

## 4. BASIC RESPONSES

Jump raises - minors

Jump raises - Majors

Jump shifts after minor opening Bergen style

Jump shifts after Major opening pre-emptive

Responses to strong 2 suit open. 2♦ = 3+, 2♥ = 0-4, denies A or K

Responses to 2NT opening 5 card stayman, transfers, minor suit stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus	Suit (or both)	Versus	NoTrump (if different)
<b>Leads</b>	Sequences:	Overlead, but A(Q)-Att	K-Count	K for unblock
Four or more with an honour		3rd/Low		attitude
From 4 small		3rd highest		
From 3 cards (no honour)		lowest, top if raised part's suit		top
In partner's suit		as above		
<b>Discards</b>		odd=enc, even=rev count		
Count		reverse original		
Signal on partner's lead:		rev count (except AQ leads)		rev att (except K leads)
Signal on declarer's lead:		Std Smith Peters, Reverse count, Std Suit preference (trumps)		
Notes				

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

Slam Notes many relay sequences

Cue Bids

Asking Bids

## 7. OTHER CONVENTIONS

short suit trials

extensive relays with PODI and PORI

generally, interference forcing relay up

2+ steps breaks relay (some exceptions)

22(45) and (5332 Major) shapes can be -

shown as either balanced or unbalanced

Leaping & Non-Leaping Michaels

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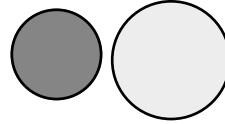
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	386456	Michael Ware	23133
& Names:	41841	Matthew McManus	46311
Basic System: (1st/2nd only) Semi-forcing Pass, transfer M openings, 1♥ = 7-10, any			
Brown Sticker	<input checked="" type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input checked="" type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10-20, 4+♥, unbal 1♥ 7-10, any

1♦ 10-20, 4+♠, unbal 1♠ 10-14, no 4M, unbal

1NT 11-14 may contain 5 card Major

### 1NT Responses 2♣ GF relay

2♦ transfer ♥ (maybe 4 cards)	2♠ ART, invit+
2♥ transfer ♦ (maybe 4 cards)	2NT 5 card Stayman, GF
other 3m = nat to play; 3M = 4 of oM, GF	

2♣ 24+ bal or any GF

2♦ (0)3-7, 5 or 6 M

2♥ 8-10, 5 or 6 ♥

2♠ 8-10, 5 or 6 ♠

2NT 21-23 bal

3NT 4 level m pre-empt

other 4♣/♦ = 8-9 playing tricks in ♥/♠, very good suit

## 2. PRE-ALERTS

Pass = 0-6, or 15-20, bal or unbal no 4M \*\* 3rd/4th seat openings are very different

1NT overcall = 15-18 or weak 1 or 2 suited

Michaels/Unusual 2NT are constructive

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak - except 3♣ (2 suited, same rank)

Responsive doubles through 4♥ Unusual NT 2 unbid suits - same colour, constructive

1NT overcall - immediate 15-18 or Comic Immediate cue of minor 2♣ = ♦+♠, 2♦ = ♣+♥

