

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: Jump om=6-9 raise
Jump raises - Majors	Preempt	Other: 3M+1 = MIN SPL, Jump OM = 4-card INV BAL
Jump shifts after minor opening	2M=weak, double jump = SPL, jump to om = 7-9 raise of m	
Jump shifts after Major opening	3m=NAT INV	
Responses to strong 2 suit open.	2♥=0-4 OR 9+ any, 2♠ = 5-8 any	
Responses to 2NT opening	3♣=Modified Puppet, 3♦/3♥ = TRF, 3♠= Minor Stayman	

## 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead, A-Count K-Att	Overlead, A-Count K-Att
Four or more with an honour	3rd/5th	reverse attitude
From 4 small	3rd highest	highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	No change	No change
<b>Discards</b>	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Att	Att
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	Count is always original.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Kickback, Specific Kings	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd round	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

Transfers over 1MX	
Leaping Michaels	
Cue raises	
Fit-showing jumps in competition	

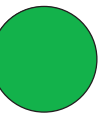
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	840602	Daryl Whitfield
& Names:	751391	John Yoon
Basic System:	Two over one	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	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♣ 2+♣, 10+HCP	1♥ 5+♥, 10+HCP	
1♦ 4+♦, 10+HCP	1♠ 5+♠, 10+HCP	
1NT 15-17 (semi-)BAL	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b>	2♣ Simple Stayman	Other:
2♦ 2♥	2♠ unspecified shortage OR slam INV	
2♥ 2♠	2NT 3♣	
other 3♣=>3♦, 3♦ = 4-4M, 3♥=4♠, 3♠=4♥, 4♣=>♥, 4♦=>♠		
2♣ 18-19 (semi-)BAL (TRF apply)		
2♦ FG or 23+BAL		
2♥ WK, 5/6♥		
2♠ WK, 5/6♠		
2NT 20-22 BAL	3NT Specific Ace Ask	
other		

## 2. PRE-ALERTS

1♥-2♣ and 1♠-2♦ are three-way (FG BAL,	1♠-2♣ shows ♥, 1♠-2♥ shows ♦
FG ♣ or INV+3 card SUPP)	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both M (weak/strong)
1NT overcall - re-opening	11-14	Immediate cue of Major	OM+m (weak/strong)
Over weak twos	X=T/O, LEB applies	Over opening threes	X=T/O
Over opponent's 1NT	2♣=both majors, 2♦=single-suited M, 2M=M+m, 2NT=both minors		

# 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ NAT	2♦ 7-9, ♣ support	3♦ SPL
1♥ NAT	2♥ Weak	3♥ SPL
1♠ NAT	2♠ Weak	3♠ SPL
1NT 6-9	2NT 10-12 BAL	3NT To Play
2♣ 10+, ♣ support	3♣ 0-6, ♣ support	4♣ Slam try
other 4♦ = Keycard		
1♦ 1♥ NAT	2♥ Weak	3♥ SPL
1♠ NAT	2♠ Weak	3♠ SPL
1NT 6-9	2NT 10-12 BAL	3NT To play
2♣ NAT	3♣ 7-9, ♦ support	4♣ SPL
2♦ 10+, ♦ support	3♦ 0-6, ♦ support	4♦ Slam try
other 4♥ = Keycard		
1♥ 1♠ NAT	2♥ 6-9, ♥ support	3♦ INV, 6♦
1NT 6-12	2♠ BAL INV 4c♥ raise	3♥ Preemptive ♥ raise
2♣ GF ♣, GF BAL, or INV+3♥	2NT GF 4c♥ raise	3♠ MIN ambiguous SPL
2♦ GF ♦	3♣ INV, 6♣	3NT ♠ SPL
other		
1♠ 1NT 6-12	2♠ 6-9, ♠ support	3♥ BAL INV 4c♠ raise
2♣ INV+ ♥	2NT GF 4c♠ raise	3♠ Preemptive ♠ raise
2♦ GF ♣, GF BAL, or INV+3♠	3♣ INV, 6♣	3NT MIN ambiguous SPL
2♥ GF ♦	3♦ INV, 6♦	4♣ SPL
other		
1NT 3♣ TRF ♦	3♠ 4♥ < 4♠	4♦ TRF ♠
3♦ Both Majors	3NT To play	4♥ To play
3♥ 4♠ < 4♥	4♣ TRF ♥	4♠ To play
other		
2♣ 2♦ TRF ♥	2NT TRF ♣	3♥ 4♠ < 4♥
2♥ TRF ♠	3♣ TRF ♦	3♠ 4♥ < 4♠
2♠ Puppet to 2NT	3♦ Both Majors	3NT 5-5 Majors
other 4♣/♦ = transfer to 4♥/4♠		
2♦ 2♥ 0-4 OR 9+	3♣	3♠
2♠ 5-8 any	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠ NAT F1	3♦ NAT F1	3NT To play
2NT Enquiry	3♥ NAT NF	4♣
3♣ NAT F1	3♠	4♥
other Generally Natural		
2♠ 2NT Enquiry	3♥	4♣
3♣	3♠	4♥
3♦	3NT To play	4♠
other Generally Natural		
2NT 3♣ Modified Puppet	3♠ Both Minors	4♦ Single-suited slam ♦
3♦ TRF ♥	3NT To play	4♥
3♥ TRF ♠	4♣ Single-suited slam ♣	4♠
other		

# 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits      5+/5+, weak/strong

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

**NT Checkback**       Priorities: Two-way, up the line

**Defence to 3NT opening**

**Defence to Opening Twos**      X = T/O, LEB

Multi 2♦      1-2-3 Doubles

RCO style 2-s      1-2-3 Doubles

Other 2-s      1-2-3 Doubles

**Defence** 1♣ : X = both M, 1NT = both m

to

**strong** 2♣ : can overcall on weak hands

♣

**Over 1NT Interference** lebensohl      around higher suit where ambiguity

**Lebensohl - other uses**      In competitive auctions by advancer

**Take out of 4 level pre-empts**      4♣/4♦

4♥      4♠

# 10. OTHER NOTES