

#### 4. BASIC RESPONSES

Jump raises - minors	Natural
Jump raises - Majors	Limit 10-12 HCP, 4+ cards
Jump shifts after minor opening	0-5 (2-5 vul), 6-card suit
Jump shifts after Major opening	Natural
Responses to strong 2 suit open.	2D waiting, rest nat good suit
Responses to 2NT opening	3C = Puppet, 3D/H transfers, 3S MSS

#### 5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both)      Versus **NoTrump** (if different)

<b>Leads</b> Sequences:	Overlead all	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit		
<b>Discards</b>	Low Encourage	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b> Obvious suit preference		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 14/30      4♣ Gerber  when? Rare

##### Slam Notes

Cue Bids  First and second round

Asking Bids

#### 7. OTHER CONVENTIONS

Jacoby 2NT      2-way checkback

Gazzili

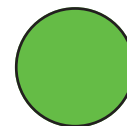
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.      Ben LEUNG  
& Names:      Ellen VISSCHER  
Basic System: 2/1  
Brown Sticker       Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning      Canape

1♣ 3+      1♥ 5+  
1♦ 3+      1♠ 5+  
1NT (14+)15-17      may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ ->♥      2♠ Range Probe/TRF ♣  
2♥ ->♠      2NT TRF ♦  
other 3C puppet stayman

2♣ Any game force

2♦ weak nat

2♥ weak nat

2♠ weak nat

2NT 20-21

3NT Gambling

other

#### 2. PRE-ALERTS

Light opening and responses

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through      Jump overcalls Weak

Responsive doubles through      Unusual NT Lowest Unbid

1NT overcall - immediate 15-18      Immediate cue of minor Michael's

1NT overcall - re-opening 10-14      Immediate cue of Major Michael's

Over weak twos X=T/O, Lebensohl      Over opening threes X=T/O

Over opponent's 1NT Multi Landy

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ nat	2♦ 0-5, 6-card	3♦ Weak 7+
1♥ nat	2♥ 0-5, 6-card	3♥ Weak 7+
1♠ nat	2♠ 0-5, 6-card	3♠ Weak 7+
1NT 8-10	2NT (10)11-12	3NT To play
2♣ nat	3♣ inv	4♣
other		
1♦ 1♥ nat	2♥ 0-5, 6-card	3♥ Weak 7+
1♠ nat	2♠ 0-5, 6-card	3♠ Weak 7+
1NT 6-10	2NT (10)11-12	3NT To play
2♣ FG nat or bal	3♣ Weak 7+	4♣
2♦ nat	3♦ inv	4♦
other		
1♥ 1♠ nat	2♥ 6-9, support	3♦
1NT 6-11(12)	2♠	3♥ limit
2♣ FG nat or bal	2NT Jacoby	3♠ Splinter
2♦ FG 4+	3♣	3NT 4333, 13-15
other		
1♠ 1NT 6-11(12)	2♠ 6-9, support	3♥
2♣ FG nat or bal	2NT Jacoby	3♠ limit
2♦ FG 4+	3♣	3NT 4333, 13-15
2♥ FG 5+	3♦	4♣ Splinter
other		
1NT 3♣ Puppet	3♠ 1345/1354 GF	4♦ Texas
3♦ 55m GF	3NT To play	4♥ Texas
3♥ 3145 /3154 GF	4♣ Gerber	4♠
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ Good suit	3♣ Good suit	3♠
2♠ Good suit	3♦ Good suit	3NT
other		
2♦ 2♥ Nat F1	3♣ Nat F1	3♠
2♠ Nat F1	3♦ Pre-emptive raise	3NT To play
2NT Ogust	3♥	4♣
other		

Notes

2♥ 2♠ Nat F1	3♦ Nat F1	3NT To play
2NT Ogust	3♥ Pre-emptive raise	4♣
3♣ Nat F1	3♠	4♥ To play
other		
2♠ 2NT Ogust	3♥ Nat F1	4♣
3♣ Nat F1	3♠ Pre-emptive raise	4♥
3♦ Nat F1	3NT To play	4♠ To play
other		
2NT 3♣ Puppet	3♠ MSS	4♦ Texas H
3♦ ->♥	3NT To play	4♥ S
3♥ ->♠	4♣ Gerber	4♠
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: Up the line

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦ 1, 2, 3 doubles

RCO style 2-s

Other 2-s

**Defence** 1♣ : {Replace with your defence to strong 1♣ openings}

to

**strong** 2♣ : {Replace with your defence to strong 2♣ openings}

♣

**Over 1NT Interference** X = stolen bid if interference is not natural , system on ; takeout if n

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O

4♥ X = T/O, 4NT minors 4♠ X = T/O, 4NT = 2PTP

## 10. OTHER NOTES