

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	inverted criss-cross, splinters
Jump shifts after Major opening	bergen
Responses to strong 2 suit open.	2♦=waiting
Responses to 2NT opening	refer section 8

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead \AK. A=count. K=att.	
Four or more with an honour	3 rd /5 th	4 th
From 4 small	3 rd	2 nd
From 3 cards (no honour)	3 rd	2 nd
In partner's suit	as above	
Discards	low encourage	
Count	reverse present	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse count	
Notes	may give natural suit preference in applicable situations	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes	0314 in ♣ and exclusion		
Cue Bids <input checked="" type="checkbox"/>	1 st /2 nd		
Asking Bids <input checked="" type="checkbox"/>			

7. OTHER CONVENTIONS

After 2X:2NT:	After RKCB intervention:
3♣=min/bad, 3♦=min/good,	below 5T pass 1 st step, X/XX 2 nd step
3♥=max/bad; 3♠=max/good,	above 5T X/XX even, pass odd (depo)
3NT=AKQxxx	

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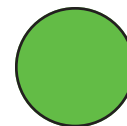
After 1X:1Y:1NT:2♣(pup):2♦(forced):3NT=quant

Resp: 4♣=0/4A, 4♦=1A, 4♥=2A, 4♠=3A.

Drury by passed hands. Support dbls/redbls.



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	804517	Jamie THOMPSON
& Names:	695637	Stephen WILLIAMS
Basic System:	Two Over One	
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 <input type="checkbox"/>
1♣ 11+hcp, 2+	1♥ 11+hcp, 5+	
1♦ 11+hcp, 4+	1♠ 11+hcp, 5+	
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ stayman 2♦ TFR to ♥ 2♠ range enquiry or ♣ 2♥ TFR to ♠ 2NT TFR to ♦ other accepting m TFR=super. non-accepting M TFR=super.		
2♣	FG or 23+bal	
2♦	weak (can be wide-ranging opposite a passed hand)	
2♥	weak (can be wide-ranging opposite a passed hand)	
2♠	weak (can be wide-ranging opposite a passed hand)	
2NT	20-22b	3NT 6♥/5♠ less than reverse
other		

2. PRE-ALERTS

TFRs over 1♣ and low-level comp

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	7♠	Jump overcalls	weak
Responsive doubles through	7♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	michaels
1NT overcall - re-opening	11-14	Immediate cue of Major	michaels
Over weak twos	dbl=t/o.	leaping michaels	Over opening threes
			dbl=t/o
Over opponent's 1NT	dbl=pen,	2♣=Majors,	2NT=minors
(1X):3X=stopper ask. (2M):3M=stopper ask.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 7-10hcp 5-card raise	3♦ splinter
1♥ 4+♠	2♥ 3-7hcp nat	3♥ splinter
1♠ no M	2♠ 3-7hcp nat	3♠ splinter
1NT 10-12b, no M	2NT n/a	3NT nat
2♣ inverted	3♣ weak	4♣ pre
other 4M=nat		
1♦ 1♥ nat	2♥ 3-7hcp nat	3♥ splinter
1♠ nat	2♠ 3-7hcp nat	3♠ splinter
1NT semi-forcing	2NT 10-12b	3NT nat
2♣ FG nat	3♣ 7-9hcp 4-card raise	4♣ splinter
2♦ inverted	3♦ weak	4♦ weak
other 4M=nat		
1♥ 1♠ nat	2♥ 6-9hcp raise	3♦ 5-9hcp 4-card raise
1NT semi-forcing	2♠ 10-12hcp 3-card raise	3♥ weak
2♣ FG bal or nat	2NT FG raise	3♠ splinter
2♦ FG 5+♦	3♣ 10-12hcp 4-card raise	3NT 13-15b raise
other 4m=splinter		
1♠ 1NT semi-forcing	2♠ 6-9hcp raise	3♥ 10-12hcp 3-card raise
2♣ FG bal or nat	2NT FG raise	3♠ weak
2♦ FG 5+♦	3♣ 10-12hcp 4-card raise	3NT 13-15b raise
2♥ FG 5+♥	3♦ 5-9hcp 4-card raise	4♣ splinter
other		
1NT 3♣ puppet stayman	3♠ splinter	4♦ TFR to ♠
3♦ 5/5 minors	3NT to play	4♥ to play
3♥ splinter	4♣ TFR to ♥	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ nat - good hand	3♣	3♠
2♠ nat - good hand	3♦	3NT
other		
2♦ 2♥ nat F1	3♣ nat F1	3♠
2♠ nat F1	3♦ to play	3NT to play
2NT inv+ enq	3♥	4♣ slam try
other		

Notes

2♥ 2♠ nat NF	3♦ nat F1	3NT to play
2NT inv+ enq	3♥ to play	4♣ slam try
3♣ nat F1	3♠ splinter	4♥ nat
other 4♠=nat		
2♠ 2NT inv+ enq	3♥ nat F1	4♣ slam try
3♣ nat F1	3♠ to play	4♥ nat
3♦ nat F1	3NT to play	4♠ to play
other		
2NT 3♣ muppet stayman	3♠ puppet to 3NT	4♦ TFR -> 4♠
3♦ TFR to ♥	3NT 5/5 Majors	4♥ 2335 quant
3♥ TFR to ♠	4♣ TFR -> 4♥	4♠ 2353 quant
other		

9. CONVENTIONS

Unusual NT: lower unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: two-way (2♣=p->2♦, 2♦=any FG, 2M=nat NF)

Defence to 3NT opening

Defence to Opening Twos "XXX" 1st=values, 2nd=t/o, 3rd=pen

Multi 2♦ as above

RCO style 2-s as above

Other 2-s as above

Defence vs 1♣(strong): dbl=Majors; 1NT=minors; 2♣=natural

to

strong vs 2♣(strong): dbl=Majors; 2NT=minors; rest natural

♣

Over 1NT Interference lebensohl

Lebensohl - other uses after (2M):dbl

Take out of 4 level pre-empts 4♣/4♦ dbl=t/o

4♥ dbl=t/o 4♠ dbl=t/o (values)

10. OTHER NOTES

hcp are guideline only, adjustments possible in any situation

if declarer plays quickly at trick one, we pause 10s+ irrespective of holding

one-level overcalls may be light

third seat openings may be light