

## 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive, 5-8p
Jump raises - Majors	Pre-emptive, 4+M, 0-5p
Jump shifts after minor opening	1♣:2♦ - 10-12p 6+♣ or 6+♦; 1♦:3♣ 4+♦, inv; 2M - 3-7p 6M
Jump shifts after Major opening	1♥:2♠ 3-7p; other 10-12p, 6cs inv
Responses to strong 2 suit open.	2♥ 1.5 QT no good suit; 2♠, 2N - 5♥, 5♠; 3♣, 3♦ - 6♦, 6♣; else 2♦
Responses to 2NT opening	3♣ 4+♥; 3♦ 43-M; 3♥ 3-2-M; 3♠ 2-3M; 3N 33M; 4♣ 33M slam int

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	U/lead except AK. K for count	K for unblock of hon; else count
Four or more with an honour	4th highest	
From 4 small	Generally 2nd highest	
From 3 cards (no honour)	Generally MUD	
In partner's suit	If supported, odd shows Hxx+...	...if not supported, standard lead
<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>	First signal in defence may be attitude to own or partner's opening lead (odd enc)	
Spot leads in middle game: odd = like, even = dislike		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b> 4-level suit above the agreed suit is RKCB; Minorwood can apply			
Cue Bids <input checked="" type="checkbox"/>	First or second round controls		
Asking Bids <input checked="" type="checkbox"/>	After RKCB; for TQ & Ks. When exact shape known, Cp & specific hon		

## 7. OTHER CONVENTIONS

Lebensohl in response to X of a 2-level bid	Flannery - 2♦ 11-14(15) 45+M
Rubensohl after interference over 1NT	
Good/bad 2NT	
Support doubles and redoubles	
Leaping and non-leaping Michaels	

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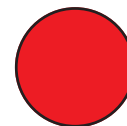
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	156280	Richard Douglas
& Names:	163260	Bob Sebesfi
Basic System:	Unbalanced Red. 2-over-1 style; trf resp to 1♣; 1♦/1♥ (& 1♠ usually) unbal	
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

1♣ 11+p, 2+♣, if bal may include any 5cs	1♥ 11+p, 5+♥, unbalanced
1♦ 11+p, unbalanced, 5+♦ unless 4-4-4-1	1♠ 11+p, 5+♠, unbal unless min 5♠332
1NT (14)15-17p; (15)16-18p in 3/4 seat <span style="float: right;">may contain 5 card Major <input checked="" type="checkbox"/></span>	

1NT Responses 2♣ inv with 4M or to play in ♣, ♦, or ♥	
2♦ FG, relay	2♠ Range enquiry or 6+♣
2♥ 5+♠, trf	2NT 5♥5m inv
other 3♣ 55m NF; 3♦ 55m FG; 3♥ 13(54) FG; 3♠ 31(54) FG	

2♣ (19)20-21, (23)24-25 balancedish or 9 PT♠ or any GF. Bal options 1p stronger 3/4
2♦ 11-14(15)p 45+M
2♥ Vul, or NV vs NV in 2nd seat, 7-10p, 6+♥. Otherwise 4-10p, 5+♥;
2♠ Vul, or NV vs NV in 2nd seat, 7-10p, 6+♠. Otherwise 4-10p, 5+♠;
2NT (21)22-23p balancedish (22)23-24p 3/4 3NT 4-level minor pre-empt
other 4♣, 4♦ similar but stronger hands than 4♥, 4♠ openings

## 2. PRE-ALERTS

Some responses to 1♣ are transfers	1N:2♣ is not Stayman
Some rebids after 1♦:1M and 1♥:1♠ trf	1N:2♦ is not a transfer
Frequent transfers after interference	Carding: odd is enc, odd no. or high suit pref

