

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt 5-8p, 5+ cards
Jump raises - Majors	Preempt 0-5p, 4+ cards
Jump shifts after minor opening	1♣:2♦ 6+!c or ♦ 10-12p. 1♦:3♣ INV in ♦.
Jump shifts after Major opening	1♥:2♠ 7-9p 4+♥ + shortage somewhere. Other - 6cs 10-12p INV
Responses to strong 2 suit open.	2♦ waiting. 2♥ 1.5QT no good suit. 2♠/2N 5+♥/♠. 3♣/3♦ 6+♦/♣
Responses to 2NT opening	3♣ M ask. 3♦/3♥ TRF. 3♠ minors. 4♣/♦/♥/♠ 6+♥/♠/♣/♦ strong

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Underlead AK,KQ else overlead	Underlead, A-Attitude K-Count
Four or more with an honour	3rd/Low	4th highest
From 4 small	Generally 2nd highest	Generally 2nd highest
From 3 cards (no honour)	Generally top	Middle, sometimes top
In partner's suit	3rd	3rd, but top if supported w/o hon
<b>Discards</b>	Odd encourage	
<b>Count</b>	Odd/even = odd/even number	
<b>Signal</b> on partner's lead:	Odd encourage	
<b>Signal</b> on declarer's lead:	Count, sometimes suit preference (odd/even = higher/lower)	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	4-level suit above agreed suit is RKCB. Minorwood may apply	
Cue Bids <input checked="" type="checkbox"/>	First or second round controls	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Lebensohl in response to X of a 2-level bid	
Rubensohl after interference over 1NT	
Good/bad 2NT	
Support doubles and redoubles	
Leaping Michaels	

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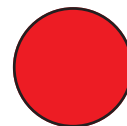
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## AUSTRALIAN BRIDGE FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	156280	Richard Douglas
& Names:	163260	Bob Sebesfi
Basic System:	Unbalanced Diamond (2/1M FG, TRF responses to 1♣)	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ 11+p, 2+♣, if bal incl 5♥, perhaps 5♠	1♥ 11+p, unbal, 5+♥
1♦ 11+p, unbal, 5+♦ unless 4-4-4-1	1♠ 11+p, 5+♠, usually unbal
1NT 15-17 bal, occasionally offshape	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman	
2♦ TRF ♥	2♠ Range ask or 6+♣ or 4♥ slam inv
2♥ TRF ♠	2NT TRF ♦
other 3♣/3♦ 5-5m NF/FG. 3♥/3♠ FG both minors 13/31M	
2♣ 20-21, 24-25 balancedish or 9 playing tricks in ♠ or any game force	
2♦ 3-7 6-card major	
2♥ 8-11, 6+♥, constructive	
2♠ 8-11, 6+♠, constructive	
2NT 22-23 balancedish	3NT 4-level minor pre-empt
other 4♥,4♠ pre-emptive. 4♣/4♦ as 4♥/4♠ but 1-2 tricks stronger	

