

## 4. BASIC RESPONSES

Jump raises - minors	6-8 mixed raise
Jump raises - Majors	3-5 weak 4 card raise
Jump shifts after minor opening	1♣-2♦=♣ limit raise; 1♦-3♣=♦ limit raise; ; 1m-2M=3-6,6+M weak
Jump shifts after Major opening	1♥-2♠=3card limit raise; 1♠-3♥=3card limit raise
Responses to strong 2 suit open.	2♣ Strong: 2♦=waiting; others show 1 loser suits.
Responses to 2NT opening	see inside (Puppet; transfers, minor suit stayman)

## 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	3rd & 5th
	From 4 small	3rd
	From 3 cards (no honour)	3rd
	In partner's suit	Bottom
<b>Discards</b>		1st Odds/Evens
<b>Count</b>		Natural
<b>Signal</b>	on partner's lead:	Low encourage, Low-High=Even
<b>Signal</b>	on declarer's lead:	Reverse count
<b>Notes</b>	There's no substitute for commonsense.	

## 6. SLAM CONVENTIONS

4NT: Blackwood ☒ RKCB 1430 4♣ Gerber ☒ when? over 1NT & 2NT

**Slam Notes** Q ask; specific Ks; kickback minorwood;ood

Cue Bids ☒ 1st/2nd round control indiscriminately

Asking Bids ☐

## 7. OTHER CONVENTIONS

Support Xs to two of responder's suit	Drury (two way)
Lebensohl	
Two way checkback in 1X-1Y-1NT auctions	
3rd suit forcing after 1m-1X-2m	
Blackout over reverses	

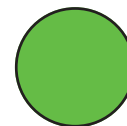
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	154415	Martin DORAN
& Names:	264873	Paul HOOYKAAS
Basic System:	2 over 1	
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 ☐

1♣ 12-22, 2♣	1♥ 12-22, 5♥
1♦ 12-22, 4♦	1♠ 12-22, 5♠
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Garbage Stayman
2♦ TRF♥	2♠ Range probe OR TFR♣
2♥ TRF♠	2NT TRF♦
other see inside	

2♣ Strong, 23+BAL or GF UNBAL

2♦ Weak two in either major 5-8, 6 card suit

2♥ 9-12, 6♥

2♠ 9-12, 6♠

2NT 20-22 BAL (may contain 5M or 6m) 3NT Solid minor

other

## 2. PRE-ALERTS

Opening bids may be quite strong.	2♦ opening
Opening bids are rarely passed.	Inverted minors
Third seat openings may be light.	Bergen & criss cross raises.

