

4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 0-5/6 hcpts; 5+raise
Jump raises - Majors	Preempt	Other: 4-6 hcpts; 4+raise
Jump shifts after minor opening	2M = weak; minor-jumps = criss-cross (7-9); GF splinters at 3-level	
Jump shifts after Major opening	Bergen (3♦ = 6-9; 3♣ = 10-11 hcpts); Major jumps = 3-card limit raise	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	3♣/3♦ = P/C; 3♥/3♠ = Natural forcing; 4♣/4♦ = preemptive	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	top
In partner's suit	low from an Hon	low from an Hon
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encouraging	Low Encouraging
Signal on declarer's lead:	Reverse count	
Notes Odd-Even signal (usually first discard)	When defending we try to use trump suit and 1st played NT-suit as Suit Preference.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	minorwood 4♣/4♦ after minor suit agreement	
Cue Bids <input checked="" type="checkbox"/>	First or second round control	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Support doubles	Lebensohl
Cue raises in competition	4th suit = artificial GF
2-over-1 = GF	Jacoby 2NT (15+) over 1M
Michaels = any range 6+ w. 2-specific suits	Inverted minor raises
Semi-forcing 1NT over 1M	Drury 2♣ (3-card) and 2♦ (4-card)

2-way checkbacks over opener's 1NT rebid
 Most artificial bids off in competition
 Exceptions: splinters; 2♣ Drury after T/O dble

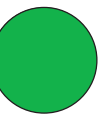
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**AUSTRALIAN BRIDGE
 FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	7765	Peter Buchen
& Names:	7226	Terry Brown
Basic System:	Standard 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 <input type="checkbox"/>
1♣ 11-20; 3+	1♥ 11-20; 5+	
1♦ 11-20; 3+	1♠ 11-20; 5+	
1NT 15-17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ 5 card Major enquiry	Other:
2♦ Transfer to Hearts	2♠ Transfer to Clubs	
2♥ Transfer to Spades	2NT Transfer to Diamonds	
other 3-suit = natural slam interest (with xx Opener bids 3NT; o/wise cues)		
2♣	Game Force (with artificial responses)	
2♦	Weak two 6-10 hcpts in Major or 20-22 balanced	
2♥	5-Hearts and 4+minor (6-10 hcpts)	
2♠	5-Spades and 4+minor (6-10 hcpts)	
2NT	55+ both minors (6-10 hcpts)	3NT Minor suit (non-solid) pre-empt
other		

