

## 4. BASIC RESPONSES

to raises - minors	~5-9 with support
to raises - Majors	PRE
to shifts after minor opening	1m-2M 6+M INV, 1D-3C 6+♣ INV
to shifts after Major opening	2NT GF Jacoby, 3C INV raise with 3M, 3D INV raise with 4M
ponses to strong 2 suit open.	2D negative/waiting, others NAT positive
ponses to 2NT opening	stayman, transfers, 3S minors, 4C to 4S 2-under TRF

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Sequences:</b>	overlead	same, underlead for unblock
ur or more with an honour	3 <sup>rd</sup> from even, low from odd	4 <sup>th</sup>
om 4 small	3 <sup>rd</sup> from even, low from odd	2 <sup>nd</sup> (occasionally 1 <sup>st</sup> )
m 3 cards (no honour)	3 <sup>rd</sup> from even, low from odd	2 <sup>nd</sup> (occasionally 1 <sup>st</sup> )
partner's suit	can be ATT if supported, also -	3 <sup>rd</sup> from xxx if not supported
<b>cards</b>	low enc, suit pref, reverse count	same
<b>unt</b>	reverse	same
<b>nal</b> on partner's lead:	low enc	
<b>nal</b> on declarer's lead:	Smith/Suit Pref or reverse count	
<b>es</b> ATT situations:	trick 1 and 1 <sup>st</sup> discard	
<b>ts</b> of embedded SP in count/ATT signals		
<b>t:</b> leader plays low to enc the lead, partner plays high to enc the lead or SP if ATT know		

## 6. SLAM CONVENTIONS

T: Blackwood	<input type="checkbox"/>	RKCB 1430	4♣ Gerber	<input type="checkbox"/>	when? over 1NT
<b>Slam Notes</b>	3S non-serious in ♥, 3NT non-serious in ♠				
e Bids	<input type="checkbox"/>	1 <sup>st</sup> /2 <sup>nd</sup> together			
ng Bids	<input type="checkbox"/>				

## 7. OTHER CONVENTIONS

Drury by passed hand	Fit-showing jumps by passed hand
transfers starting at 1NT over 1M(X)	
T 2C 2M 3oM slam try with some short	
T 2C 2M 4C BAL slam try	
andard Kokish after 2C-2D	

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# AUSTRALIAN BRIDGE FEDERATION INC.

## STANDARD SYSTEM CARD

ABF Nos.	774596	L Milne
& Names:	807435	J Coutts
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
1♣ normally 10+, 2+♣ with transfers	1♥ 5+♥ (maybe 4 in 3 <sup>rd</sup> ), normally 10+
1♦ normally 10+, 4+♦	1♠ 5+♠ (maybe 4 in 3 <sup>rd</sup> ), normally 10+
1NT (13)14-16 1 <sup>st</sup> favourable, others (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ simple stayman
2♦ TRF to ♥	2♠ range ask or ♣
2♥ TRF to ♠	2NT asks for 5M
other	3C=♦, 3D=minors GF, 3H=31(54), 3S=13(54), 4D=♥, 4H=♠

2♣	GF or 22+BAL
2♦	4♠, 5+♥, 10-15
2♥	weak 2, 5-6♥ - vul dependent. Very weak 1 <sup>st</sup> favourable
2♠	weak 2, 5-6♠ - vul dependent. Very weak 1 <sup>st</sup> favourable
2NT	(19)20-21 (more 19s first favourable)
3NT	5♠ 6♥ ~8-12 vul dependent
other	

## 2. PRE-ALERTS

Light action favourable	Transfers over 1♣ and after 1♣(1♦)
Flannery	
Points are a guideline, judgement can be..	used in all situations

