

4. BASIC RESPONSES

Jump raises - minors	about 5-8, 5c sup. Single raise inverted, GF.
Jump raises - Majors	about 5-7, 4c sup. 2NT=3+c sup, ~8-12
Jump shifts after minor opening	2♥=11-12 bal; 2♠=5c sup,9-11; 2NT=classic 11-12 bal.
Jump shifts after Major opening	6c suits, 9-11, NF
Responses to strong 2 suit open.	2♦ = 5-8; 2♥ = 0-4; 2♠ = 9+; higher transfers
Responses to 2NT opening	3♣=Stayman; 3♦/♥=trfrs; 3♠=m's. 4♣/♦/♥/♠=2 under trfrs

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
Four or more with an honour	4th	4th
From 4 small	4th	4th, 2nd from weak suits
From 3 cards (no honour)	usually 3rd	varies
In partner's suit	as above	
Discards	nat attitude / count / suit pref.	
Count	natural. 2nd highest from four.	
Signal on partner's lead:	rev attitude / count / suit pref.	
Signal on declarer's lead:	natural (present) count	
Notes Reverse Smith if needed: high says look elsewhere; low says no preference / like.		
	King for count at 4+ level and after declarer pre-empted	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? over 1NT opening(1430)

Slam Notes RKCB is always "agreed suit + 1"

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

passed hand 1♥ or 1♠: 2♣/2♦= Drury	Oppo passed hand: jumps are fit showing.
2 way Checkback	Cue raises, inc some 2NT
Support doubles (& XX), not compulsory	Opposite 5+M suit: 2NT = 4c sup in comp.
Blackout after a reverse.	Transfers after comp over our 1NT
Lebensohl if they bid or promise a Major.	

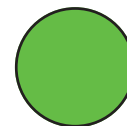
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	7765	Peter Buchen
& Names:	61107	Matthew Thomson
Basic System:	Standard 2-over-1 GF	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣	3♣+, usually 11+hcp	1♥	5♥+, usually 11+hcp
1♦	3♦+, usually 11+hcp	1♠	5♠+, usually 11+hcp
1NT	(14)15-17 bal		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ Trf ♥	2♠ 6+♣
2♥ Trf ♠	2NT 6+♦
other	3♣=Pup Stay; 3♦=4-1 in Ms; 3♥/♠=54+♣&♦ bid M fragment; 4♦/♥=Trf's ♥/♠

2♣	GF
2♦	4♠ & 5+m, 10-14
2♥	4♥ & 5+m, 10-14
2♠	Weak Two. In 4th about 10-13.
2NT	20-21-22 bal
3NT	
other	

