

4. BASIC RESPONSES

Jump raises - minors	Over 1♣ 2254 or 1174, FG. Over 1♦, pre-emptive, (6) 7cs
Jump raises - Majors	Pre-emptive, 5+♥ or 4+♠ respectively
Jump shifts after minor opening	1♣:2♦,2♥,2♠ - FG,5+♣, 45+m, 5+5+m. 1♦:2M weak, 3♣ 6cs10-12
Jump shifts after Major opening	1♥: 2♠ lim raise with \$, 2NT inv, 3♣ 10-12 55m, 3♦ lim raise no \$
Responses to strong 2 suit open.	1♠: 2NT lim raise with \$, 3m 10-12 5-5 ♥+m, 3♥ lim raise no \$
Responses to 2NT opening	3♦ forcing, 3N to play, other P/C

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	U/lead except AK. K for count	K for unblock; else count
Four or more with an honour	4th highest	
From 4 small	Generally 2/4	
From 3 cards (no honour)	Generally MUD	
In partner's suit	odd shows honour if supported	
Discards	odd encourage	
Count	odd/even = odd/even number	
Signal on partner's lead:	odd encourage	
Signal on declarer's lead:	count, sometimes suit preference, sometimes Vinje (odd=1 odd suit)	
Notes	First signal in defence often attitude to own/partner's lead (odd = like). Spot leads in middle game: odd = like. Overlead in partner's suit	

6. SLAM CONVENTIONS

4♣ Gerber ☐

4NT: Blackwood <input type="checkbox"/>	RKCB	1430	Normally used only in competitive auctions
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>	In competition	

7. OTHER CONVENTIONS

Lebensohl in response to X of a 2-level bid	
Rubensohl after interference over 1NT	
Rubens transfers after our overcalls	

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AUSTRALIAN BRIDGE
FEDERATION INC.

STANDARD SYSTEM CARD



ABF Nos.	156280	Richard Douglas
& Names:	163202	Bob Sebesfi
Basic System:	Strong club with relays	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canapé <input type="checkbox"/>
1♣ 16+p any shape	1♥ (10)11-15p 4+♥, unbal, could be canapé	
1♦ (10)11-15p, if unbal denies 6♣, 5♠, 4♥	1♠ (10)11-15p, 5+♠	
1NT 15-17 4th or vul in 3rd, else 10-12 NV, 14-16 vul	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Strong NT, artif invit+ with 4+M OR weak T/O ♣ ♦ ♥; wk NT, Staym 2♦ Strong NT FG, relay; weak NT 5+♥ tfr 2♠ Range probe initially 2♥ tfr, 5+♠ 2NT Strong NT, 5-5m; weak NT 6+♦ (Dbl) P tfr to xx; xx 1 suit, 2♣ ♣+M other		

2♣	(10)11-15p 6+♣ could have 4 ♠ otherwise single-suited
2♦	Weak 2♥ or weak 55 ♠&♣ or Acoll 2♦. NF
2♥	Weak 2♠ or weak 55m or Acoll 2♥ NF
2♠	Pre-empt in ♣ or weak 55 ♥♦ or Acoll 2♠ or ♣AKQxxxx + outside A or K
2NT	Weak 55 ♥♣ or ♦♠
	3NT 4-level pre-empt in a minor
other	3♣, 3♦, 3♥ tfr pre-empt or strong tfr AKQxxxx + A or K; 3♠ ♠AKQxxxx, nothing else

2. PRE-ALERTS

1♥ & higher resp to 1♣ art shape-showing	Opening twos are multiway pre-empts
1♦ may be short (2cs or even 4315)	Frequent transfers in competitive auctions

