

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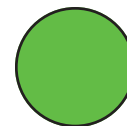
After 1X:1Y:1NT:2♣(pup):2♦(forced):3NT=quant

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 22+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 20-21b | 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