

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: not applicable
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: not applicable
Jump shifts after minor opening	not applicable		
Jump shifts after major opening	not applicable		
Responses to strong 2 suit opening	not applicable		
Responses to 2NT opening	3♣ strong others play or correct		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other:	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input checked="" type="checkbox"/>	Other:	
From 4 small	2nd highest <input type="checkbox"/>	Other: 3rd/5th
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
		bottom <input checked="" type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Natural count Mckenny overtones	
Signal on declarer's lead	Natural count Mckenny overtones	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Natural count Mckenny overtones
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Optional minor keycard	
Exclusion keycard	
Grand Slam force	
Denial cue bidding	



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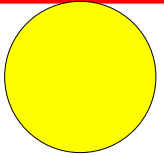


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Michael Bausor	Rhys Cooper
ABF Nos:	726222	726257
Basic System:	Forcing Pass with relays	
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input checked="" type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input checked="" type="checkbox"/>			
1♣	4+ ♥ 8-12 pts	1♦	4+♠8-12 pts<4♥	1♥	0-7 pts any shape	1♠	flat8-12pts<4♥♠
1 NT	5+/4+ minors 8-12 pts			may contain 5 card major		<input type="checkbox"/>	
2♣ Stayman:	simple	<input type="checkbox"/>	extended	<input type="checkbox"/>	Other:	invitational+ relay	
Transfers	2♦	N/A	2♥	N/A	2♠	N/A	
2 NT	N/A		Other:				
2♣	6+ 8-12 pts						
2♦	6+ 8-12 pts						
2♥	5+/5+ colour 9-12pts						
2♠	5+/5+ rank 9-12pts						
2 NT	5+/5+ shape 9-12pts						
3 NT	specific ace ask						

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

jump bids in response to 1♥ are	preemptive raises
preemptive in any suit or take out of the suit	non forcing change of suit
2♥-2NT are 5+/5+ without anchor suit	

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	2 lowest suits
1NT overcall (immediate)	15-18 pts	(re-opening)	15-18 pts
Immed cue of minor	5+/5+ majors weak or strong		
Immed cue of major	5+/5+ other major and a minor weak or strong		
Over opponent's 1NT (weak)	DONT		
Over opponent's 1NT (strong)	DONT		
Over weak twos	X=take out		
Over opening threes	X=take out		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	invitational relay	2NT	constructive ♥ raise
	1♥/♠	1♥GF relay 1♠ nat non forcing	3♣	6+ weak
	1NT	natural 6-12 pts <4♣	3♦	6+ weak
	2♣	5+ ♣ 6-12 pts	3♥	preemptive
	2♦	5+ ♦ 6-12 pts	3♠	preemptive
	2♥	3-4(5) raise 6-12 pts	3NT	play
	2♠	6+ weak	4 bids	preemptive
1♦	1♥/♠	1♥ invit relay 1♠ GF relay	3♣	6+ weak
	1NT	natural 6-12 pts	3♦	6+ weak
	2♣	5+ ♣ 6-12 pts	3♥	6+ weak
	2♦	5+ ♦ 6-12 pts	3♠	preemptive
	2♥	5+ ♥ 6-12 pts	3NT	play
	2♠	3-4(5) raise 6-12 pts	4♦	preemptive
	2NT	constructive ♠ raise	4 Other	preemptive
1♥/♠	1NT	(1♥) 13-18 flat (1♠) Inv+ relay	3♣	(1♥)see pre alert(1♠) 0-12 5+♣
	2♣	(1♥) 10-18 5+♣ (1♠) 0-12 3+♣	3♦	(1♥)see pre alert(1♠) 0-12 5+♦
	2♦	(1♥) 10-18 5+♦ (1♠) 0-12 5+♦	3♥/♠	(1♥)see pre alert(1♠) 0-12 6+
	2♥/♠	(1♥) 10-18 5+ (1♠) 0-12 5+	3NT	to play
	2NT	(1♥)5+/5+without♣ (1♠)bid best minor	4♣/♦	preemptive
2♣	2♦	invitational+ relay	2♥/♠	natural non forcing
	other			
2♦	2♥	Invitational+ relay	3♣/♦	3♣ 6+ ♣ 6-12 pts 3♦preemptive
	2♠	natural non forcing	3♥/♠	3♥ 10-14 6+♥ 3♠ preempt
	2NT	invitational	3NT	to play
2♥/♠	2NT	strong enquiry	3NT	play
	3♣/♦	play or correct	4♣/♦	play or correct
	3♥/♠	play or correct	4♥/♠	play or correct
2NT	3♣	strong enquiry	4♣	play or correct
	3♦	play or correct	4♦	play or correct
	3♥	play or correct	4♥	play or correct
	3♠	play or correct	4♠	play or correct
	3NT	play	other	

