## 4. BASIC RESPONSES Jump raises - minors Inverted Game Force Jump raises - Majors Weak Other Minor =game interest, Mjr =6+Mjr,8-10Hcp Jump shifts after minor opening Jump shifts after Major opening Bergen( minor only ) 2♣ Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4 Responses to strong 2 suit open. Puppet, Transfers Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus **NoTrump** (if different) Versus Suit (or both) Sequences: Overlead AQ attitude, K count Leads Four or more with an honour 4th 2nd Top From 4 small Mud Top From 3 cards (no honour) Mud In partner's suit Top McKenney( other suit pref) Low enco **Discards** Low-high = even Low-high = even Count **Signal** on partner's lead: Attitude :Reverse Low Likes Signal on declarer's lead: Count and Suit Preference Notes Top of internal sequence 6. SLAM CONVENTIONS 4. Gerber RKCB 14/03 4NT: Blackwood Asking Bids X Cue Bids X 1st or 2nd rnd control Minorwood Keycard 7. OTHER CONVENTIONS Lebensohl, Support X & XX 2Way Checkback: after 1/2NT resp to any 4th suit waiting after 2/1 Game Force, then bid features up line Triple jump =Splinter, Dopi (X=0,P=1), Ropi Over strong 1♣ or 2♣: x=Mjrs,1/2♦= a Mjr, Jacoby( 2NT over a Mjr =4+fit & open hnd 1/2 NT=minors,1/2Mjr that suit+minor , Kokish(Reverse), Smolen X transfer bids =bid suit, bid held suit=t/o www.abf.com.au Kickback: after agree H, 4S=RKCB PDF Form Rev. 20B11 by RoL MyRev. Copyright © ABF 2020



## AUSTRALIAN BRIDGE FEDERATION INC.



**4** 

**4** 

Responsive DBL thru

STANDARD SYSTEM CARD ABF Nos. Peter Jeffery 68853 George Finikiotis 0414744920 & Names: 196533 Basic System: 2/1 GF 23/1/24 Classification: Green X Brown Sticker Blue Red Yellow 1. OPENING BIDS Describe strength, minimum length, or specific meaning Canapé 1♣ 11+hcp, 3+ ♣ 1♥ 11+hcp 5+ ♥ 1♦ 11+hcp, 3+ ♦ 1♠ 11+hcp 5+ ♠ **1NT** 15-17 Hcp Bal may contain 5 card Major 1NT Responses 2♣ Simple Stayman (Garbage signoff or Invitational Hand) 2♠ Transfer ♣ (3♣ response= Max) 2♠ Transfer ♥ 2♥ Transfer ♠ 2NT Transfer ♦ (3♦ response = Max) (Dbl) If Pen=Swine else System on other 3♣=GF Puppet 2♣ Game Force Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4 2♦ Multi 2♦ Weak 6Major or Acol 2 in any suit 6-10 hcp 5+♥ + 5+Another ,constructive 1st &2nd Seat 2♠ 6-10 hcp 5+♠ + 5+minor .constructive 1st& 2nd seat 2NT 21-22B 3♣=Puppet,3♦♥ Txf 3♠4+4+mii 3NT 4 Level minor Pre-empt other 2NT--3 4+4+minors slam interest 2. PRE-ALERTS 1NT response to 1♥/♠=forcing 4♣/4♦=HH(H)xxxxx,+ outside Ace(Namyats 3rd seat preempts may not have top Hnr Inverted Minors (incl after opp X) Our NT - IF X= Pen: SWINE else System @ Bergen, 1minor---3 OtherMinor Game Int 3. COMPETITIVE BIDS / OVERCALLS Jump overcalls Weak Unusual NT 6-10, lower 2 unbid suits 1NT overcall: (immediate) 15-18 (Puppet System on) (re-opening) 11-14 (&Simple System on) Immediate cue: (minor) 6-10 ,5+♥/5+♠ (Major) 6-10,5+5+ other M+minor Over: Weak Twos | artif 2D:X=Shrt ♠,2HSrt♥ | Opening Threes | X = T/out Opponent's 1NT Weak (<16) X=Pen, 8+& 2♣=Both M,2♦ sing Mjr,2♥/♠suit+Minor, 2N=both Strong (incl 15) X=4M+5m 2♣=Both M, 2♦ sing Mjr,2♥/♠ suit+Minor, 2N=both m