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	55 Lower unbid suits
1NT overcall - immediate	15-18 (system on)	Immediate cue of minor	55 Majors
1NT overcall - re-opening	11-14 (system on)	Immediate cue of Major	55 Other Major + minor
Over weak twos	X=T/O with lebensohl	Over opening threes	X=T/O
Over opponent's 1NT	X=strong; 2♣=Majors; 2♦=M ;2♥=♥+m; 2♠=♠+m; 2NT=minors; 3x=preemptive		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+, 4+♦ 1♥ 0+, 4+♥ 1♠ 0+, 4+♠ 1NT 6-10, (no 4M) 2♣ GF, 5+♣ other 4♥/♠=NAT, 4NT=Simple Blackwood	2♦ 9-11, 5+♣ (Limit Raise) 2♥ 3-7, 6+♥ 2♠ 3-7, 6+♠ 2NT 10-12, BAL (no 4M) 3♣ 5-8, 5+♣ (Mixed Raise) 3♦ 5-8, 4+♦ (Mixed Raise)	3♦ 13+, 5+♣, SPL 3♥ 13+, 5+♣, SPL 3♠ 13+, 5+♣, SPL 3NT 16-17, BAL (no 4M) 4♣ PRE 4♥ PRE
1♦ 1♥ 3+, 4+♥ 1♠ 3+, 4+♠ 1NT 6-10, (no 4M) 2♣ GF, 5+♣ 2♦ GF, 4+♦ other 4♥/♠=NAT, 4NT=Simple Blackwood	2♥ 3-6, 6+♥ 2♠ 3-6, 6+♠ 2NT 10-12, BAL (no 4M) 3♣ 9-11, 4+♦ (Limit Raise) 3♦ 5-8, 4+♦ (Mixed Raise)	3♥ 13+, 4+♦, SPL 3♠ 13+, 4+♦, SPL 3NT 16-17 BAL (no 4M) 4♣ 13+, 4+♦, SPL 4♦ PRE
1♥ 1♠ 3+, 4+♠ 1NT 0-12, Semi Forcing 2♣ GF, 2+♣ (Clubs or BAL) 2♦ GF, (4)5+♦ other 4♣/♦=7 loser, 4♥, SPL; 4♥=PRE; 4NT=Simple Blackwood	2♥ 5-9, 3♥ 2♠ 3 card Limit raise ♥ 2NT GF, 4+♥ (Jacoby) 3♣ 6-8, 4+♥ (Bergen)	3♦ 9-11, 4+♥ (Bergen) 3♥ 3-6, 4+♥ 3♠ 6 loser, 4♥, any SPL 3NT 7 loser, 4♥, SPL
1♠ 1NT 0-12, Semi Forcing 2♣ GF, 2+♣ (Clubs or BAL) 2♦ GF, (4)5+♦ 2♥ GF, 5+♥ other 4♦/4♥=7 loser, 4♠, SPL; 4♠=PRE; 4NT=Simple Blackwood	2♠ 5-9, 3♠ 2NT GF, 4+♠ (Jacoby) 3♣ 6-8, 4+♠ (Bergen) 3♦ 9-11, 4+♠ (Bergen)	3♥ 3 card Limit raise ♠ 3♠ 3-6, 4+♠ 3NT 6 loser, 4♠, any SPL 4♣ 7 loser, 4♠, SPL
1NT 3♣ GF, Simplified Puppet 3♦ GF, Minors (xx55) 3♥ GF, 31(54) other 1NT-2♦-2♥-2♠ INV+ F1; other new suit after TRF are GF	3♠ GF, 13(54) 3NT To play 4♣ Gerber	4♦ TRF♥ 4♥ TRF♠ 4♠ 55 minors game only
2♣ 2♦ Negative or waiting 2♥ 6♥ one loser suit 2♠ 6♠ one loser suit other over 2♣-2NT then 3♣ is Stayman	2NT 10+BAL, Q+ all suits 3♣ 6♣ one loser suit 3♦ 6♦ one loser suit	3♥ 7♥ one loser suit 3♠ 7♠ one loser suit 3NT Any solid suit
2♦ 2♥ Pass or correct 2♠ Pass or correct 2NT Enquiry other 2♦-2NT: 3♣=max (then 3♦ asks for major 3♥=♠ & 3♠=♥); 3♦=min♥; 3♥=min♠	3♣ F1, NAT 3♦ F1, NAT 3♥ Pass or correct	3♠ Pass or correct 3NT To play 4♣ Asks for TRF to Major

Notes

2♥ 2♠ F1, NAT 2NT Enquiry 3♣ F1, NAT other 2NT enquiry on in competition	3♦ F1, NAT 3♥ To play 3♠ SPL	3NT To play 4♣ SPL 4♥ To play
2♠ 2NT Enquiry 3♣ F1, NAT 3♦ F1, NAT other 2NT enquiry on in competition	3♥ F1, NAT 3♠ To play 3NT To play	4♣ SPL 4♥ SPL 4♠ To play
2NT 3♣ Puppet 3♦ TRF♥ 3♥ TRF♠ other 4NT Quantitative	3♠ Forces 3NT (Minors) 3NT To play 4♣ Gerber	4♦ TRF♥ 4♥ TRF♠ 4♠ 55 minors game only

## 9. CONVENTIONS

**Unusual NT:** Lower two unbid suits

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

**NT Checkback** ☒ Priorities: 2♣ forces 2♦, 2♦ GF; Show 3 card support

**Defence to 3NT opening** 4♣=Both Majors

**Defence to Opening Twos** X=T/O, Leaping Michaels (bid minor+♥ if suit unknown)

Multi 2♦ Direct seat opening values will take action with opening values.

RCO style 2-s X=15+

Other 2-s

**Defence** X=Good hand; TWERB/Suction:

to ♣♦♥=suit above or two suits below; NT=♣ or ♥+♦; ♠=non touching

**strong** All levels. Applies after (1♣)-P-(1♦)-?

♣

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Over X of weak two bid

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

4♥ X=takeout, 4NT=minors

4♠ X=takeout 4NT=2 suited

## 10. OTHER NOTES

Point ranges are indicative

Ignore (most) doubles in competition