2. PRE-ALERTS

(1♣) : X = often 12-14 bal or 1♣ opening	(1♣): 2♦=4♠&5+♦; 2♥=4♥&5+♦
(1m): p : (1♦/NT) : 2♣ = Majors	
1M : 2♣ = ART GF may not have long ♣s	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak not Vul, intermediate Vul
Responsive doubles through	4♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♣=5+/4+Ms; ♦=5+♥/4+♠
1NT overcall - re-opening	(13) 14-16	Immediate cue of Major	4+oM/5+m
Over weak twos	X=TO, Leaping Michaels	Over opening threes	X=TO
Over opponent's 1NT	2♣=♥+♠; 2♦=♠+m;	X=15+ over weak, ♥+m over strong	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+	2♦ 6c, 9-11	3♦ GF splinter
1♥ 4+	2♥ 11-12 bal	3♥ GF splinter
1♠ 4+	2♠ 5+♣, 9-11 unbal'd	3♠ GF splinter
1NT nat, about 6-10	2NT classic 11-12 bal	3NT 4♣333, 13-15
2♣ GF, 5(4)+♣	3♣ 5♣s, about 5-8	4♣ strong
other		
1♦ 1♥ 4+	2♥ 11-12 bal	3♥ GF splinter
1♠ 4+	2♠ 5+♦, 9-11 unbal'd	3♠ GF splinter
1NT nat, about 6-10	2NT classic 11-12 bal	3NT 4♦333, 13-15
2♣ GF, 5(4)+♣s	3♣ 6c, 9-11	4♣ GF splinter
2♦ GF, 5(4)+♦	3♦ 5♦s, about 5-8	4♦ strong
other		
1♥ 1♠ 4+	2♥ 3(4)♥s, about 7-10	3♦ 6c, 9-11
1NT nat, about 6-12, NF	2♠ 6c, 9-11	3♥ 4♥s, about 5-7, shape
2♣ Artificial GF	2NT 3+♥s, about 8-12	3♠ splinter, 11-12 hcp
2♦ 5+♦s, GF	3♣ 6c, 9-11	3NT splinter(♦), 11-12 hcp
other May respond 1NT if weak (about 3-6) with 3(4)♥s		
1♠ 1NT nat, about 6-12, NF	2♠ 3(4)♠s, about 7-10	3♥ 6c, 9-11
2♣ Artificial GF	2NT 3+♠s, about 8-12	3♠ 4♠s, about 5-7, shape
2♦ 5+♦s, GF	3♣ 6c, 9-11	3NT splinter(♥), 11-12 hcp
2♥ 5+♥s, GF	3♦ 6c, 9-11	4♣ splinter, 11-12 hcp
other May respond 1NT if weak (about 3-6) with 3(4)♠s (1♠:4♥ = nat)		
1NT 3♣ Puppet stayman	3♠ 3(2)♠ & 5/4+ in ♣/♦s	4♦ Trf to ♥s
3♦ 4-1 in Majors	3NT TP	4♥ Trf to ♠s
3♥ 3(2)♥ & 5/4+ in ♣/♦s	4♣ Gerber 1430	4♠ Slam Forcing Baron
other 4NT is quant.		
2♣ 2♦ 5-8 hcp	2NT 6+♣, good suit	3♥ 6+♠, good suit
2♥ 0-4	3♣ 6+♦, good suit	3♠
2♠ 9+	3♦ 6+♥, good suit	3NT
other		
2♦ 2♥ F1 enquiry	3♣ pass/correct	3♠ nat NF
2♠ nat, TP	3♦ nat NF	3NT TP
2NT 5+♥s, F1	3♥ nat NF	4♣ pass/correct
other 4♣/5♣ = pass/correct		

Notes

2♥ 2♠ F1, Enquiry	3♦ nat NF	3NT TP
2NT 5+♠s, F1	3♥ nat NF	4♣ pass/correct
3♣ pass/correct	3♠ nat NF	4♥
other 4♣/5♣ = pass/correct		
2♠ 2NT F1, Enquiry	3♥ nat, F1	4♣
3♣ nat, F1	3♠ nat NF	4♥ to play
3♦ nat, F1	3NT TP	4♠
other Responder's 4♣ rebid=slam going in ♠. If 2♠ is X'd, then new suit=non-forcing		
2NT 3♣ Stayman	3♠ both minors	4♦ 6+♠s
3♦ Trf	3NT TP	4♥ 6+♣s
3♥ Trf	4♣ 6+♥s	4♠ 6+♦s
other 4NT is invite Baron		

9. CONVENTIONS

Unusual NT:	lower two unbid suits
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities: 2♣ forces 2♦; 2♦ is GF.
Defence to 3NT opening	X=pen; 4♣=Stayman; 4♦=both Ms
Defence to Opening Twos	
Multi 2♦	X=13-15 or big. 2NT about 16-18. 4♣/♦=Leap Michaels
RCO style 2-s	as above
Other 2-s	over nat twos: X=TO; 2NT about 15-17
Defence 1♣ :	
to	X= majors; 1NT= minors. If we overcall, then 1NT or 2NT is F1.
strong 2♣ :	
♣	as for over strong 1♣

Over 1NT Interference system on over X but XX is escaping; transfers often apply

Lebensohl - other uses generally applies if they show a major at the two level

Take out of 4 level pre-empts 4♣/4♦ X=TO; 4NT=nat.

4♥ X=TO; 4NT=2-suiter 4♠ X=TO; 4NT=2-suiter.

10. OTHER NOTES

In GF when have major trump fit: 3NT=slam serious.

In Comp: After we open, jumps in a new suit below 3NT are nat, NF.

After we open 1♥/♠: 2NT=4c LR+; cue=3c LR+