4. BASIC RESPONSES Jump raises - minors Inverted minors Jump raises - Majors 0-6 total pts, 4+ of major Weak if major or 2D over 1C, 6+ card suit Jump shifts after minor opening Bergen Jump shifts after Major opening Responses to strong 2 suit open. 2D= semi-positive (2 x Q, or 1 K), 2H = negative Responses to 2NT opening Muppet Stayman & transfers 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) A/Q att, K count/unblk Sequences: A/Q att, K count Leads Four or more with an honour 3rd from even, bottom from odd 4th highest 2nd highest 2nd highest From 4 small MUD MUD From 3 cards (no honour) Low from honour (includes ten) In partner's suit Low from honour (not ten) Discards Low encouraging Low encouraging Reverse, low - high = even Reverse, low - high = even Count Low encouraging **Signal** on partner's lead: Low encouraging Signal on declarer's lead: Count when necessary Notes Smith echo when defending against NT 6. SLAM CONVENTIONS RKCB 03,14 4♣ Gerber 4NT: Blackwood when? Slam Notes Kickback Multiple (1st or 2nd round control) Cue Bids X Asking Bids X after RKCB 7. OTHER CONVENTIONS Support X & XX 2-way checkback **Splinters** Help suit trial bids Lebensohl over X of weak2 Cue raises 4th suit game force KERI after 1NT opening Rule of 20 openings generally Reverse Drury www.abf.com.au Namyats PDF Form Rev. 17K21 by RoL Cue bids (multiple, 1st or 2nd control) MyRev. 2018-11-27 09:09 Transfer Lebensohl over interference of our 1NT

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AUSTRALIAN BRIDGE FEDERATION INC.



	S	ANDAR	DSYS	STEM	CARD			
ABF Nos.	269182	Michael Sin	nes					
& Names:	99831	Paul McGra	ıth					
Basic System:	2/1							
Brown Sticker	Clas	sification: Gr	een X	Blue	Red	Yellow		
		1. OP	ENIN	G BIDS	3			
Describe strength, minimum length, or specific meaning Canape								
14 11+, 2+			1♥	11+, 5+				
1 11+, 4+			1 🛧	11+, 5+				
1NT 15-17					may contain	card Major		
1NT Responses 2♣ Relay to 2D								
2♦ Trans	fer to 2H		2	Range	Range probe or strong any suit			
2 ♥ Trans	2♥ Transfer to 2S				Transfer to 3C			
other								
2♣ Any game force 24-25 or 28+ if balanced								
2♦ Weak 2H/2S, strong balanced 22-23 or 26-27								
2♥ Weak, 5H & 4+minor								
2♠ Weak, 55	8 & 4+minor							
2NT 20-21 ba	alanced		3N	3NT 4level preempt in a minor				
other 4NT = a	sks for speci	fic aces						
		2. PF	RE-AL	ERTS				
Namyats			KI	ERI				
Texas transf	ers		Tr	Transfer responses to 1C				
jump overcalls,weak(except lowest=2 suits) Transfers after competition at 1 level								
3. COMPETITIVE BIDS / OVERCALLS								
Negative doubles t	hrough 4	H Jump overca	alls weak	weak (except lowest=2 suits, weak or strong)				
Responsive doubles through 4H Unusual NT 2				2 non-touching suits				
1NT overcall - immediate 15-18 Imme				ediate cue of minor Next two suits up				
1NT overcall - re-opening 11-15 Imme				diate cue of Major Next two suits up				
Over weak twos 2NT 15-18, T/O dbl=15+				ver opening threes X = takeout				
Over opponent's 1NT Modified Capelletti								

