

#### 4. BASIC RESPONSES

Jump raises - minors	weak, inverted minor raises
Jump raises - Majors	Bergen
Jump shifts after minor opening	Natural weak (3-7hcp) at 2 level
Jump shifts after Major opening	Bergen, 2♠ weak, natural, 3♥ splinter
Responses to strong 2 suit open.	2♦ Negative, others transfer response, 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)
<b>Leads</b> 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	
<b>Discards</b>	odds and evens on 1st discard	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b>	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

Kokish

Lebensohl

Twerb

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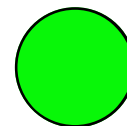
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# AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos. 195197 David Anderson  
& Names: 116890 John Kikkert  
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, Puppet

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

other 3♣, 3♦, 3♥, 3♠ natural, game forcing, possible slam interest

2♣ 20+ balanced. or 8 1/2 tricks

2♦ 23-24 balanced or weak two in a major or 8 playing tricks in a minor

2♥ weak, 5+ hearts, 5(4)+ other - 5+/5+ if vul.

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

2NT weak, both minors 5+/5+ 3NT Gambling

other

#### 2. PRE-ALERTS

X over strong NT singlesuited minor

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 11-14 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 2♣ majors, 2♦ one major, 2♥ & 2♠ suit + minor

2NT transfer to clubs (poss. second suit), 3♣ transfer to diamonds, poss second suit

Over strong NT As above, X = 5+minor

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP (4+ D)	2♦ 7-9 hcp, 4+ clubs	3♦ Splinter	
1♥ 6+HCP (4+H)	2♥ 6+♥ <8 hcp	3♥ Splinter	
1♠ 6+HCP (4+S)	2♠ 6+♠ <8 hcp	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♦ 9-11 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♣ 6-8HCP 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♣ 6-8(9)HCP (4 ♠)	3NT 12-14HCP(4♠ sup)	
2♥ 5+♥(11+HCP)	3♦ 9-11HCP(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, 5+♠	3♣ Positive 5+♦	3♠ 6+ cards, 2 top honours	
2♠ Positive	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♠ to pass or correct	3♦ to play	3NT to play
2NT Enquiry	3♥ preemptive	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♣ to play	3♠ nat, one round force	4♦ invite
3♦ to play	3NT to play	4♥ to play
3♥ nat, one round force	4♣ invite	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 two controls

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