2NT Enquiry (usually 12+)	3♥ p/c	4♣ xfer to your M
other 4♦ Bid your M		

Notes 1M - 2♣ = 5+♣ GF or bal GF or 3 card limit raise

2♥ 2♠ preference	3♦ nat nf	3NT to play
2NT enquiry	3♥ preemptive	4♣ nat encouraging
3♣ nat nf	3♠ preemptive	4♥
other		
2♠ 2NT enquiry	3♥ nnf	4♣ p/c
3♣ p/c	3♠ preemptive	4♥ to play
3♦ nnf	3NT to play	4♠
other		
2NT 3♣ muppet Stayman	3♠ minors 4+/4+	4♦ 6+♦ slam interest
3♦ transfer to ♥	3NT to play	4♥
3♥ transfer to ♠	4♣ 6+♣ slam interest	4♠
other		

## 9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: cheapest first

Defence to 3NT opening X = pen, 4♣=Stayman, 4♦= both M

Defence to Opening Twos 2NT = 15-17, 4m = m+M

Multi 2♦ X = 18+ bal or strong single suiter

RCO style 2-s 1,2,3 X's

Other 2-s 1,2,3 X's

<b>Defence</b>	(1♣) : x=♦ or Majors. 1/2NT = ♣&♥ or ♦&♠
<b>to</b>	any suit bid below game = suit above or next 2 suits up (TWERB)
<b>strong</b>	(2♣) : suit bid below game = next suit up or the following 2 suits, x= ♦ or 2M
<b>1♣/2♣</b>	2NT shows a non-touching 2 suiter (♣&♥ or ♦&♠)

Over 1NT Interference Rubensohl - interference 2♦ or above

Lebensohl - other uses (weak 2 ) X, (1x) P/X (2x) X

Take out of 4 level pre-empts 4♣/4♦ X  
4♥ X 4♠ X or 4NT = 2 places to play

## 10. OTHER NOTES