**Doubles** DOPI , ROPI, Support, VTP(1st Values, 2ndT/O, 3rdPen) Negative DBL thru

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	, 1116	ariirig
1♣ 1♦	6+ HCP, 4+ ◆	2	Game Interest ,5+♣	3◆	Splinter short ♦ 6 loser
1♥	6+ HCP, 4+ ♥	2	6+♥,8-10 Hcp	<b>3</b>	Splinter short ♥ 6 loser
14	6+ HCP, 4+ ♠	2	6+ <b>♠</b> ,8-10 Hcp	3 <b>^</b>	Splinter short ♠ 6 loser
1N <sup>-</sup>	6-9 HCP 4+♣ (no 4M)	2NT	10-12hcp, no 4M ,4+♣	3NT	13-15 HCP (no 4M)
2♣	10+ HCP 5+♣ GForce	3 <b>-</b>	5+ <b>♣</b> ,6-9 Hcp	4 <b>♣</b>	Minorwood
othe	r				
1♦ 1♥	6+ HCP, 4+♥	2 💙	6+♥, 8-10 Hcp	3 💙	Splinter short ♥ 6 loser
14	6+ HCP, 4+ ♠	2	6+♠, 8-10 Hcp	<b>3</b>	Splinter short ♠ 6 loser
1N	6-11 HCP (no 4M)	2NT	Bal10-12 HCP ,4+♣ n	3NT	Bal 13-15 HCP (no4M)
2-	10+HCP, 5+♣, 1 rd for		_		Splinter short ♣ 6 loser
2	10+ HCP, 5+♦ G force	3	5+ ♦,6-9 Hcp	4	Minorwood,
othe	r				
1♥ 1♠	6+hcp, 4+♠	2	6-9 3♥	3	Bergen 4+♥ 10-11
1N	4-12 HCP forcing 1 RD	2	6+♠,8-10	<b>3</b>	weak, 4+♥
2♣	GF 4+♣ unless rebid	2NT	GF ♥ Jacoby	3 <b>^</b>	0/1 ♠ ,GF
2	GF 4+♦ unless rebid	3 <b>-</b>	Bergen 4+♥ 5-9	3NT	3♥ Bal 13-15
othe	r				
1♠ 1N	5-12 HCP forcing 1 RD	2	Good 7-9 3♠	3	6+♥,8-10 hcp
2♣	GF 4+♣ unless rebid	2NT	GF <b>♠</b> Jacoby	3 <b>^</b>	Weak,4+S
2	GF 4+♦ unless rebid	3 <b>-</b>	Bergen 4+♠ 5-9	3NT	3♠ Bal 13-15
2	GF 5+♥	3	Bergen 4+♠ 10-11	4	Splinter short ♣ 6 loser
othe	r				
1NT 3 <b>♣</b>	GF Puppet	3	GF 3♠ 31(5/4) shape	4	Minorwood (♦)
3	GF Minors	3NT	To Play	<b>4</b>	To Play
3	GF 3♥ 13(5/4) shape	4♣	Minorwood (♣)	4	To Play
othe	r 2♣= Stayman or Garba	age ,	after 3DGFminors,3Hse	ts 뢒,	3Ssets ♦
2♣ 2◆	0-1 Controls	2NT	4 controls	3 💙	
2	2 Controls (2K or 1A)	3	5 controls	3 <b>♠</b>	
24	3 controls	3◆		3NT	
othe	r				
2♦ 2♥	Pass or Correct	3 <b>-</b>	GF 5+c	3 <b>♠</b>	Pass or Correct
24	Pass or Correct	3	GF 5+ <b>♦</b>	3NT	
2N	strong Inquiry	3 <b>\</b>	Pass or Correct	4♣	
othe	r				
Notes					