#### 2. PRE-ALERTS

Some responses to 1♣ are TRF	
Some rebids after 1♦:1M & 1♥:1♠ are TRF	
Frequent TRF after interference	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak in context
Responsive doubles through	4♥	Unusual NT	5+5+ lower unbid suits, weak or strong
1NT overcall - immediate	15-18 bal	Immediate cue of minor	5+5+M, weak or strong
1NT overcall - re-opening	11-14 bal	Immediate cue of Major	5+5+OM & m, weak or strong
Over weak twos	2NT 16-18, T/O X with leb.	Over opening threes	Non-leaping Michaels, T/O X
Over opponent's 1NT	X values. 2♣ 4+♥ + another suit (next bid shows 5cs).		
	2♦ 4+♠ + another suit (next bid shows 5cs).		
	2M one-suited M. 2NT both minors		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+p, 4+♥	2♦ 10-12p, 6+♣ or 6+♦	3♦ 3-7p, 7cs
1♥ 5+p, 4+♠	2♥ 3-7p, 6cs	3♥ 3-7p, 7cs
1♠ 5-10p no M or FG 5+♦	2♠ 3-7p, 6cs	3♠ 3-7p, 7cs
1NT 11-12p balancedish	2NT 13-15 or 19+p, BAL	3NT 16-18p, BAL
2♣ FG, 5+♣	3♣ 5-8p, 5+♣	4♣
other 1♠ can also be FG balancedish hoping partner will rebid 1NT		
1♦ 1♥ 5+p, 4+♥	2♥ 3-7p, 6cs	3♥ FG, SPL
1♠ 5+p, 4+♠	2♠ 3-7p, 6cs	3♠ FG, SPL
1NT 6-10 NF	2NT 11-12p NF	3NT 13-15 NF
2♣ 10-11p 6+♣ or FG 5+♣	3♣ 9-11p, 4+♦	4♣ FG, SPL
2♦ FG, 4+♦	3♦ 5-8p, 4+♦	4♦
other		
1♥ 1♠ 5+p, 4+♥	2♥ 5-9p 3+♥	3♦ 10-12p, 6+♦
1NT (5)6-11(12) NF	2♠ 7-9 4+♥ + a shortage	3♥ 0-5p 4+♥
2♣ 3+♥ INV or FG 5+♣*	2NT FG, 4+♥	3♠ FG SPL
2♦ FG 5+♦	3♣ 10-12p, 6+♣	3NT 5+♥, one def trick
other * can also be FG with bal hand without 4+♠		
1♠ 1NT (5)6-11(12) NF	2♠ 5-9 3+♠	3♥ 10-12p, 6+♥
2♣ 3+♠ INV or FG 5+♣*	2NT FG, 4+♠	3♠ 0-5p 4+♠
2♦ FG 5+♦	3♣ 10-12p, 6+♣	3NT 5+♠, one def trick
2♥ FG 5+♥	3♦ 10-12p, 6+♦	4♣ FG, SPL
other * can also be FG with bal hand		
1NT 3♣ 5+5+ minors NF	3♠ 31M, both minors, FG	4♦ 6+♠, TFR
3♦ 5+5+ minors FG	3NT to play	4♥ to play
3♥ 13M, both minors, FG	4♣ 6+♥, TFR	4♠ to play
other		
2♣ 2♦ Waiting	2NT ♠KQxxx or better	3♥ 7+♠, worse than KQ
2♥ 1.5 QT, no good 5cs	3♣ ♦KQxxxx or better	3♠ 7+♥, worse than KQ
2♠ ♥KQxxx or better	3♦ ♣KQxxxx or better	3NT 5+5+M, no good suit
other		
2♦ 2♥ P/C	3♣ NNF	3♠ P/C
2♠ P/C	3♦ NNF	3NT to play
2NT Ask for range/suit	3♥ P/C	4♣ please TFR to suit
other 4♦ - please bid your suit		

Notes

2♥ 2♠ F1, 5+♠	3♦ F1, 5+♦	3NT to play
2NT ask for shortage	3♥ mild invitation	4♣ FG, SPL
3♣ F1, 5+♣	3♠ FG, SPL	4♥ to play
other		
2♠ 2NT ask for shortage	3♥ F1, 5+♥	4♣ FG, SPL
3♣ F1, 5+♣	3♠ mild invitation	4♥ FG, SPL
3♦ F1, 5+♦	3NT to play	4♠ to play
other		
2NT 3♣ ask for 4/5 card major	3♠ FG, both minors	4♦ 6+♠, slam interest
3♦ TRF ♥	3NT to play	4♥ 6+♣, slam interest
3♥ TRF ♠	4♣ 6+♥, slam interest	4♠ 6+♦, slam interest
other		

## 9. CONVENTIONS

**Unusual NT:** 5+5+ lower unbid suits, weak or strong

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: (after 1♣) 2♣ puppet to play or INV, 2♦+ TRF

**Defence to 3NT opening**

**Defence to Opening Twos** 2NT 16-18, T/O X with Lebensohl

Multi 2♦ X T/O of ♠, 2♥ T/O of ♥

RCO style 2-s X values

Other 2-s

**Defence** 1♣ : X - ♣+♥, 1NT - ♦+♠, 2♦+ - one-suited, other lower of touching suits

to

**strong** 2♣ : 2NT - 2-suited hand

♣

**Over 1NT Interference** System on after 2♣ or non-pen X. Otherwise Rubensohl

**Lebensohl - other uses**

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES