

4. BASIC RESPONSES

Jump raises - minors	about 5-9, 5c sup. Single raise inverted, GF.
Jump raises - Majors	about 5-7, 4c sup.
Jump shifts after minor opening	Strong, nat. except JS in other minor is limit raise,
Jump shifts after Major opening	Cheap JS=3c sup, 10-13; Next JS=4c sup, 8-12; Next JS=Nat NF
Responses to strong 2 suit open.	2♦=0-4 or 9+hcp. Higher=transfers, 5-8hcp
Responses to 2NT opening	3♣=Puppet Stayman; 3♠=m's.

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead honours	
Four or more with an honour	3rds/5ths	4th (2nd weak suits)
From 4 small	3rd	2nd from weak suits
From 3 cards (no honour)	3rd	
In partner's suit	3rds/5ths	
Discards	attitude / count / suit pref.	
Count	Natural. 2nd highest from four.	
Signal on partner's lead:	attitude / count / suit pref.	
Signal on declarer's lead:	count	
Notes Natural attitude and count		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 over M 4♣ Gerber when? over 1NT and 2NT.

Slam Notes Minor suit KCB applies after a minor is agreed.

Cue Bids First and second. RKCB 0314 over m

Asking Bids

7. OTHER CONVENTIONS

Opposite a passed hand: 2♣ = Drury and	jumps are fit showing.
2 way Checkback	Cue raises, inc some 2NT
Support doubles (& XX) after 1M response	After we overcall a Major, 2NT=4c raise
Blackout after a reverse.	
Lebensohl if forced to bid at 3 level.	

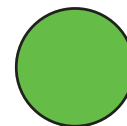
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	35092	Paul Lavings
& 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+, open one-of-a-suit about 11+hcp	1♥	5+
1♦	4+ (but 3 if 4-4-3-2)	1♠	5+
1NT	15-17 bal	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Stayman
2♦ Trf ♥	2♠ any with ♣s or weak ♦s
2♥ Trf ♠	2NT Nat
other 3♣=invite+ w♦s; 3♦=5cM ask; 3♥/♠=54+♣&♦ bid M fragment; 4♦/♥=Trf's.	

2♣	GF now 2♦ is 0-4 or 9+; higher bids 5-8 hcp.
2♦	Weak Two in either ♥ or ♠. In 4th about 10-13, 6♦s
2♥	5+♥ & 4+m about 6-10. In 4th about 10-13.
2♠	5+♠ & 4+m about 6-10. In 4th about 10-13.
2NT	(20)21-22 bal
3NT	Gambling, long minor
other	

2. PRE-ALERTS

Transfer responses after our bid 1♥ or 1♠	is doubled.
Transfer responses to our 1♣ opening	
1M:2♣ = GF with ♣s; bal'd; or M support.	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	6♠	Jump overcalls	weak, better if: 3 level, or vul.
Responsive doubles through	6♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♣=5+/4+Ms; ♦=5+♥/4+♠
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels
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♦ 4+♥s	2♦ limit raise	3♦ nat, NF
1♥ 4+♠s	2♥ weak 6♥s	3♥ nat, NF
1♠ 4+♦s	2♠ weak 6♠s	3♠ nat, NF
1NT nat, about 6-10	2NT nat, 11-12	3NT nat, 13-15
2♣ GF, 4+♣	3♣ 5♣s, about 6-9	4♣ nat, NF
other		
1♦ 1♥ nat (4+ about 6+hcp)	2♥ weak 6♥s	3♥ nat, NF
1♠ nat	2♠ weak 6♠s	3♠ nat, NF
1NT nat, about 6-10	2NT nat, 11-12	3NT nat, 13-15
2♣ 4+♣s, GF	3♣ limit raise	4♣ nat, NF
2♦ GF, 4+♦	3♦ 5♦s, about 6-9	4♦ nat, NF
other		
1♥ 1♠ nat (4+ about 6+hcp)	2♥ 3(4)♥s, about 7-10	3♦ nat, invite, NF
1NT nat, about 5-11, NF	2♠ 3♥s, about 10-13	3♥ 4♥s, about 5-7, shape
2♣ 1+♣s, GF	2NT 4♥s, about 14+	3♠ nat, NF
2♦ 4+♦s, GF	3♣ 4♥s, about 8-12	3NT spl in ♠, 10-11 hcp
other May respond 1NT if weak (about 3-6) with 3(4)♥s		
1♠ 1NT nat, about 5-11, NF	2♠ 3(4)♠s, about 7-10	3♥ nat, invite, NF
2♣ 1+♣s, GF	2NT 4♠s, about 14+	3♠ 4♠s, about 5-7, shape
2♦ 4+♦s, GF	3♣ 3♠s, about 10-13	3NT spl in ♥, 10-11 hcp
2♥ 5+♥s, GF	3♦ 4♠s, about 8-12	4♣ spl in ♣, 10-11 hcp
other May respond 1NT if weak (about 3-6) with 3(4)♠s (1♠:4♥ = nat)		
1NT 3♣ invite+ in ♦s	3♠ 3(2)♠ & 5/4+ in ♣/♦s	4♦ Trf to ♥s
3♦ asks for 5c M	3NT TP	4♥ Trf to ♠s
3♥ 3(2)♥ & 5/4+ in ♣/♦s	4♣ Gerber	4♠ Slam Forcing Baron
other 4NT is quant.		
2♣ 2♦ 0-4 or 9+hcp	2NT 5-8, 5+♣	3♥
2♥ 5-8, 5+♠	3♣ 5-8, 5+♦	3♠
2♠ 5-8, no good suit	3♦ 5-8, 5+♥	3NT
other		
2♦ 2♥ pass/correct (p/c)	3♣ nat, NF	3♠ p/c
2♠ p/c	3♦ nat NF	3NT TP
2NT F1, Enquiry	3♥ p/c	4♣ asks for Op's M
other		

Notes

2♥ 2♠ nat, F1	3♦ nat, NF	3NT TP
2NT F1, Enquiry for m	3♥ nat NF	4♣ p/c
3♣ nat, NF	3♠	4♥ TP
other		
2♠ 2NT F1, Enquiry for m	3♥ nat, F1	4♣ p/c
3♣ nat, NF	3♠ nat NF	4♥ TP
3♦ nat, NF	3NT TP	4♠ TP
other		
2NT 3♣ Puppet Stayman	3♠ both minors	4♦ 6+♦
3♦ Trf	3NT TP	4♥
3♥ Trf	4♣ 6+♣	4♠ Slam Forcing Baron
other 4NT is quant.		

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=open; 4♣=Stayman; 4♦=both Ms
Defence to Opening Twos	
Multi 2♦	X=15+. 2NT about 16-18. 4♣/♦=Leap Michaels
RCO style 2-s	as above X = good hand
Other 2-s	over nat twos: X=TO; 2NT about 15-17
Defence to	1♣ : CRO X=two suits same colour, 1♦=same rank, 1NT=odd suits
strong	If we overcall, then 1NT or 2NT is F1.
♣	2♣ : CRO X/2♦/2NT

Over 1NT Interference	Nat.
Lebensohl - other uses	Only applies if non passed hand and if forced to bid at 3 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

1♣ or 1♦ : (1NT) : 2♣ = Majors

In Comp: All jumps in a new suit below 3NT are nat, NF. Jump shifts to 4♣/4♦ are splinters. All game bids at first turn are TP. 2NT becomes cue-raise if none available. 2-over-1 is not GF.