## **AUSTRALIAN BRIDGE** 4. BASIC RESPONSES FEDERATION LTD. Jump raises - minors 0-5 5+suit STANDARD SYSTEM CARD Jump raises - Majors 0-5 4+suit ABF Nos. Jerzy Szyszkowski 385638 strong 16+ good six card suit Jump shifts after minor opening & Names: 205567 Wieslaw Przewozniak Jump shifts after Major opening strong 16+ good six card suit Basic System: Standard American Responses to strong 2 suit open. 2 diamonds negative (no A or AK) Classification: Green X Red Brown Sticker Blue Yellow Puppet Stayman, transfers Responses to 2NT opening 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé 5. PLAY CONVENTIONS 1 11-21 5+ 14 11-21 3+ Versus Suit Versus **NoTrump** (if different) (or both) Show priorities 1 11-21 3+ 14 11-21 5+ Sequences: Overlead all Leads may contain 5 card Major **1NT** 15-17 Four or more with an honour Forth Highest 1NT Responses 2♣ simple stayman Second Highest From 4 small 2 transfer to hearts 2♠ transfer to clubs Middle From 3 cards (no honour) 2♥ transfer to spades 2NT transfer to diamonds As above In partner's suit (Dbl) 15-17 other 3 clubs Puppet Steyman **Discards** Hight encourage 24 22+ game forcing, could be less than 22 if more unbalanced High low = even Count high encourage 2 weak. 5+ diamonds **Signal** on partner's lead: Natural Count if appropriate Mckenny 2♥ weak 6+ hearts **Signal** on declarer's lead: 2♠ weak 6+ spades Notes 3NT 7-8 card solid minor, no side ace or king 2NT 20-22 ballanced, may have M5 other 6. SLAM CONVENTIONS 44 Gerber 2. PRE-ALERTS **4NT:** Blackwood **X** RKCB 1430 Cue Bids X Asking Bids 3. COMPETITIVE BIDS / OVERCALLS 7. OTHER CONVENTIONS Negative DBL thru 4spades **Doubles** Michaels(any strength) Responsive DBL thru Lebensohl Jump overcalls Unusual NT Jacoby 1NT overcall: (immediate) 15-18 stopper, stayman 11-14 stopper, stayman (re-opening) 2 way checkback Immediate cue: (minor) (Major) **Opening Threes** Over: Weak Twos www.abf.com.au Opponent's transfers PDF Form Rev. 21E29 by RoL Opponent's 1NT MyRev. Copyright @ ABF 2021

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	igin,	minimum length, or specific	c mea	aning
1♣ 1♦	4cards 5+ points	2	8-11 shapely rise	3	Splinter
1♥	4+cards 5+ points	2	GF 6+ suit	3 <b>Y</b>	Splinter
1 🛧	4+cards 5+ points	2	GF 6+ suit	3 <b>♠</b>	Splinter
1NT	6-10 no majors	2NT	11-12 no major	3NT	to play
2♣	inverted minors	3 <b>-</b>	5 clubs 0-5 points	4 <b>-</b>	
other					
1♦ 1♥	4cards 5+ points	2	3+ cards 5-9 points	3 💙	Splinter
1♠	4+cards 5+ points	2	3+ cards 5-9 points	<b>3♠</b>	Splinter
1NT	6-10 no majors	2NT	11-12 no major	3NT	to play
2	10+ 4 clubs	3 <b>-</b>	8-11 shapely rise	4	Splinter
2	inverted minors	3	5 diamonds 0-5 points	4	
other					
1♥ 1♠	4cards 5+ points	2	3+cards 5-9 points	3	10-12 H4+
1NT	5-10 no 4 spades	2	10-12 3hearts	3 <b>Y</b>	0-5 H4+
2♣	10+ m4+	2NT	12+ H4+GF (Jacoby)	3 <b>♠</b>	Splinter
2	10+ m4+	3 <b>-</b>	6-9 H4+	3NT	13-15 4-3-3-3 noS4
other					
1 <b>♠</b> 1NT		2	3+cards 5-9 points	3♥	10-12 3spades
2♣	10+ m4+	2NT	12+ S4+GF (Jacoby)	3 <b>♠</b>	0-5 S4+
2	10+ m4+	3 <b>-</b>	6-9 S4+	3NT	13-15 4-3-3-3 noH4
2	10+ H5+	<b>3</b>	10-12 S4+	4 <b>♣</b>	Splinter
other					
1NT 3♣	Puppet Stayman	3 <b>♠</b>	both min 5/4 M3 OM1	4	
3◆	5/5 minors GF	3NT		<b>4</b>	
3♥	both min 5/4 M3 OM1	4		4	
other					
2♣ 2♦	negative or waiting	2NT	positive balanced 2 ctl	3	
2	positive M5+2 controls	3♣		3 <b>^</b>	
2	positive M5+2 controls	3		3NT	
other					
2♦ 2♥		3 <b>♣</b>		3	
2		3		3NT	
2NT	at least game try enqui	3 <b>Y</b>		4	
other					
lotos					

## **Notes**

2♥ 2♠	3♦	3	NT				
2NT	3♥	4	<b>.</b>				
3♣	3♠	4	<b>Y</b>				
other							
2 <b>♠</b> 2NT	3♥	4	*				
3♣	3♠	4'	<b>Y</b>				
3◆	3NT	4	<b>^</b>				
other							
2NT 3♣	3♠	4	<b>•</b>				
3◆	3NT	4'	<b>Y</b>				
3♥	4♣	4	<b>^</b>				
other							
Unusual NT: 4th Suit Forcing One round Game force X  NT Checkback NT Priorities: Defence to 3NT opening							
Defence to Opening Twos Double							
Multi 2 Double							
RCO style 2-s Double							
Other 2-s	Double						
Defence	nce 1club; Dbl = at least 4/3 in Majors						
to							
strong	(2♣):						
14/24							
Over 1NT Interference Double 9+							
Lebensohl - other uses After weak two							
	ake out of 4 level pre-empts 4♣/4♦ Double						

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double

## 10. OTHER NOTES