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥	Jump overcalls	Weak in context
Responsive doubles through 4♥	Unusual NT	55 lower unbid suits
1NT overcall - immediate 15-18p bal, stopper	Immediate cue of minor	55 M, weak or strong
1NT overcall - re-opening 11-14p bal	Immediate cue of Major	55 OM+minor
Over weak twos X T/O, leaping Michaels	Over opening threes X T/O, non-leaping Michaels	
Over opponent's 1NT X values; 2♣ - ♥ + another (next bid shows 5+); 2♦ ♠ + another (next bid shows 5+); 2M one-suited; 2N strong 2-suiter (5-5)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+p, 4+♥ 1♥ 5+p, 4+♠ 1♠ 5-10p no M or FG 5+♦*	2♦ 10-12p, 6+♣ or 6+♦ 2♥ 3-7p, 6♥ 2♠ 3-7p, 6♠ 2NT 13-15p or 19+p, bal 2♣ FG, 5+♣ 3♣ 5-8p, 5+♣	3♦ 3-7p, 7♦ 3♥ 3-7p, 7♥ 3♠ 3-7p, 7♠ 3NT 16-18p 4♣ not used
other *1♣:1♠ can also be an unlimited attempt to get partner to play in NT if he is bal		
1♦ 1♥ 5+p, 4+♥ 1♠ 5+p, 4+♠ 1NT 6-10p, NF 2♣ 10-12p 6+♣ or FG 5+♣ 2♦ FG, 4+♦	2♥ 3-7p, 6cs 2♠ 3-7p, 6cs 2NT 11-12p, NF 2♣ 9-11(12)p, 4+♦ 3♦ 5-8p 4+cs	3♥ FG, splinter 3♠ FG, splinter 3NT 13-15p, NF 4♣ FG, splinter 4♦ not used
other		
1♥ 1♠ 5+p, 5+♠ 1NT (5)6-11(12)p, F1 2♣ Inv, 3+♥; or FG, 5+♣* 2♦ FG, 5+♦	2♥ 5-9p, 3+♥ 2♠ 3-7p, 6♠ 2NT FG, 4+♥ 3♣ 10-12p, 6+♣	3♦ 10-12p, 6+♦ 3♥ 0-5p, 4+♥ 3♠ 12-14p, 4+♥, some \$ 3NT 10-12p, 4+♥, \$♣ 4m 10-12p, 4+♥, \$m
other *1♥:2♣ can also be FG with bal hand.		
1♠ 1NT (5)6-11(12)p NF 2♣ Inv, 3+♠; or FG, 5+♣* 2♦ FG, 5+♦ 2♥ FG, 5+♥	2♠ 5-9p 3+♠ 2NT FG, 4+♠ 3♣ 10-12p, 6+♣ 3♦ 10-12p, 6+♦	3♥ 10-12p, 6+♥ 3♠ 0-5p, 4+♠ 3NT 12-14p, 4+♠, some \$ 4♣ 10-12p, 4+♠, \$♣ 4R 10-12p, 4+♠, \$R
other *1♠:2♣ can also be FG with bal hand		
1NT 3♣ NF, 55m 3♦ FG, 55m 3♥ FG, 13M, both minors	3♠ FG, 31M, both minors 3NT NNF 4♣ FG, 6+♥, tfr	4♦ FG, 6+♠, tfr 4♥ NNF 4♠ NNF
other		
2♣ 2♦ Waiting 2♥ 1.5 QT, no good suit 2♠ ♥KQxxx or better	2NT ♠KQxxx or better 3♣ ♦KQxxxx or better 3♦ ♣KQxxxx or better	3♥ 7+♠, worse than KQ 3♠ 7+♥, worse than KQ 3NT 5+5+M, no good suit
other		
2♦ 2♥ NNF 2♠ NNF 2NT FG, relay	3♣ NNF 3♦ INV 3♥ INV	3♠ INV 3NT NNF 4♣ FG, sets suit
other 4♦ - FG, sets suit		

Notes

2♥ 2♠ F1, 5+cs 2NT F1, shortage ask* 3♣ F1, 5+cs	3♦ F1, 5+cs 3♥ inv with ♠ vals 3♠ FG, splinter	3NT NNF 4♣ FG, spl 4♥ NNF
other * when NV in 1/3 seat or fav 2nd seat, step resp (5♥ min, max, 6♥ min, max)		
2♠ 2NT F1, shortage ask* 3♣ F1, 5+cs 3♦ F1, 5+cs	3♥ F1, 5+cs 3♠ pre-emptive 3NT NNF	4♣ FG, splinter 4♥ FG, splinter 4♠ NNF
other * when NV in 1/3 seat or fav 2nd seat, step resp (5♠ min, max, 6♠ min, max)		
2NT 3♣ FG, 4+♥ 3♦ FG, 4+♠, 0-3♥ 3♥ FG, 0-2♥, 0-3♠	3♠ FG, 3♥, 0-2♠ 3NT 33M, NF 4♣ 33M, slam interest	4♦ 6+♥, trf 4♥ 6+♠, trf 4♠ 55m, slam interest
other 4N - 55m, NF		

## 9. CONVENTIONS

**Unusual NT:** Lower unbid suits

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

**NT Checkback**  Priorities: (after 1♣) 2♣ puppet to play or inv, 2♦+ trf to play or FG

**Defence to 3NT opening**

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

Multi 2♦ X T/O of ♠, 2♥ T/O of ♥

RCO style 2-s X values, next X T/O

Other 2-s

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

to

**strong** 2♣: 2NT 2-suiter

♣

**Over 1NT Interference** System on over non-pen X and some 2m. Otherwise Rubensohl

**Lebensohl - other uses** Responding to a T/O X when a 2-level bid is required

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

2-over-1 is FG except: 2♣ then 3♣ after 1♦; and 2♣ then 2M rebid after 1M