4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:	
Jump raises - Majors	Preempt	Other:	
Jump shifts after minor opening	See inside; 2M=3-7 6+M; 3M=void splinter		
Jump shifts after Major opening	See inside; 3m=nat inv; single jump oM=mixed raise 4+ support		
Responses to strong 2 suit open.			
Responses to 2NT opening	3♣=puppet stayman; 3♦/♥=♥/♠; 3♠=54+ minors		

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	High from 3+ small if raised	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Reverse count (attitude on A lead)	
Signal on declarer's lead:	Reverse count & natural suit preference (context-dependent)	
Notes	Overlead hole for unblock	
	Reverse present count	

6. SLAM CONVENTIONS

4NT:	Blackwood ☐	RKCB 1430	4♣ Gerber ☐	when?	

Slam Notes 3NT non-serious with major agreed; ROPI/DOPI; 01122 exclusion kc

Cue Bids ☒   Cue 1st/2nd equally

Asking Bids ☐

7. OTHER CONVENTIONS

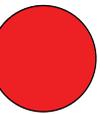|	
Reverse Gazzilli	
Support X & XX (if we can still play 2M)	
Blackout	
XYZ (incl after 1♣-1♦/♥-1♥/♠)	
Leaping & non-leaping Michaels	
	cheapest minor after our 3X opening = artificial slam try

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	726249	Renee Cooper
& Names:	239224	Ben Thompson
Basic System:	2 over 1 GF	

Brown Sticker ☐   **Classification:** Green ☐ Blue ☐ Red ☒ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	2+	1♥	5+
1♦	(4)5+	1♠	5+
1NT	15-17		may contain 5 card Major ☒

1NT Responses	2♣ Simple Stayman		Other:
2♦ ♥		2♠ ♣	
2♥ ♠		2NT ♦	
other Superaccept M with any 4+ support; Accept m with support			

2♣	GF or 20-21 bal	
2♦	Non-Vul: 3-7 5-6 ♥ or ♠; Vul: 8-11 6+♦	
2♥	8-11 (5)6♥	
2♠	8-11 (5)6♠	
2NT	22-24	3NT Gambling no side A
other	4NT=extreme minors hand	

2. PRE-ALERTS

Transfers after 1♣ opening (inc comp to 1♥)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	2 lowest unbid
1NT overcall - immediate	15-18	Immediate cue of minor	1m-2♦=MM; 1♣-2♣=54+M ok
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	T/O X	Over opening threes	T/O X

Over opponent's 1NT   2♣ = majors (then 2♦ asks for longer); 2♦ = single suiter

2♥/♠ = 5+M & 4+m; 2NT = minors; Passed hand X & of strong NT = 4M 5m

8. RESPONSES TO OPENING BIDS
Describe strength, minimum length, or specific meaning

1♣	1♦	5+, 4+♥	2♦	inv+ 5+♣	3♦	13-15 try to rightside 3N
	1♥	5+, 4+♠	2♥	3-7 6+♥	3♥	void splinter
	1♠	5-11(12) no major	2♠	3-7 6+♠	3♠	void splinter
	1NT	10-12, no major	2NT	very weak ♣ raise	3NT	to play, ~12-15
	2♣	weak or gf with ♦	3♣	(5)6-9 5+♣	4♣	preemptive
	other	4M/5m to play				

1♦	1♥	5+, 4+♥	2♥	3-7 6+♥	3♥	void splinter
	1♠	5+, 4+♠	2♠	3-7 6+♠	3♠	void splinter
	1NT	5-11 nat semiforcing	2NT	very weak ♦ raise	3NT	to play, ~12-15
	2♣	GF nat	3♣	nat inv	4♣	void splinter
	2♦	inv+ raise	3♦	(5)6-9 5+♦	4♦	preemptive
	other	4M/5m to play				

1♥	1♠	5+, 4+♠	2♥	5-9 nat	3♦	nat inv
	1NT	Semi forcing	2♠	mixed raise 4+♥	3♥	preemptive
	2♣	Nat/Bal GF or INV 3♥	2NT	4+ raise, INV+	3♠	void splinter
	2♦	GF nat	3♣	nat inv	3NT	12-14 3♥433
	other	4M/5m to play				