CONVENTIONS				
Additional responses to 1NT				
3♣/3♦	preemptive			
3♥/3♠	preemptive			
4♣	preemptive			
4♦	preemptive			
4♥	to play			
4♠	to play			
Unusual NT:	minors	<input type="checkbox"/>	other suits	<input type="checkbox"/>
			lower 2 unbid suits	<input checked="" type="checkbox"/>
other				
Other slam bidding	Cue Bids	<input checked="" type="checkbox"/>	Asking Bids	<input checked="" type="checkbox"/>
4th Suit Forcing	One round	<input type="checkbox"/>		Game force <input checked="" type="checkbox"/>
NT Checkback	<input type="checkbox"/>	Priorities		
Defence to 3NT opening				
Defence to opening Two's:	Multi 2♦	X = values (16+)		
RCO style 2-s				
Other 2-s	If an anchor suit exists X = takeout (maybe be off shape)			
Defence to strong ♣	very aggressive overcalls			
	1NT-2♦ colour rank shape			
Lebensohl	Over NT interference	<input checked="" type="checkbox"/>		
Other uses	(weak 2)-X-(P)-2NT			
Take out of 4 level pre-empts	4♣/4♦	X		
	4♥	X	4♠	X

OTHER NOTES	

Suggested Defense to Forcing Pass

Over Pass

Open normally apart from 1NT if weak change to strong

Over 1 ♣ or ♦

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are constructive
- Jumps are weak
- 2 of the suit shown is Michaels
- 1 NT is strong

Over 1♥

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are intermediate

Over 1♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength
- 1NT is weak
- Jumps are weak

Over 1NT

- X is 16+ with step bid as 0-7 points others GF
- 2♣ take out for the majors with better ♥
- 2♦ take out for the majors with better ♠
- 2♥♠ natural with opening bid strength
- 2NT weak with both majors

Over 2♣ or ♦

- Use your normal methods over weak 2's

Over 2♥ or ♠

- X is 16+ with step bid as 0-7 points others GF
- non jump overcalls are opening bid strength

System Notes – Rhys Cooper/Michael Bausor

Note: For the purposes of these notes, opener is defined as the first player to act, even if that action was to pass.

Uncontested

Openings

- Pass = any 13+ (some weaker hands upgraded)
- 1C = 4+H, 8-12, may have a longer suit
- 1D = 4+S, 8-12, denies as many as 4 hearts, may have a longer minor
- 1H = 0-7 any shape
- 1S = balanced (4333, 4432 or 5332 on a minor), no 4+ card major, 8-12
- 1NT = 5+4+ in the minors (either way), no 4+ card major, 8-12
- 2C = 6+C, no 4+ card major, 8-12
- 2D = 6+D, no 4+ card major, 8-12
- 2H/2S/2NT = 5+/5+ in 2 suits of the same colour/rank/shape, 8-12. Shows a constructive 5/5 (can also open 1c, 1d or 1nt with 5+/5+ hands). Typically will be in the 10-12 range with the larger majority of HCPs in the long suits
- 3c+ = pre-empt

Responses to strong pass

- 1C = 0-7 any shape
- 1D = any GF, symmetric relay initiated, responder is master
- 1H = 4+H, 8-10, unbalanced, may have a longer suit
- 1S = 4+S, 8-10, unbalanced, denies as many as 4 hearts, may have a longer minor
- 1NT = Flat (4333, 4432), 8-10
- 2C = single suited clubs, 8-10
- 2D = single suited diamonds or 5+D/4C, no 4+ card major 8-10
- 2H = 5+C/4D, no 4+ card major, 8-10
- 2S = 5+/5+ in the minors

See system card for responses to openings other than pass in uncontested auctions

In Competition

General Rules

- In GF situations, we play relay on if we can go to no worse than relay+3 on the base symmetric relay (including pass and X/XX where they are available)
- If relay is on, pass is step 1, X/XX is step 2, steps gained where possible
- In GF situations, pass by master is a relay (X by responder is step 1) and X by master is penalties
- In non-GF situations, pass by the master is NF, X by the master is a relay. If master is in pass-out seat, X is the relay

- New suits are generally natural and forcing if relay is off, X is penalties if we're in a game forcing auction, take-out if we're not

Over Pass

- System on over interference below 1NT (with pass = step 1, X = step 2). Relay+1 over interference with 1H, relay+2 over interference with 1S, off if opponents interfere with 1NT or higher
- If opponents interfere with 1C, pass = 0-4, X = 4-7 and normal relay on (steps gained where possible)
- If opponents interfere with 1NT or greater, X = t/o (or values/penalty interest if the interference is not natural), new suits are natural and forcing for one round

Over 1C

- If opponents X, XX = invitational, 1D = GF (1 step gained) and 1H is to play. 1S/2D are just running from 1C (does not show any values), but 2C shows 6-12 with a decent suit
- If opponents interfere with 1D, X = invitational (relay initiated), 1H = GF (relay initiated)
- If opponents interfere with 1H, X = GF (relay initiated), 2NT = game try in hearts, new suits natural NF
- If opponents interfere with 1S or higher, 2NT = invitational+ with heart support, X = t/o, new suits natural and forcing for one round, 2 hearts is competitive and jumps in hearts are preemptive

Over 1D

- If opponents X, XX = invitational and 1H = GF (1 step gained) and 1S is to play. 2C/2H are just running from 1D (does not show any values), but 2D shows 6-12 with a decent suit
- If opponents interfere with 1H, X = invitational (relay initiated), 1S = GF (relay initiated)
- If opponents interfere with 1S, X = GF (relay initiated), 2NT = game try in spades, new suits natural NF
- If opponents interfere with 1NT or higher, 2NT = invitational+ with spade support, X = t/o, new suits natural and forcing for one round, 2 spades is competitive and jumps in spades are preemptive

Over 1H

- Suits at the 3 level (2S included if opponents X 1H) show either a pre-empt in any suit or takeout of the suit bid. Opener MUST PASS any of these bids. If responder has the takeout option, they will XX if opponents X. If vulnerable, it is unusual (but not unheard of) to do this with any option but a pre-empt in the suit bid, but system is the same.
- If opponents X:
 - Pass = tolerance for hearts (2+), not compulsory (can bid a suit when holding hearts)
 - Suits are to play (running from 1H). 1S frequently 4 cards, 2x almost always 5 cards
 - 1NT = pick a minor
 - XX = 18+, relay initiated
 - 2H = good overcall

- If opponents bid over 1H, suits are natural and NF, X = t/o or very strong (typically 19+)

Over 1S

- If opponents X
 - XX = invitational+ (relay initiated)
 - Pass = suggestion to play. Opener may rip with doubleton spade and a 5 card minor but will usually pass
 - 1NT = pick a minor
 - 2C/2D = to play (generally 4+ cards)
 - 2H/2S = to play (5+ cards)
 - 2NT = pick a minor
 - 3C+ = pre-empt (generally pre-empts in minors will be more aggressive since opener has shown 7 or 8 cards in the minors)
- If opponents bid, suits are competitive (generally majors will be better suits). X = PENALTIES. 2NT = pick a minor

Over 1NT

- If opponents X pass = pick a minor, XX = strong (relay initiated), 2x = to play, 2NT/4NT is pick a minor. Minors at any level are pre-empts, but can be as short as 4 cards and very aggressive
- If opponents bid, X = PENALTIES, 2NT = natural invitational

Over 2C/2D

- If opponents interfere, new suits are natural and forcing, X = PENALTIES
- If opponents interfere with 2D over 2C or 2H over 2D, X = strong (relay initiated), but new suits are still natural and forcing

Over 2H

- 2NT = strong enquiry
 - 3C = Clubs and Spades
 - 3D = hearts and diamonds

Over 2S

- 2NT = strong enquiry
 - 3C = both minors
 - 3D = both majors

Over 2NT

- 3C = strong enquiry
 - 3D = diamonds and spades
 - 3H = clubs and hearts