

4. BASIC RESPONSES

Jump raises - minors Inverted, 5-9 HCP, 4+ cards (same in competition)

Jump raises - Majors 7-9 HCP, 4+ cards (same in competition)

Jump shifts after minor opening weak 6+ cards if bid is at the 2 level

Jump shifts after Major opening Splinter, 10+ points, 4+ cards

Responses to strong 2 suit open. 2D = waiting, Kokish 2H over 2D as natural or 24+ balanced.

Responses to 2NT opening 3C= Puppet Stayman (4), 3D/3H/4 suit= transfer, 3S= MSS (13)

5. PLAY CONVENTIONS

Show priorities

Versus	Suit (or both)	Versus	NoTrump (if different)
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Leads Sequences: 10 = J10 + 1 higher honour

10 = J10 + 1 higher honour

Four or more with an honour 4th highest

4th highest

From 4 small 2nd highest

2nd highest

From 3 cards (no honour) Middle

Middle

In partner's suit 3rd highest, top of doubleton

3rd highest, top of doubleton

Discards McKenney

McKenney

Count Reverse count

Reverse count

Signal on partner's lead: 1-low encourage, 2-suit pref

1-low encourage, 2-suit pref

Signal on declarer's lead: Reverse Count. Suit preference in trumps.

Notes A, K or Q lead asks for attitude

K = 3 honours including 2 of the top 3. Q = KQ or QJ. J = no other honours

Reverse Smith Peters in NT

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 Gerber when? Never

Slam Notes Next suit = Queen ask, S1 = no, S2 = yes, S3+ = yes + # of Kings

Cue Bids 1st or 2nd round control (1st cue = 1st round, cuebids in partners suit = A/K)

Asking Bids 5M: 6M= either A/K trumps, 7M= both. 5NT: 6M= no A/K trumps, 7M= either

7. OTHER CONVENTIONS

Exit transfers after they penalty X our 1NT Minorwood - normal RKBW responses

XX/2C/2D/2H = transfers

4NT and 5 minor are then signoffs.

Pass forces XX, 4 card suits bid up the line Professor 2NT after 1x - 1M - 2M

After a reverse 2NT = scrambling

3C/3D = 3 min/max. 3H/3S = 4 min/max

R0P1 / D0P1 (interference over 4NT)

Voidwood (0314) - dbl jump not in trumps

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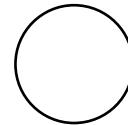
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	514217	Hema De Zoysa
& Names:	1057820	Shanaal De Zoysa

Basic System: 2/1

Brown Sticker <input type="checkbox"/>	Classification: Green <input type="checkbox"/>	Blue <input type="checkbox"/>	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>
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1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 10+ HCP, 2+ clubs 1♥ 10+ HCP, 5+ hearts

1♦ 10+ HCP, 4+ diamonds 1♠ 10+ HCP, 5+ spades

1NT 15-17 balanced may contain 5 card Major

1NT Responses 2♣ Non promissory simple Stayman, Smolen continuations

2♦ Transfer to hearts (1) 2♠ Transfer to clubs (2)

2♥ Transfer to spades (1) 2NT Transfer to diamonds (2)

other (1): Max accepts: New suit = xx + 4 cards, 2NT = 3 cards + 1 top honour, else 3M

2♣ 22+ balanced or < 4 losers if unbalanced

2♦ 3 - 10 HCP, 6+ diamonds

2♥ 3 - 10 HCP, 6+ hearts

2♠ 3 - 10 HCP, 6+ spades

2NT 20 - 21 balanced

3NT Game in a suit (3). Resp shows Aces

other 4C/4D/4H/4S = transfer to 4H/4S/5C/5D (next step = super accept)

2. PRE-ALERTS

After 1m openings, Walsh responses

1NT/1M by unpassed hand is 5-7 3-support,

< 11 losers 4+ support or 5-12 no support

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls Weak

Responsive doubles through None Unusual NT 11+ overcall in clubs

1NT overcall - immediate 16-18 Immediate cue of minor 5-5 majors, <10 or 15+

1NT overcall - re-opening 16-18 Immediate cue of Major 5-5 OM + minor, <10 or 15+

Over weak twos Leaping Michaels Over opening threes Michaels over 3C/3D/3H.

Over opponent's 1NT Hello. X = 5-4 minor + major over strong NT, penalty over weak NT

2C = diamonds or 5-4 major + minor. 2D = hearts. 2H = both majors. 2S = natural

2NT = clubs. 3C = both minors.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+ cards	2♦ 0-5 HCP, 6+ cards	3♦ splinter
1♥ 5+ HCP, 4+ cards	2♥ 0-5 HCP, 6+ cards	3♥ splinter
1♠ 5+ HCP, 4+ cards	2♠ 0-5 HCP, 6+ cards	3♠ splinter
1NT 8-10, no 4 card major	2NT 11-12, no 4 card major	3NT to play
2♣ 10+, 5+ cards (5)	3♣ 5-9 HCP, 5+ cards	4♣ 0-6 HCP, 6+ cards
other (5) Then 2D = min, 2H = 15+ no shortage, 2S/2NT/3C = 15+ shortage up the line		