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	LUBS 5/5+, strength is vul dependent
1NT overcall - immediate	15-18	Immediate cue of minor	majors 5/5+, vul dependent
1NT overcall - re-opening	(13)14-16	Immediate cue of Major	other major + minor
Over weak twos	2M 3M stopper ask	Over opening threees	Michaels/UNT
Over opponent's 1NT	X PEN, 2C majors, 2D one major, 2H 5♥ 4+m, 2S 5♠ 4+m,		
2NT ♣ weak or strong, 3C ♦ strong, 3D ♦ weak			
passed hand X = scrambling (2 or 3 suiter)			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♦ 4+♥ 0+	2♦ 5♠/4+♥, ~3-8	3♦ PRE
1♥ 4+♠ 0+	2♥ 6+♥ (8)9-11	3♥ PRE
1♠ see 'other' below	2♠ 6+♠ (8)9-11	3♠ PRE
1NT 11-12 can have 4M	2NT weak raise to 3♣	3NT to play
2♣ 5+♣ 10+	3♣ 5+♣ 6-9	4♣ PRE
other ♦GF, 5-10 BAL no major, to play in a minor or to play 3NT from opener's side		
1♥ NAT	2♥ 6+♥ (8)9-11	3♥ PRE
1♠ NAT	2♠ 6+♠ (8)9-11	3♠ PRE
1NT NF up to bad 11	2NT 4+♦ unbal light invite	3NT ~12-14 usually 3334
2♣ GF 2+♣	3♣ 6+♣ (8)9-11	4♣
2♦ 4+♦ 10+	3♦ 4+♦ 6-9	4♦ PRE
other after 1D-2NT, 3C asks shortage (LMH then LMH void)		
1♠ usually 5+♠ NAT	2♥ ~7-10 constructive	3♦ 4♥ INV
1NT see 'other' below	2♠ 6+♠ INV	3♥ PRE
2♣ GF 2+♣	2NT 4+♥ GF	3♠ ♠ SPL
2♦ GF 5+♦	3♣ 3♥ INV	3NT ♦ SPL (4♦ void SPL)
other NF, up to 12 HCP, can have 4♠, can have 3♥		
1NT NF up to 12 can have 3♠	2♠ ~7-10 constructive	3♥ 6+♥ INV
2♣ GF 2+♣	2NT 4+♠ GF	3♠ PRE
2♦ GF 5+♦	3♣ 3♠ INV	3NT ♥ SPL (1S-4H nat)
2♥ GF 5+♥	3♦ 4♠ INV	4♣ ♣ SPL
other 1NT: NF, up to 12 HCP, can have 3S if weak (~0-7)		
1NT 3♣ TRF to ♦	3♠ 13(54)	4♦ TRF to 4♠
3♦ minors GF	3NT to play	4♥ Natural to play
3♥ 31(54)	4♣ TRF to 4♥	4♠ Natural to play
other		
2♦ negative or waiting	2NT	3♥
2♥ NAT good suit	3♣ NAT good suit	3♠
2♠ NAT good suit	3♦ NAT good suit	3NT
other 2C-2D-3M = 4M, 5+2		
2♥ to play	3♣ NAT NF	3♠ NAT INV
2♠ to play	3♦ NAT INV	3NT to play
2NT INQ	3♥ NAT INV	4♣ ♥ slam try, short ♠
other 4D ♠ slam try, short ♥		

**Notes** No fast arrival in 2/1 auctions - jump to 3NT shows ~15-17 not suitable for 1NT  
 After reverse: cheapest of 4th suit/NT asks opener to bid 1st step with minimum

2♥ 2♠ INQ* see note	3♦ NAT (NF if favourable)	3NT to play
2NT forcing, 5+S* see note	3♥ to play	4♣ mini KC (01122)
3♣ NAT (NF if favourable)	3♠ SPL (NAT F if fav)	4♥ to play
other If we are 1st favourable, 2S is NAT NF and 2NT is Ogust		
2♠ 2NT INQ	3♥ ART showing ♣	4♣ mini KC (01122)
3♣ ART showing ♥	3♠ to play	4♥ to play
3♦ NAT (NF if favourable)	3NT to play	4♠ to play
other		
2NT 3♣ Mod. Puppet	3♠ minors GF	4♦ ♠ slam try
3♦ TRF to ♥	3NT to play	4♥ ♣ slam try
3♥ TRF to ♠	4♣ ♥ slam try	4♠ ♦ slam try
other		

## 9. CONVENTIONS

**Unusual NT:** LUBS 5/5+, strength depends on vulnerability

**4th Suit Forcing**

One round ☐

Game force ☒

**NT Checkback** ☐

Priorities: 2C forces 2D to play or INV, 2D GF

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ X 13-15 BAL or strong, Leaping Michaels (major ambiguous)

RCO style 2-s

Other 2-s

**Defence** (1♣) : X majors, NT minors

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** transfer lebensohl (3♦ oM INV+, 3♥ shortage in opps suit)

**Lebensohl - other uses** (2x) X (p)

**Take out of 4 level pre-empt**

4♣/4♦

4♥

4♠

## 10. OTHER NOTES

2NT in comp is rarely NAT

Jump to 3M in comp is often a mixed raise if we don't have another mixed raise available

After 2M-next step INQ: steps are min unbal, max unbal, max bal, min bal

After 1st favourable 2M opening: 2NT Ogust

Jumping in 4th suit shows 5-5 INV

Trial bids after 1M-2M are long suit, including after overcall

DOPE if they interfere above our trump suit, DOPI below