3. COMPETITIVE BIDS / OVERCALLS

Jump overcalls	Weak in context	Unusual NT	5-5 lowest unbid suits
1NT overcall: (immediate)	15-18	(re-opening)	12-15
Immediate cue: (minor)	5-5M	(Major)	5-5OM +m
Over: Weak Twos X T/O, leaping Michaels Opening Threes X T/O, non-leaping Michaels			
Opponent's 1NT X values; 2♠ - ♥+ another (next suit is 5+); 2♦ - ! + another (next suit is 5+)			
2M one-suited; 2N strong 2-suiter			
Doubles		Negative DBL thru	4♥
		Responsive DBL thru	4♥

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7(8)p	2♦ 8+p, 5+♣ 1-suited	3♦ 8+p, 3154
1♥ 8+p, 4+S	2♥ 8+p, 45+ minors	3♥ 8+p, 2164
1♠ 8(9)+p bal or R 2-suiter	2♠ 8+p, 5+5+ minors	3♠ 8+p, 2074
1NT 8+p, 4+♥ unbal not 4♠	2NT 8+p, 5+4m, \$♠	3NT 8+p, 3064
2♣ 8+p, 5+♣ or 3-suit \$M	3♣ 8+p, 2254 or 1165	4♣ 8+p, 3064 4 Cp, 9+Sp
other		
1♦ 1♥ F1 relay; poss wk & nat	2♥ weak, 6cs	3♥ Not used
1♠ 4+♠, semi-forcing	2♠ weak, 6cs	3♠ Not used
1NT NNF, no major	2NT ~12p, natural inv	3NT Not used
2♣ NNF	3♣ 10-12p, 6cs	4♣ Not used
2♦ 45M, up to inv strgth	3♦ weak, 6cs	4♦ Not used
other		
1♥ 1♠ F1:4+♠ or FG any	2♥ Std raise normally 4+♥	3♦ lim raise, no \$
1NT up to 12p, NNF	2♠ lim raise with some \$	3♥ weak raise usually 5+♥
2♣ 3 cd raise with some \$	2NT nat inv	3♠ 11-12p, 5+h some \$
2♦ NNF	3♣ 10-12p, 55m	3NT 9-10p, 5+h \$♠
other		
1♠ 1NT up to 12p, NNF	2♠ Std raise	3♥ lim raise, no \$
2♣ FG, relay	2NT lim raise with some \$	3♠ weak raise, 4+♠
2♦ NNF	3♣ 10-12p, 5-5 ♥ & ♣	3NT 11-12p, 4+♠ some \$
2♥ NNF	3♦ 10-12p, 5-5 ♥ & ♦	4♣ 9-10p, 4+♠ \$♣
other		
1NT 3♣ S:Inv 55 ♥♣; W 55m N	3♠ FG, 31(54), no slam int	4♦ 6+♠
3♦ S:Inv 55 ♥♦; W 55m F	3NT to play	4♥ to play
3♥ FG, 13(54), no slam int	4♣ 6+♥	4♠ to play
other		
2♣ 2♦ FG, enquiry	2NT Wk raise OR FG 55	3♥ Spl
2♥ NNF	3♣ Constructive raise	3♠ Spl
2♠ NNF	3♦ Spl	3NT NNF
other		
2♦ 2♥ P/C	3♣ P/C	3♠ P/C
2♠ P/C	3♦ P/C	3NT to play
2NT Strong enquiry	3♥ P/C	4♣ P/C
other		

Notes

2♥ 2♠ P/C	3♦ P/C	3NT to play
2NT Strong enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥ P/C
other		
2♠ 2NT strong enquiry	3♥ P/C	4♣ P/C
3♣ P/C	3♠ P/C	4♥
3♦ P/C	3NT to play	4♠
other		
2NT 3♣ P/C	3♠ P/C	4♦ P/C
3♦ strong enquiry	3NT to play	4♥ P/C
3♥ P/C	4♣ P/C	4♠ P/C
other		

9. CONVENTIONS

Unusual NT: 55 lower unbid suits

4th Suit Forcing

One round ☐

Game force ☐

NT Checkback

☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos

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♣) : x ♣+♥, 2NT ♦+♠, 3♦+ one-suited, other lower of 2 touching suits

1♣ / 2♣

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