1NT overcall - re-opening 11-14 (15) Immediate cue of Major 2♥ = ♦+♠, 2♠ = ♣+♥

Over weak twos cue=4oM/6m; 4m=5m+5oM Over opening threes 4m = 5m+5oM

Over opponent's 1NT X=Strong, 2♣ = ♥+♠; 2♦=weak M, 2M=Nat Constructive

4th seat: X = 10+ any two suits or any (17)18+

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	0-6 or 7-10, bal not 3♥	2♦	3-6, 3♥	3♦	6-9, 4♥
1♥	invite + relay	2♥	7-10, 3♥	3♥	2-6, 4♥
1♠	6-10, 5+♠, NF	2♠	(5) 6-9, 4♥ + singleton	3♠	splinter
1NT	6-10, 5+♣, NF	2NT	GF raise	3NT	13-15, 4333 with 3♥
2♣	6-10, 5+♦, NF	3♣	10-12, 4♥	4♣	splinter
other					
1♦ 1♥	0-6 or 7-10, bal not 3♠	2♥	3-6, 3♠	3♥	6-9, 4♠
1♠	invite + relay	2♠	7-10, 3♠	3♠	2-6, 4♠
1NT	6-10, 5+♣, NF	2NT	(5) 6-9, 4♠ + singleton	3NT	13-15, 4333 with 3♠
2♣	6-10, 5+♦, NF	3♣	GF raise	4♣	splinter
2♦	6-10, 5+♥, NF	3♦	10-12, 4♠	4♦	splinter
other					
1♥ 1♠	invite + relay	2♥	nat NF constructive	3♦	nat NF
1NT	(10)11-14(15), bal	2♠	nat NF	3♥	nat NF
2♣	nat NF	2NT	weak, 4+4+m	3♠	nat NF
2♦	nat NF	3♣	nat NF	3NT	to play
other					
1♠ 1NT	invite + relay	2♠	nat NF	3♥	splinter, 13-15, 4+4+m
2♣	pass or correct	2NT	11-13, bal invite	3♠	splinter, 13-15, 4+4+m
2♦	nat NF	3♣	pass or correct	3NT	13-15, 4333 or 3433
2♥	nat NF	3♦	pass or correct	4♣	pass or correct
other	4♦ pass or correct, 4M = to play				
1NT 3♣	weak, to play	3♠	4♥, F to 3NT or 4♥	4♦	transfer ♠
3♦	weak, to play	3NT	to play	4♥	to play
3♥ 4♣	F to 3NT or 4♣	4♣	transfer ♥	4♣	to play
other					
2♣ 2♦	3+ waiting, 0+ controls	2NT		3♥	3-7, 6♥ goodish suit
2♥	0-4, no A or K	3♣	3-7, 6♣ goodish suit	3♠	
2♠	3-7, 6♦ goodish suit	3♦	3-7, 6♦ goodish suit	3NT	
other					
2♦ 2♥	pass or correct	3♣	NF, nat or lead direct	3♠	pass or correct
2♠	GF, shape ask	3♦	NF, nat or lead direct	3NT	to play
2NT	invit+, strength/suit ask	3♥	pass or correct	4♣	transfer me to your suit
other	4♦ = bid your suit, 4♥ = pass or correct				

Notes

2♥ 2♠	GF relay	3♦	NF, nat or lead direct	3NT	to play
2NT	5+♠, forcing	3♥	NF, nat or lead direct	4♣	splinter
3♣	NF, nat or lead direct	3♠	splinter	4♥	to play
other					
2♠ 2NT	GF relay	3♥	nat, GF	4♣	splinter
3♣	NF, nat or lead direct	3♠	nat, non-invitational	4♥	splinter
3♦	NF, nat or lead direct	3NT	to play	4♣	to play
other					
2NT 3♣	5 card stayman	3♠	minor suit stayman	4♦	nat, slam try
3♦	transfer ♥	3NT	to play	4♥	nat, mild slam try
3♥	transfer ♠	4♣	nat, slam try	4♣	nat, mild slam try
other	4NT = quantitative (4NT after other bid is Blackwood)				

## 9. CONVENTIONS

Unusual NT: constructive, 5+/5+ two suits of same colour

4th Suit Forcing  One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening  $4♣/♦$  = takeout with longer/better ♥/♠

Defence to Opening Twos

Multi 2♦ X = 16+, next double = t/o

RCO style 2-s X = t/o

Other 2-s X = t/o

Defence X = 15+, 1♦ = ♦ or ♥♠, 1♥ = ♥ or ♠+♣, 1♠ = ♠ or ♣+♦, 1NT = odd suits

to 2♣ = ♣ or ♦+♥, others = nat, weak

strong (2♣) : X = ♣, others same as over 1♣ up one level

1♣ / 2♣

Over 1NT Interference Transfer Lebensohl

Lebensohl - other uses after X of weak twos

Take out of 4 level pre-empt  $4♣/4♦$  X

4♥ X

4♣ X

## 10. OTHER NOTES