

4. BASIC RESPONSES

Jump raises - minors	about 5-8, 5c sup. Single raise=GF.
Jump raises - Majors	about 5-7, 4c sup.
Jump shifts after minor opening	2♥ & 2N=11-12 BAL; 2♠=9-12,5+sup; 2♦=6♦,9-11.
Jump shifts after Major opening	6c suits, about 9-11
Responses to strong 2 suit open.	2♦ is 0-4(5); 2♥ is 5-8; 2♠ is 9+ hcp. Higher=transfers, 6c+ suit.
Responses to 2NT opening	3♣=Stayman; 3♦/♥=trfrs; 3♠=m's. 4suit=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	
From 4 small	4th	2nd from 4 card weak suits
From 3 cards (no honour)	varies	
In partner's suit	as above	
Discards	nat attitude / suit pref / count	
Count	natural. 2nd highest from four.	
Signal on partner's lead:	rev attitude / count / suit pref.	
Signal on declarer's lead:	natural count / suit pref	
Notes	Reverse Smith if needed: high says look elsewhere; low says no preference / like.	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	RKCB is always "agreed suit + 1"	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

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.	Splinter raises
Lebensohl if they bid or promise a Major.	

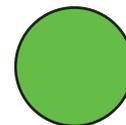
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	3727	David Beauchamp
& 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 <input type="checkbox"/>
1♣	3+, open one-of-a-suit about 11+hcp	1♥ 5+
1♦	3+	1♠ 5+
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 now 2♦ is 0-4(5); 2♥ is 5-8; 2♠ is 9+ hcp.	
2♦	Weak Two	In 4th about 10-13.
2♥	Weak Two	In 4th about 10-13.
2♠	Weak Two.	In 4th about 10-13.
2NT	(20)21-22 bal	3NT
other		

2. PRE-ALERTS

(1♣) : X = 12-14 bal or 1♣ opening	(1♣) : 2♦=4♠&5+♦; 2♥=4♥&5+♦
(1m): p : (1♦/NT) : 2♣ = Majors	1♥/♠ : (X) : XX= 6+c suit unable to show
1M : 2♣ = ART GF	directly, often 5-8 HCP.

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	wk to inter (better if: 3 lvl, or vul, or part a PH)
Responsive doubles through	4♠	Unusual NT	lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	♣=5+/4+Ms; nat 1♦=5+♥/4+♠
1NT overcall - re-opening	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=♥+m unless we agree 1NT is weak (15+)	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+ (3 if wk or 11-12)	2♦ 6c, 9-11	3♦ splinter
1♥ 4+	2♥ 11-12 bal'd no 4cM	3♥ splinter
1♠ 4+	2♠ 5+♣ 9-12	3♠ splinter
1NT nat, about 7-10	2NT 11-12 bal'd no 4cM	3NT 13-15, 4♣333
2♣ GF, 5(4)+♣	3♣ 5♣s, about 6-8	4♣ nat, NF
other		
1♦ 1♥ 4+	2♥ 11-12 bal'd no 4cM	3♥ splinter
1♠ 4+	2♠ 5+♦ 9-12	3♠ splinter
1NT nat, about 6-10	2NT 11-12 bal'd no 4cM	3NT 13-15, 4♦333
2♣ GF, 5(4)+♣s	3♣ 6c, 9-11	4♣ splinter
2♦ GF, 5(4)+♦	3♦ 5♦s, about 6-8	4♦ nat, NF
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♣ ART GF	2NT 3+♥s, about 9-13	3♠ spl in ♠, 11-12 hcp
2♦ 5+♦s, GF	3♣ 6c, 9-11	3NT spl in ♦, 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♣ ART GF	2NT 3+♠s, about 9-13	3♠ 4♠s, about 5-7, shape
2♦ 5+♦s, GF	3♣ 6c, 9-11	3NT spl in ♥, 11-12 hcp
2♥ 5+♥s, GF	3♦ 6c, 9-11	4♣ spl in ♣, 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♥
3♥ 3(2)♥ & 5/4+ in ♣/♦s	4♣ Trf to ♥s	4♠ Slam Forcing Baron
other 4NT is quant.		
2♣ 2♦ 0-4(5) hcp	2NT 6+♣	3♥ 6+♠
2♥ 5-8 hcp	3♣ 6+♦	3♠
2♠ 9+ hcp	3♦ 6+♥	3NT
other		
2♦ 2♥ nat, F1	3♣ nat, F1	3♠
2♠ nat, F1	3♦ nat NF	3NT TP
2NT F1, Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ nat, F1	3♦ nat, F1	3NT TP
2NT F1, Enquiry	3♥ nat NF	4♣
3♣ nat, F1	3♠	4♥
other		
2♠ 2NT F1, Enquiry	3♥ nat, F1	4♣
3♣ nat, F1	3♠ nat NF	4♥
3♦ nat, F1	3NT TP	4♠
other		
2NT 3♣ Stayman	3♠ both minors	4♦ ♠s
3♦ Trf	3NT TP	4♥ ♣s
3♥ Trf	4♣ ♥s	4♠ ♦s
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=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 Over X and 2♣: XX=bid 2♣, X=Stayman; other system on.

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 one-of-a-suit; all jumps in a new suit below 3NT are nat, NF.

After open 1♥/♠: (they-bid-a-suit) : 2NT=4c raise except 1M:(2oM):2NT=3+raise.

1♥/♠: (X) : XX= 6+c suit unable to show directly, often 5-8 HCP.