1♦ 1♥ 5+ HCP, 4+ cards	2♥ 0-5 HCP, 6+ cards	3♥ splinter
1♠ 5+ HCP, 4+ cards	2♠ 0-5 HCP, 6+ cards	3♠ splinter
1NT 8-10, no 4 card major	2NT 11-12, no 4 card major	3NT to play
2♣ GF, 4+ cards	3♣ splinter	4♣ splinter (1st round ctrl)
2♦ 10+, 4+ cards (5)	3♦ 5-9 HCP, 4+ cards	4♦ 0-6 HCP, 6+ cards
other (5) Then 2H = min, 2S = 15+ no shortage, 2NT/3C/3D = 15+ shortage up the line		

1♥ 1♠ 5+ HCP, 4+ cards	2♥ 8-10 HCP, 3 cards	3♦ splinter
1NT 5-12 HCP or <11 losers	2♠ splinter	3♥ 7-9 HCP, 4+ cards
2♣ GF/3 crd limit raise (7)	2NT 10+, 4+ support (6)	3♠ splinter (1st round ctrl)
2♦ GF, 5+ cards	3♣ splinter	3NT 3 support, no singleton
other (6) 3C = min, 3D = 15+ no shortage, 3H/3S/3NT = 15+ shortage up the line		

1♠ 1NT 5-12 HCP or <11 losers	2♠ 8-10 HCP, 3 cards	3♥ splinter
2♣ GF/3 crd limit raise (7)	2NT 10+, 4+ support (6)	3♠ 7-9 HCP, 4+ cards
2♦ GF, 5+ cards	3♣ splinter	3NT 3 support, no shortage
2♥ GF, 5+ cards	3♦ splinter	4♣ splinter (1st round ctrl)
other (6) 3C = min, 3D = 15+ no shortage, 3H/3S/3NT = 15+ shortage up the line		

1NT 3♣ 5/5 majors (inv+) (8)	3♠ 5/5 minors, GF (MSS)	4♦ Spades (9)
3♦ 1345 or 1354	3NT natural, to play	4♥ Clubs (9)
3♥ 3145 or 3154	4♣ Hearts (9)	4♠ Diamonds (9)
other (9) Slam interest. Opener completes with min or bids next step with good hand		

2♣ 2♦ Relay (10)	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other (10) 2H(Kokish) forces 2S, 2NT = 24+ bal; 3X (not H) = 5+ hearts, 4+ in 2nd suit		

2♦ 2♥ 5+ cards, forcing	3♣ 5+ cards, forcing	3♠ splinter
2♠ 5+ cards, forcing	3♦ 3 card support	3NT to play
2NT Feature ask (11)	3♥ splinter	4♣ splinter
other (11) Signoff = min, new suit = max + Qx or better, 3NT = AKQxxx		

Notes (2): Next step = Kxx support or better otherwise opener completes the transfer

(3): 4C = 0 Aces, 4D/4H/4S/4NT = Ace of D/H/S/C, 5C/5D/5H = 2 Aces colour/odd/rank

(4): 3D = at least 1 4 card M then 4C = 4/4 Ms slam int and 4D = 4/4 Ms no slam int

2♥ 2♠ 5+ cards, forcing	3♦ 5+ cards, forcing	3NT to play
2NT Feature ask (11)	3♥ 3 card support	4♣ splinter
3♣ 5+ cards, forcing	3♠ splinter	4♥ pre-emptive/to play
other (11) Signoff = min, new suit = max + Qx or better, 3NT = AKQxxx		
2♠ 2NT Feature ask (11)	3♥ 5+ cards, forcing	4♣ splinter
3♣ 5+ cards, forcing	3♠ 3 card support	4♥ splinter
3♦ 5+ cards, forcing	3NT to play	4♠ pre-emptive/to play
other (11) Signoff = min, new suit = max + Qx or better, 3NT = AKQxxx		
2NT 3♣ Puppet Stayman (4)	3♠ MSS (12)	4♦ Spades (9)
3♦ Hearts	3NT To play	4♥ Clubs (9)
3♥ Spades	4♣ Hearts (9)	4♠ Diamonds (9)
other (9) Slam interest. Opener completes with min or bids next step with good hand		

9. CONVENTIONS

Unusual NT: 11+ 5-5 in 2 lowest unbid suits

4th Suit Forcing One round 1C/1D/1H/1S = 1RF. Others GF Game force

NT Checkback Priorities: Over 1NT and 2NT. Bid cheapest feature

Defence to 3NT opening Natural

Defence to Opening Twos 2NT = 16 - 18 balanced

Multi 2♦ 2NT = 16 - 18 balanced

RCO style 2-s 2NT = 16 - 18 balanced

Other 2-s 2NT = 16 - 18 balanced

Defence X = majors, 1NT = minors

to

strong

1♣ / 2♣

Over 1NT Interference Rubensohl (13). X = penalty by responder, takeout by opener

Lebensohl - other uses When competing against 2 level opening bids

Take out of 4 level pre-empt 4♣/4♦ X

4♥ X and 4NT 4♠ 4NT

10. OTHER NOTES

(7) 2C/1 major = GF natural or GF NT hand or 3 card limit raise. 2D by opener = min

(8) Then 3D = equal length majors or single major GF, 3H/3S = signoff

(12) 3NT denies minor; 4C/4D = 4. After 3NT - 4C/4D = 5/4 minors, 4H/4S = 5/5 + short M

(13) Rubensohl also used when we X their weak 2, they WJO at 2 level over our 1 minor opening and we double their 1 level opening and responder raises opening bid to 2 level