

4. BASIC RESPONSES

Jump raises - minors	weak, inverted minor raises
Jump raises - Majors	Bergen
Jump shifts after minor opening	Natural weak at 2 level
Jump shifts after Major opening	Bergen, 2♠ weak, natural, 3♥ splinter
Responses to strong 2 suit open.	2♦ Negative, others positive
Responses to 2NT opening	3♣, 3♦ to play, 3♥, 3♠ one round force

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, underlead interior	sequences (9 or 10)
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Standard	
Discards	odds and evens on 1st discard	
Count	reverse	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	reverse present count	
Notes	odd encouraging on first discard, even McKenny	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when? After NT opening or rebid

Slam Notes

Cue Bids Shows 1st or second round control, Relay cues

Asking Bids Minorwood, Keycard

7. OTHER CONVENTIONS

4NT opening specific Ace ask

Lebensohl

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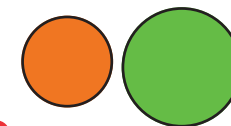
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 195197 David Anderson
& Names: 197858 Chris Lorimer
Basic System: Two Over One
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+ 11-20 hcp 1♥ 5+ 11-20 hcp

1♦ 3+, 11-20 hcp 1♠ 5+ 11-20 hcp

1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ transfer to ♥ 2♠ range check, Baron

2♥ transfer to ♠ 2NT transfer to 3♣ or 3♦

other 3♣, 3♦, 3♥, 3♠ natural, slam interest

2♣ 20+ balanced. or 8 1/2 tricks

2♦ 23-24 balanced or weak two in a major or Game Force

2♥ weak, 5+ hearts, 4+ other

2♠ weak, 5+ spades, 4+ minor - 5+/5+ if vul.

2NT weak, both minors or both majors 3NT Gambling

other

2. PRE-ALERTS

2♣ response to major opening may be
three card raise, 10-12 hcp

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT 1NT Natural, 2NT two suits

1NT overcall - immediate 15-18 Immediate cue of minor both majors

1NT overcall - re-opening 15-18 Immediate cue of Major other major + a minor

Over weak twos X for takeout with values Over opening threes X for takeout (values)

Over opponent's 1NT Transfer overcalls

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP (4+ D)	2♦ 7-9 hcp, 5+ clubs	3♦ Splinter
1♥ 6+HCP (4+H)	2♥ 6+♥, 3-7 hcp	3♥ Splinter
1♠ 6+HCP (4+S)	2♠ 6+♠ 3-7hcp	3♠ Splinter
1NT 6-11HCP(No 4cMajor)	2NT 11-12 HCP,3-3-4-3	3NT 13-14HCP support
2♣ 10+HCP, 4+ clubs, F	3♣ 3-7 HCP, 5+ clubs	4♣ Preemptive
other		
1♦ 1♥ 6+HCP (4+H)	2♥ 6+♥ (weak)	3♥ Splinter
1♠ 6+HCP (4+S)	2♠ 6+♠(weak)	3♠ Splinter
1NT 6-1HCP (No 4c Major)	2NT 11-12 hcp 3-3-3-4	3NT 12-14HCP (D support)
2♣ 4-5 Clubs 10+HCP	3♣ 7-9 HCP, 5+ diamonds	4♣ Splinter
2♦ 10+HCP, 4+ D Forcing	3♦ 3-6 HCP, 5+ diamonds	4♦ Preemptive
other		
1♥ 1♠ 6+HCP 4+S	2♥ 5-10HCP 3C support	3♦ 6-8 HCP(4♥support)
1NT 6-11HCP (No 4S)	2♠ 6+♠, 3-7 hcp	3♥ 3-5HCP (4♥ support)
2♣ ♥ game try or natural	2NT 15+HCP (4+H sup)	3♠ Splinter
2♦ 4-5 D (11+HCP)	3♣ 9-11HCP 4C sup	3NT 12-14HCP (4♥ sup)
other		
1♠ 1NT 6-11 HCP)	2♠ 5-10HCP 3♠	3♥ natural, 7-10 hcp
2♣ ♠ game try or natural	2NT 15+HCP(4+♠)	3♠ 3-6HCP(4♠ sup)
2♦ 4-5♦ 10+ HCP	3♣ 9-11)HCP (4 ♠)	3NT 12-14HCP(4♠ sup)
2♥ 5+♥(11+HCP)	3♦ 6-9HCP(4♠)	4♣ Splinter
other		
1NT 3♣ Natural, GF	3♠ Game values slam try	4♦
3♦ Natural, GF	3NT To play	4♥ to play
3♥ Game values slam try	4♣ Gerber	4♠ to play
other		
2♣ 2♦ Negative	2NT Positive 5+♥	3♥ 6+ cards,2 top honours
2♥ Positive, balanced	3♣ Positive 5+♣	3♠ 6+ cards,2 top honours
2♠ Positive, 5+♠	3♦ Positive 5+♦	3NT
other		
2♦ 2♥ Correctable	3♣ To play	3♠ correctable
2♠ Correctable	3♦ To Play	3NT To Play
2NT Strong enquiry	3♥ Correctable	4♣
other		

Notes

2♥ 2♠ pass or correct	3♦ to play	3NT to play
2NT Enquiry	3♥ invite	4♣
3♣ to play	3♠ natural, forcing	4♥
other		
2♠ 2NT Enquiry	3♥ to play	4♣
3♣ to play	3♠ preemptive	4♥
3♦ to play	3NT to play	4♠
other		
2NT 3♣ pass or correct	3♠ pass or correct	4♦ pass or correct
3♦ pass or correct	3NT To play	4♥ to play
3♥ Inquiry	4♣ pass or correct	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening double values, 4♣ for the majors

Defence to Opening Twos If natural first X T/O, 2nd X Penalty

Multi 2♦ X Values, then t/o, then penalty

RCO style 2-s X Values, then t/o, then penalty

Other 2-s X Values, then t/o, then penalty

Defence 1♣ :Twerb

to

strong 2♣ : Twerb

♣

Over 1NT Interference X T/O Values, Lebensohl

Lebensohl - other uses Only after interference over our 1NT opening

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

4♥ Double 4♠ 4NT

10. OTHER NOTES

A positive response to our 2♣ opening needs 7+hcp including at least 3 controls

2♣ response to 1♥ or 1♠ may be near opening, three card raise.

Twerb - next suit up, or else the other non-bid suits. 1♣ 1nt = two non touching suits