2. PRE-ALERTS

2♦ to 2NT openings above do not apply in	3rd seat openings may be light
4th seat	
4♣/4♦ = Namyats (strong Major preempts)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Two-lower suits
1NT overcall - immediate	15-18	Immediate cue of minor	6+hcpts; Spades+o.minor
1NT overcall - re-opening	12-14	Immediate cue of Major	6+hcpts; Clubs + O.Major
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	Multi-Landy (Over both weak & strong)		
X = Penalty; 2♣ = both Majors ; 2♦ = one Major; 2M = 5M & 4+minor; 2NT = minors			
After X: next double = T/O; 3rd double = penalty			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ natural	2♦ Criss-Cross 6/7-9 hcpts	3♦ GF splinter
1♥ natural	2♥ weak 4-7 hcpts	3♥ GF splinter
1♠ natural	2♠ weak 4-7 hcpts	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ inverted 10+ hcpts	3♣ inverted 0-5/6 hcpts	4♣ pre-emptive
other		
1♦ 1♥ natural	2♥ weak 4-7 hcpts	3♥ GF splinter
1♠ natural	2♠ weak 4-7 hcpts	3♠ GF splinter
1NT 6-10 no Major	2NT 11-12 no Major	3NT 13-15 no Major
2♣ natural; F. to 3♣	3♣ Criss-Cross 6/7-9 hcpts	4♣ GF splinter
2♦ inverted 10+hcpts	3♦ inverted 0-5/6 hcpts	4♦ pre-emptive
other		
1♥ 1♠ natural	2♥ 6-9 hcpts 3-card raise	3♦ 6-9 hcpts 4-card raise
1NT natural SF; 5-11 hcpts	2♠ 10-11 hcpts 3-card raise	3♥ 4-6 hcpts 4-card raise
2♣ natural GF	2NT Jacoby 4+raise 15+ hcpts	3♠ GF splinter
2♦ natural GF	3♣ 10-11 hcpts 4-card raise	3NT 12-14 hcpts bal. 4+raise
other 4♣/♦ = GF splinters; 1NT may contain a very weak Heart raise		
1♠ 1NT natural NF; 5-11 hcpts	2♠ 6-9 hcpts 3-card raise	3♥ 10-11 hcpts 3-card raise
2♣ natural GF	2NT Jacoby 4+raise 15+ hcpts	3♠ 4-6 hcpts 4-card raise
2♦ natural GF	3♣ 10-11 hcpts 4-card raise	3NT 12-14 hcpts bal. 4+raise
2♥ natural GF	3♦ 6-9 hcpts 4-card raise	4♣ GF splinter
other 4♦/♥ = GF splinters; 1NT may contain a very weak Spade raise		
1NT 3♣ natural slam interest	3♠ natural slam interest	4♦ Texas transfer to 4♠
3♦ natural slam interest	3NT to play	4♥ to play
3♥ natural slam interest	4♣ Texas transfer to 4♥	4♠ to play
other Texas + 4NT = KCB; Texas + suit = Exclusion KCB		
2♣ 2♦ 5-8 any w/o good suit	2NT 5-8 some good suit	3♥ 9+pts; good ♠ suit
2♥ 0-4 any	3♣ 9+ pts; good ♦ suit	3♠ 9+pts; good ♣ suit
2♠ 9+ any w/o good suit	3♦ 9+pts; good ♥ suit	3NT
other 9+ hands force to 4NT; after 2NT: 3♣ = asks via transfer		
2♦ 2♥ P/C	3♣ natural 1-round force	3♠ P/C
2♠ P/C	3♦ natural 1-round force	3NT (& 4♠) to play
2NT Strong enquiry	3♥ P/C	4♣
other 4♥ = P/C; 4♠ = to play		

Notes After 2♦-2NT Enquiry: 3♣/3♦ min Hearts/Spades; 3♥/3♠ = max Hearts/Spades
3NT = 20-22 bal.

2♥ 2♠ Natural NF	3♦ P/C	3NT To play
2NT Strong relay	3♥ Preemptive	4♣ P/C (also 4♦)
3♣ P/C	3♠ Natural forcing	4♥ To play (also 4♠)
other After 2NT: 3m = min; 3M =- max (♣/♦)		
2♠ 2NT Strong relay	3♥ Natural forcing	4♣ P/C (also 4♦)
3♣ P/C	3♠ Preemptive	4♥ To play
3♦ P/C	3NT To play	4♠ To play
other After 2NT: 3m = min; 3M =- max (♣/♦)		
2NT 3♣ Sign-off	3♠ Natural, forcing	4♦ Preemptive
3♦ Sign-off	3NT To play	4♥ To play
3♥ Natural, forcing	4♣ Preemptive	4♠ To play
other 4NT = Ace ask (5♣ = 0; 5♦ = 1, etc.)		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits cue = highest+ lowest; 3♣ = 2-highest suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = invitational (puppet to 2♦); 2♦ = GF

Defence to 3NT opening All suits natural; X = strong balanced

Defence to Opening Twos X = T/O

Multi 2♦ X = 16+ unbal; 2NT = 15-18; suits = natural; Pass then X = T/O 12-15 hcpts

RCO style 2-s as above (CTP applies)

Other 2-s

Defence 1♣ : X/1♦/1NT = RCOs 1♥/1♠ natural; jumps = weak

to Also after 1♣-1♦ : X/1NT/2♣ = RCO's

strong 2♣ : natural overcalls

♣

Over 1NT Interference Lebensohl

Lebensohl - other uses After (2A)-X ; (1NT)-X-(2A); (1A)-1NT-(2A/B)

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = cards

10. OTHER NOTES

1. After inverted minors: 2NT/3m = sign-off; all other = GF

2. Inverted Bergen raises

3. 4♣/4♦ openings = Namyats

4. Blackout after Opener's reverse: any weak raise or 2NT

5. 1m-1M:2M-2NT = Artificial GF Enquiry

6. Can open very light in 3rd seat

7. FSJ's apply only by Passed hand in competition