1♠	1NT	Semi forcing	2♠	5-9 nat	3♥	mixed raise 4+♠
	2♣	Nat/Bal GF or INV 3♠	2NT	4+ raise, INV+	3♠	preemptive
	2♦	GF nat	3♣	nat inv	3NT	12-14 3♠433
	2♥	GF nat	3♦	nat inv	4♣	void splinter
	other	4M/5m to play				

1NT	3♣	puppet stayman	3♠	31(54) gf (4♥ next=5♠)	4♦	♠ (then 4N=rkc)
	3♦	gf 55 ♣♦	3NT	to play	4♥	to play
	3♥	13(54) gf (3♠ next=5♥)	4♣	♥ (then 4N=rkc)	4♠	to play
	other					

2♣	2♦	neg or waiting (Kokish)	2NT	sound +ve, 55m	3♥	asking for trouble
	2♥	to play opp 20-21 bal	3♣	+ve, HHxxxx+♣	3♠	asking for more trouble
	2♠	to play opp 20-21 bal	3♦	+ve, HHxxxx+♦	3NT	really asking for it
	other					

2♦	2♥	P/C	3♣	nat nf	3♠	P/C
	2♠	P/C	3♦	nat forcing	3NT	to play
	2NT	ask	3♥	P/C	4♣	transfer me to your M
	other	4♦=bid your M				

Notes Single jump splinters are inv to game or slam; double jumps are normally gf only

After 2NT jump rebid: 3♣ = checkback; 3X = nat gf

Bid shortage after 1NT-2♠/NT-bid

2♥	2♠	nat forcing	3♦	nat forcing	3NT	to play
	2NT	shortage ask	3♥	weak	4♣	splinter
	3♣	nat forcing	3♠	nat forcing	4♥	to play
	other					

2♠	2NT	shortage ask	3♥	nat forcing	4♣	splinter
	3♣	nat forcing	3♠	weak	4♥	to play
	3♦	nat forcing	3NT	to play	4♠	to play
	other					

2NT	3♣	muppet stayman	3♠	gf 54+m	4♦	♠ (then 4N=rkc)
	3♦	♥ (3NT=no support)	3NT	To play	4♥	rkc in ♣
	3♥	♠ (3NT=no support)	4♣	♥ (then 4N=rkc)	4♠	rkc in ♦
	other	4NT=quant (nb play 3NT=no support after 2♣-2♦-2NT-3♦/♥ also)				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round [ ] we play xyz; gf if not an xyz situation   Game force [ ]

NT Checkback [X] Priorities: 2♣=force 2♦ then nat inv; 2♦ = gf; 2NT=force 3♣ then long m

Defence to 3NT opening 1-2-3; non-leaping michaels

Defence to Opening Twos 1-2-3 of art 2s; t/o x of (mostly) nat 2s

Multi 2♦ — 1-2-3

RCO style 2-s — t/o x

Other 2-s — 1-2-3 if art; t/o x if (usually) nat

Defence to strong ♣	
1♣ : X=majors; 1♦=1 major; 1M=M+minor; 1NT=minors
after 1♣-1♦: X=majors; 1NT=minors
2♣ : X=majors; 2♦=1 major; 2M=M+minor; 2NT=minors
after 2♣-2♦: X=majors; 2NT=minors

Over 1NT Interference lebensohl   if 2NT available, 3C+ = inv+ transfer (else nat gf)

Lebensohl - other uses none

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

4♥ t/o x   4♠ t/o x

10. OTHER NOTES

In competition, if partner has shown a major, 2NT is a good 4+ raise and cue is a good 3+ raise

In auctions like (1♠) X (2♠): 2NT is 2 places to play OR weakish with ♥ (inv with ♥ bids direct)

After 1m-2♦: 2♥=min; 2♠=extras no spl; 2NT/3♣/3♦=extras short L/M/H

After 1M-2♣: 2♦=art accept; 2M=reject inv; 1♠-2♣-2♥=sound opener & nat; else nat+accept inv

After 1M-2NT:3♣=11-14(15) any; 3♦=15+ no shortage; 3♥/♠/NT=15+ ♣/♦/OM shortage

1X-1Y-1NT-2NT-3♣-3Y=5-5 Y+♣

After 1X-2M-2NT/wk 2-2NT:3X=shortage; repeat suit = weak no shortage; 3NT=good no shortage