

## 4. BASIC RESPONSES

Jump raises - minors	Inverted Game Force
Jump raises - Majors	Weak
Jump shifts after minor opening	Other Minor =game interest, Mjr =6+Mjr,8-10Hcp
Jump shifts after Major opening	Bergen( minor only )
Responses to strong 2 suit open.	2♣ Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4
Responses to 2NT opening	Puppet, Transfers

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead AQ attitude, K count	
Four or more with an honour	4th	
From 4 small	2nd	Top
From 3 cards (no honour)	Mud	Top
In partner's suit	Mud	Top
<b>Discards</b>	Low enco	McKenney( other suit pref)
<b>Count</b>	Low-high = even	Low-high = even
<b>Signal</b> on partner's lead:	Attitude :Reverse Low Likes	
<b>Signal</b> on declarer's lead:	Count and Suit Preference	
<b>Notes</b>	Top of internal sequence	

## 6. SLAM CONVENTIONS 4♣ Gerber

<b>4NT:</b> Blackwood <input type="checkbox"/>	RKCB 14/03
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 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

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Kickback: after agree H, 4S=RKCB

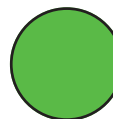
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	68853	Peter Jeffery
& Names:	196533	George Finikiotis 0414744920
Basic System:	2/1 GF	23/1/24
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 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 <input checked="" type="checkbox"/>	

<b>1NT Responses</b> 2♣ Simple Stayman (Garbage signoff or Invitational Hand)	
2♦ Transfer ♥	2♠ Transfer ♣ (3♣ response= Max)
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	
2♥ 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+m	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 on	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	
<b>Over:</b> 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		

<b>Doubles</b> DOPI , ROPI,Support,VTP(1st Values,2ndT/O,3rdPen)	Negative DBL thru	4♥
	Responsive DBL thru	4♥

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP, 4+♦	2♦ Game Interest ,5+♣	3♦ Splinter short ♦ 6 loser
1♥ 6+ HCP, 4+♥	2♥ 6+♥,8-10 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+♠	2♠ 6+♠,8-10 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-9 HCP 4+♣ (no 4M)	2NT 10-12hcp, no 4M ,4+♣	3NT 13-15 HCP (no 4M)
2♣ 10+ HCP 5+♣ GForce	3♣ 5+ ♣,6-9 Hcp	4♣ Minorwood
other		
1♦ 1♥ 6+ HCP, 4+♥	2♥ 6+♥, 8-10 Hcp	3♥ Splinter short ♥ 6 loser
1♠ 6+ HCP, 4+♠	2♠ 6+♠, 8-10 Hcp	3♠ Splinter short ♠ 6 loser
1NT 6-11 HCP (no 4M)	2NT Bal10-12 HCP ,4+♣ no 4M	3NT Bal 13-15 HCP (no4M)
2♣ 10+HCP, 5+♣, 1 rd for	3♣ Game interest, 5+♦	4♣ Splinter short ♣ 6 loser
2♦ 10+ HCP, 5+♦ G force	3♦ 5+ ♦,6-9 Hcp	4♦ Minorwood,
other		
1♥ 1♠ 6+hcp, 4+♠	2♥ 6-9 3♥	3♦ Bergen 4+♥ 10-11
1NT 4-12 HCP forcing 1 RD	2♠ 6+♠,8-10	3♥ weak, 4+♥
2♣ GF 4+♣ unless rebid	2NT GF ♥ Jacoby	3♠ 0/1 ♠ ,GF
2♦ GF 4+♦ unless rebid	3♣ Bergen 4+♥ 5-9	3NT 3♥ Bal 13-15
other		
1♠ 1NT 5-12 HCP forcing 1 RD	2♠ Good 7-9 3♠	3♥ 6+♥,8-10 hcp
2♣ GF 4+♣ unless rebid	2NT GF ♠ Jacoby	3♠ Weak,4+S
2♦ GF 4+♦ unless rebid	3♣ Bergen 4+♠ 5-9	3NT 3♠ Bal 13-15
2♥ GF 5+♥	3♦ Bergen 4+♠ 10-11	4♣ Splinter short ♣ 6 loser
other		
1NT 3♣ GF Puppet	3♠ GF 3♠ 31(5/4) shape	4♦ Minorwood (♦)
3♦ GF Minors	3NT To Play	4♥ To Play
3♥ GF 3♥ 13(5/4) shape	4♣ Minorwood (♣)	4♠ To Play
other	2♣= Stayman or Garbage , after 3DGFminors,3Hsets ♣,3Ssets ♦	
2♣ 2♦ 0-1 Controls	2NT 4 controls	3♥
2♥ 2 Controls (2K or 1A)	3♣ 5 controls	3♠
2♠ 3 controls	3♦	3NT
other		
2♦ 2♥ Pass or Correct	3♣ GF 5+c	3♠ Pass or Correct
2♠ Pass or Correct	3♦ GF 5+♦	3NT
2NT strong Inquiry	3♥ Pass or Correct	4♣
other		

### Notes

2♥ 2♠ Pass or Correct	3♦	3NT To play
2NT strong Inquiry	3♥ Pre-emptive	4♣
3♣	3♠ 5+♠ forcing	4♥ To play
other		
2♠ 2NT strong Inquiry	3♥ 5+♥ Forcing	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 int	4♦ Minorwood(♦)
3♦ Transfer ♥	3NT To Play	4♥ To Play
3♥ Transfer ♠	4♣ Minorwood(♣)	4♠ To play
other	4N=Quant Slam Interest	

## 9. CONVENTIONS

**Unusual NT:** if overall 2 Lower unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  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 over

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♣**

**Over 1NT Interference** If Pen X=SWINE else System on see below

**Lebensohl - other uses** Weak 2 X, 2Lvl interference over our 1NT

**Take out of 4 level pre-empts** 4♣/4♦ X  
 4♥ X 4♠ 4NT

## 10. OTHER NOTES

1NT 2 nat overall 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 3lvi; 2N=minors

After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out

X opp NT in 4th Seat = Values at least mid range opp NT