Notes

Priorities: 2way, Suits up the line  Defence to 3NT opening Defence to Opening Twos  Multi 2◆ X T/o if Nat, Other X= short ♠,2♥=short ♥,2NT 15-18 then Puppet RCO style 2-s 2NT=15-18 (then Puppet), 1st X t/o suit bid ,2nd X Penlty, other natural ove Other 2-s  Defence (1♣): X=both M, 1♦=singleMjr, 1♥=H+m, 1♠=S+m. 1NT=both m, 2=Weak 2  to strong (2♣): X=both M, 2♦=singleMjr, 2♥=H+m, 2♠=S+m. 2NT=both m, 3=Weak 2  1♣ / 2♣  Diver 1NT Interference If Pen X=SWINE else System on see below Lebensohl - other uses Weak 2 X, 2Lvl interference over our1NT Take out of 4 level pre-empts 4♣/4♠ X  4♠ 4NT  10. OTHER NOTES  1NT 2 nat overcall X=t/o up to 4H, 1NT 2Artif XValues, exc 1NT 2C artif X stayman  SWINE:1NT - (Pen X): Pass asks for XX; pass strong; or Bids low of 2 touching suits		_				_				
3♣ 3♣ 3♣ 5+♠ forcing 4♣ Splinter short ♣ 3♣ Pass or Correct 3♠ Pre-emptive 4♥ Splinter short ♥ 3♠ Pass or Correct 3♠ Pre-emptive 4♥ Splinter short ♥ 3♠ 5+♠Forcing 3NT to play 4♠ To play other  2NT 3♣ Puppet 3♠ Minors 4+4+mld slm ii 4♠ Minorwood(♠) 3♠ Transfer ♥ 3NT To Play 4♠ To play other 4N=Quant Slam Interest				<b>5</b> "		To play				
2♠ 2NT strong Inquiry 3♣ Pass or Correct 3♣ Pre-emptive 3♣ Pass or Correct 3♣ Pre-emptive 3♣ Splinter short ♥ 3♠ 5+♦Forcing 3NT to play 4♣ To play other  2NT 3♣ Puppet 3♠ Minors 4+4+mld slm in 3♠ Transfer ♥ 3NT To Play 3♠ Transfer ₱ 4♣ Minorwood(♠) 3♠ Transfer ₱ 4♣ Minorwood(♠) 4♠ To play 3♥ To Play 3♥ To Play 3♥ To play other 4N=Quant Slam Interest  9. CONVENTIONS  Unusual NT: if overcall 2 Lower unbid suits  Sth Suit Forcing One round		strong Inquiry		·						
2♠ 2NT strong Inquiry 3♣ Pass or Correct 3♠ Pre-emptive 3♣ Pass or Correct 3♠ Pre-emptive 3♣ To play  3♠ Transfer 3NT to play  3♠ Minors 4+4+mld slm i 3♠ Minorwood(♠) 3♠ To play  3♠ Transfer 3NT To Play 3♠ Transfer 3NT To Play 3♠ To play  3♠ Minorwood(♠) 3♠ To play  3♠ To play  3♠ Minorwood(♠) 3♠ To play  3♠ To play  3♠ Minorwood(♠) 3♠ To play  4♠ Minorwood(♠) 3♠ To play  5♠ Minorwood(♠) 3♠ Minorwood(♠) 3♠ To play  5♠ To play  5♠ Minorwood(♠) 3♠ To play  5♠ To play  5♠ Minorwood(♠) 3♠ To play  5♠ Minorwood(♠) 5♠ To play  5♠ To play  5♠ Minorwood(♠) 5♠ Minorwo			3 <b>A</b>	5+♠ forcing	4	To play				
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3				_	4 <b>♣</b>	·				
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All Transfer Interference September 3 Minors 4+4+mld slm in 4 Minorwood(♠) 3 Transfer Interference If Pen X=SWINE else System on see below  We all Y	3◆	5+♦Forcing	3NT	to play	4	To play				
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9. CONVENTIONS  Unusual NT: if overcall 2 Lower unbid suits  One round One				Minorwood(♣)	4	To play				
Unusual NT: if overcall 2 Lower unbid suits  Ith Suit Forcing One round One round Office of Suit Forcing One round One round Office of Suit Forcing One round Office Office Office Office One of Suit Forcing One round Office Office One of Suit Forcing One round Office Office Office One of Suit Forcing One round Office Off	other	4N=Quant Slam Interes	st							
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Lebensohl - other uses Weak 2 X, 2Lvl interference over our1NT  Take out of 4 level pre-empts 4♣/4♠ X  4♠ 4NT  10. OTHER NOTES  1NT 2 nat overcall X=t/o up to 4H, 1NT 2Artif XValues, exc 1NT 2C artif X stayman  SWINE:1NT - (Pen X): Pass asks for XX; pass strong; or Bids low of 2 touching suits  SWINE:1NT - (Pen X): 2♠ =♣+Major; 2♦=♦+♠; 2♥♠= good 5+ able to 3lvl; 2N=minors  After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out										
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