

4. BASIC RESPONSES

Jump raises - minors	5+ card support, 13+HCP
Jump raises - Majors	4+ card support, 0-6 HCP
Jump shifts after minor opening	Weak, 3-7 HCP 6+ suit, criss cross raises
Jump shifts after Major opening	3♣ = 6-9 HCP 4+M, 3♦ = 10-12 HCP 4+M, 3OM = spl
Responses to strong 2 suit open.	2♦ waiting, kokish
Responses to 2NT opening	3♣ = simple staymen 3♦/♥/♠ = transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead	
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	reverse present	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	reverse original count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	{When is Gerber used?}
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430	{4NT other meanings?}
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd	

7. OTHER CONVENTIONS

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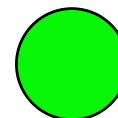
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 833363 Jade Wilkinson
& Names: 1012509 Alexis Wilmshire

Basic System: Two over one

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 11+ HCP	2+♣	1♥ 11+ HCP	5+♥
1♦ 11+ HCP	4+♦	1♠ 11+ HCP	5+♠
1NT 15-17 HCP Balanced			may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Staymen

2♦ Transfer ♥	2♠ Transfer ♣
2♥ Transfer ♠	2NT inv
(Dbl) XX = to play, P = rescue, else = nat	other 3♣ = Transfer ♦

2♣ 23+ balanced or any game force

2♦ 3-10 HCP, 4+/4+ (non vul), 5+/4+ (vul) ♥/♠

2♥ Weak, 6-9 HCP 6♥

2♠ Weak, 6-9 HCP 6♠

2NT 20-22 balanced

3NT gambling 3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles support X's and XX's Negative DBL thru 3♣
{E.g. Support Doubles and Redoubles} Responsive DBL thru 3♣

Jump overcalls weak Unusual NT lowest unbid suit

1NT overcall: (immediate) 15-18 HCP, balanced, stop (re-opening) 15-18, balanced, stop

Immediate cue: (minor) michaels, both majors (Major) michaels, other major + minor

Over: Weak Twos X = T/O Opening Threes X = T/O

Opponent's transfers { i.e. ..over opponent's transfer bids}

Opponent's 1NT 2♣ = both majors, 2♦ = single major, 2♥/♠ = 5+/4+ M/m, 2NT = minors

X = 16+

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♦ 6+ HCP	2♦ 5+♣ 10-12 HCP	3♦
1♥ 4+♥ 6+ HCP	2♥ 4-7HCP 6+♥	3♥
1♠ 4+♠ 6+ HCP	2♠ 4-7HCP 6+♠	3♠
1NT 6-11(12) HCP	2NT	3NT to play
2♣ 5+♣ 13+ HCP	3♣ 5+♣ 6-9 HCP	4♣
other		
1♦ 1♥ 4+♥ 6+ HCP	2♥ 4-7HCP 6+♥	3♥
1♠ 4+♠ 6+ HCP	2♠ 4-7HCP 6+♠	3♠
1NT 6-11(12) HCP	2NT	3NT to play
2♣ 5♣ gf	3♣ (4)5+♦ 10-12 HCP	4♣
2♦ (4)5+♦ 13+ HCP	3♦ (4)5+♦ 6-9 HCP	4♦
other		
1♥ 1♠ 4+♠ 6+ HCP	2♥ 3♥ 6-9 HCP	3♦ 4+♥ 10-12 HCP
1NT 6-11(12) HCP	2♠ 6+♠, weak	3♥ 4+♥ 0-5 HCP
2♣ 3-way*	2NT 4+♥ gf	3♠ splinter
2♦ 5+♦ gf	3♣ 4+♥ 6-9 HCP	3NT
other		
1♠ 1NT 6-11(12) HCP	2♠ 3♠ 6-9 HCP	3♥ splinter
2♣ 3-way*	2NT 4+♠ gf	3♠ 4+♠ 0-5 HCP
2♦ 5+♦ gf	3♣ 4+♠ 6-9 HCP	3NT
2♥ 5+♥ gf	3♦ 4+♠ 10-12 HCP	4♣ splinter
other		
1NT 3♣ transfer ♦	3♠	4♦ transfer ♠
3♦	3NT to play	4♥
3♥	4♣ transfer ♥	4♠
other		
2♣ 2♦ waiting	2NT 10-12 HCP	3♥
2♥ natural	3♣ natural	3♠
2♠ natural	3♦ natural	3NT 13+ HCP
other		
2♦ 2♥ to play	3♣ to play (6+ good ♣)	3♠ to play
2♠ to play	3♦ pre-emptive	3NT to play
2NT enquiry	3♥ to play	4♣
other	P = 5+ good ♦ max 2/2 ♥/♠	

Notes * ♣ gf, bal gf, or 10-12 3M

2♥ 2♠ natural	3♦ natural	3NT
2NT enquiry	3♥ to play	4♣
3♣ natural	3♠	4♥ to play
other		
2♠ 2NT enquiry	3♥ natural	4♣
3♣ natural	3♠ to play	4♥
3♦ natural	3NT	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ transfer minors	4♦ transfer ♦
3♦ transfer ♥	3NT to play	4♥
3♥ transfer ♠	4♣ transfer ♥	4♠
other		

9. CONVENTIONS

Unusual NT: 5/5 in lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way checkback

Defence to 3NT opening

Defence to Opening Twos take out

Multi 2♦ 1-2-3 doubles

RCO style 2-s 1-2-3 doubles

Other 2-s 1-2-3 doubles

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

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses after ptrn X's opponents preempts

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X

4♠

10. OTHER NOTES
