

4. BASIC RESPONSES

Jump raises - minors	Limited: 6-9, 5+ cards
Jump raises - Majors	Limited: 5-6(7), 4 cards
Jump shifts after minor opening	oMinor = Fit (10)11-12, 2Major = 6M Pre-Emptive 0-5, GF Splinters
Jump shifts after Major opening	oMajor = 3Fit (10)11-12, 3♣ = 4fit 10-12, 3♦ = 4fit (7)8-9, GF Splinters
Responses to strong 2 suit open.	2♦ <= 7, 2♥/♠ & 3♣/♦ = 5+Suit 8+, 2NT = Bal or 4441 8+
Responses to 2NT opening	3♣ = Puppet Stayman, 3♦ = Heart Transfer, 3♥ = Spade Transfer

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (ex AK doubleton)	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As Above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when? Over NT Openings
Slam Notes	4m = Minorwood	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd Controls	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Inverted Minors GF & Criss Cross INV	2 Way Checkback
Bergen Raises & Jacoby 2NT	Splinters
4th Suit Game Force	Serious 3NT

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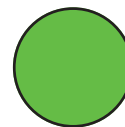
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	209406	Lynda Young
& Names:	1066307	Hannah O'Donnell
Basic System:	Two over One	
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♣	10-21 HCP, 3+♣	1♥	10-21 HCP, 5+♥	
1♦	10-21 HCP, 3+♦	1♠	10-21 HCP, 5+♠	
1NT	14(+)-17 (inc 5m422, 6m322)			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses	2♣ Simple Stayman			
2♦	Transfer ♥	2♠	Transfer ♣	
2♥	Transfer ♠	2NT	Transfer ♦	
other	3♣: Puppet Stayman; 3♦/♥/♠: 6+ Natural Slam Interest; 4♣: Gerber; 4♦/♥: Texas Transfers			

2♣	19+ Unbalanced Game Force or 22+ Balanced		
2♦	5-10, 6♦		
2♥	5-10, 6♥		
2♠	5-10, 6♠		
2NT	19(+)-21 Balanced (inc 5m422, 6m322)	3NT	Gambling, Long Minor
other			

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♣	Jump overcalls	Weak
Responsive doubles through	4♣	Unusual NT	5/5+ Lowest 2 Unbid Suits
1NT overcall - immediate	15-18 Balanced	Immediate cue of minor	5+/5+ Majors, 6-9/16+
1NT overcall - re-opening	12-14 Balanced	Immediate cue of Major	5+/5+ Other Major & Minor, 6-9/16+
Over weak twos	2NT 15-18, T/O X	Over opening threes	3NT 15-18, T/O X
Over opponent's 1NT	Cappelletti vs Strong NT;	Natural vs Weak NT;	X=15+HCP
(Cappelletti) 2♣ = Single Suit Any 6+, 2♦ = Majors 5+/5+			
2♥ = Hearts & Minor 5+/5+, 2♠ = Spades & Minor 5+/5+, 2NT = Minors 5+/5+			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦, 5+	2♦ 5+♣, (10)11-12	3♦ GF Splinter
1♥ 4+♥, 5+	2♥ 6♥, pre-emptive, <6	3♥ GF Splinter
1♠ 4+♠, 5+	2♠ 6♠, pre-emptive, <6	3♠ GF Splinter
1NT 6-10	2NT (10)11-12	3NT 13-15
2♣ 5+♣, GF 13+	3♣ 5+♣, 6-10	4♣ Minorwood
other		
1♦ 1♥ 4+♥, 5+	2♥ 6♥, pre-emptive, <6	3♥ GF Splinter
1♠ 4+♠, 5+	2♠ 6♠, pre-emptive, <6	3♠ GF Splinter
1NT 6-10	2NT (10)11-12	3NT 13-15
2♣ 2+♣, GF 13+	3♣ 4+♦, (10)11-12	4♣ GF Splinter
2♦ 4+♦, GF 13+	3♦ 4+♦, 6-10	4♦ Minorwood
other		
1♥ 1♠ 4+♠, 5+	2♥ 3♥, 6-10	3♦ 4+♥, (7)8-9
1NT 5-12 NF	2♠ 3♥, (10)11-12	3♥ 4+♥, (4)5-7
2♣ 2+♣, GF 13+	2NT 4+♥, GF 13+	3♠ GF Splinter
2♦ 5+♦, GF 13+	3♣ 4+♥, (10)11-12	3NT
other		
1♠ 1NT 5-12 NF	2♠ 3♠, 6-10	3♥ 3♠, (10)11-12
2♣ 2+♣, GF 13+	2NT 4+♠, GF 13+	3♠ 4+♠, (4)5-7
2♦ 5+♦, GF 13+	3♣ 4+♠, (10)11-12	3NT
2♥ 5+♥, GF 13+	3♦ 4+♠, (7)8-9	4♣ GF Splinter
other		
1NT 3♣ Puppet Stayman	3♠ 6+♠, 15+	4♦ 6+♥ Transfer
3♦ 6+♦, 15+	3NT To Play, 10-15	4♥ 6+♠ Transfer
3♥ 6+♥, 15+	4♣ Gerber	4♠
other		
2♣ 2♦ ≤7HCP	2NT Balanced or Any 4441, 8+	3♥
2♥ 5+♥, 8+	3♣ 5+♣, 8+	3♠
2♠ 5+♠, 8+	3♦ 5+♦, 8+	3NT
other		
2♦ 2♥ 5+♥, NF	3♣ 6+♣, NF	3♠
2♠ 5+♠, NF	3♦ 3+♦, Competitive	3NT
2NT Ogust Enquiry	3♥	4♣
other		

Notes

2♥ 2♠ 5+♠, NF	3♦ 6+♦, NF	3NT To Play
2NT Ogust Enquiry	3♥ 3+♥, Competitive	4♣
3♣ 6+♣, NF	3♠	4♥
other		
2♠ 2NT Ogust Enquiry	3♥ 6+♥, NF	4♣
3♣ 6+♣, NF	3♠ 3+♠, Competitive	4♥
3♦ 6+♦, NF	3NT To Play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ 6+♣ or 6+♦, Transfer	4♦ 6+♥, Transfer
3♦ 5+♥, Transfer	3NT To Play	4♥ 6+♠, Transfer
3♥ 5+♠, Transfer	4♣ Gerber	4♠
other		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits 6-9 or 16+

4th Suit Forcing

One round ☐

Game Force

Game force ☒

NT Checkback

☒

Priorities: Features Up The Line

Defence to 3NT opening Natural

Defence to Opening Twos 2nt 15-18,X12-16 unbid maj(s) or 17+, suit bid 12-15 5+ cards

Multi 2♦ immediate seat x shows 5+ ♠

RCO style 2-s

Other 2-s

Defence (1♣) : 1NT = 5/5 minors ; 1 level overcalls natural

to

strong (2♣) : natural

1♣/2♣ lead directing doubles or long suit

Over 1NT Interference X of 2C natural = stayman; X of other natural = takeout; Lebensohl

Lebensohl - other uses after partner's double of a weak 2 single suited opening

Take out of 4 level pre-empts 4♣/4♦ double takeout, 4NT 2 suited takeout

4♥ double takeout, 4NT 2 suited take 4♠ double takeout, 4NT 2 suited takeout

10. OTHER NOTES