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	ilgiii,	minimum length, or specific	C IIIC	ariirig		
1♣ 1♦	5+, 4+H	2	2-5, 6+D	3◆	Splinter		
1♥	5+, 4+S	2	2-5, 6+H	3	Splinter		
1♠	5+, 4+D	2♠	2-5, 6+S	3 ♠	Splinter		
1NT	6-10, bal, 4+C	2NT	10-12, no major	3NT	13-15 bal, no major		
2♣	10+, 5+C or (16+ 4C)	3 -	0-9, 5+C	4	preemptive		
other							
1♦ 1♥	5+, 4+H	2	2-5, 6+H	3 💙	Splinter		
1♠	5+, 4+S	2	2-5, 6+S		Splinter		
1NT	6-10, no major	2NT	10-12, no major		13-15 bal, no major		
2♣	GF opened 1/2st, 4+C	3 -	6+ C, 10-11 hcp	4			
	10+, 4+D		0-9, 5+D	4	Preemptive		
other							
1♥ 1♠	5+, 4+S	2	6-9, 3H	3	Limit raise, 4+H		
1NT	5-12, semiforcing	2	Limit raise, 3H	3	0-5 tp, 4+H		
2♣	GF opened 1/2st, 3 +C	2NT	GF, 4+H	3 ♠	GF, void somewhere		
2	GF opened 1/2st, 4+D	3 -	6-9 tp, 4+H	3NT	GF, S splinter		
other							
1 ♠ 1NT	5-12, semiforcing	2	6-9, 3S	3 💙	Limit raise, 3S		
2	GF opened 1/2st, 3+C	2NT	GF, 4+S	3 ♠	0-5 tp, 4+S		
2	GF opened 1/2st, 4+D	3 -	6-9 tp, 4+S	3NT	GF, void somewhere		
2	GF opened 1/2st, 5+H	3	Limit raise, 4+S	4 ♣	Splinter		
other							
1NT 3♣	GF, 3-suiter, short D	3	GF, 3-suiter, short C	4	Transfer to 4S		
3	GF, 3-suiter, short H	3NT	To play	4	To play		
3 Y	GF, 3-suiter, short S	4	Transfer to 4H	4	To play		
other							
2♣ 2♦	Negative, <1.5 QTs	2NT	No 5+suit, 1.5+QTs	3 💙	Solid Hs		
2	5+H, = 1.5+ QTs	3 ♣	5+C, = 1.5+ QTs	3 ^	Solid Ss		
2	5+S, = 1.5+ QTs	3	5+D, = 1.5+ QTs	3NT			
other							
2♦ 2♥	Pass or correct	3 ♣	Long suit, forcing	3	Long suit, non-forcing		
2	Game int in H		Long suit, forcing		To play		
_	Asking partner's hand		Pass or correct	4			
	other over 3C/D opener rebids M or supports m with good support						
Votes							

Notes

2♥ 2♠	To play	3	Invitational in H	3NT	To play			
2NT	asks for minor, wk or	3	Preemptive	4	Splinter (as is 4D)			
3♣	15-17, < 3 hearts	3 ♠	Natural, forcing	4 \	To play (as is 4S)			
other								
2 ♠ 2NT	asks for minor, wk or	3 💙	Natural, invitational	4	Splinter (as is 4D)			
3♣	15-17, < 3 spades	3 ♠	Preemptive	4	To play			
3	Invitational in S	3NT	To play	4	To play			
other								
2NT 3♣	Muppet Stayman	3	Minor suit Stayman	4	Slam try in D			
3◆	Transfer to 3H	3NT	To play	4	To play			
3♥	Transfer to 3S	4 ♣	Slam try in C	4	To play			
other								
	9	. C	ONVENTIONS					
Unusual	Unusual NT: Two-suited, non-touching, weak or very strong							
4th Suit	Forcing One round	7			Game force X			
NT Checkback X Priorities:								
	Defence to 3NT opening							
Defence to Opening Twos Dbl = t/o, 15+pts, 2NT = 15-18, suit = 10-14								
Multi 24			= 15-18, suit = 10-14	Juit				
	•	ZIN I	- 10-10, 3uit - 10-14					
RCO style 2-s as above								
Other 2-								
	(1♣) : TWERB							
to								
strong (2C): TWERB								
14 / 24								
Over 1N	T Interference Transfer	Leb	ensohl					
Lebensohl - other uses Over weak twos and multi twos								
Take ou	t of 4 level pre-empts		4 ♣ /4 ♦ Dbl					
4♥ Dbl 4♠ 4NT								
10. OTHER NOTES								