

## 4. BASIC RESPONSES

Jump raises - minors	Mixed when Vul, PRE when NV
Jump raises - Majors	PRE
Jump shifts after minor opening	ART over 1♣ (see inside) / NAT INV over 1♦ (non-comp.)
Jump shifts after Major opening	NAT INV without competition
Responses to strong 2 suit open.	2♦ waiting, light positives OK
Responses to 2NT opening	3♣=puppet, 3♦/3♥=xfer, 3♠=♣+♦, 4X=double xfer slam try

## 5. PLAY CONVENTIONS

<u>Show priorities</u>		Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b>	Sequences:	Top of sequence (see note)	K=Strong, Q/J/10/9=Underlead
	Four or more with an honour	1st/3rd fr. Even, Low fr. Odd	Attitude (lowest)
	From 4 small	3rd	Affordable high spot card*
	From 3 cards (no honour)	3rd	Affordable high spot card
	In partner's suit	1st/3rd	May lead low if unsupported
<b>Discards</b>		Low Encourage	High Discourage
<b>Count</b>		Low Even	High Odd
<b>Signal</b>	on partner's lead:	Attitude (see note)	Attitude (except on K lead)
<b>Signal</b>	on declarer's lead:	Count/Suit pref	Standard Smith vs NT (High=Encourage 1st suit)
<b>Notes</b>	Vs 4M Preempt, or any 5 level or higher contract, A=Ask Attitude, K=Ask Count		
*May lead low from five small against NT			

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430	4♠ is often RKCB for ♥, ♦ or ♣
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/>	1st/2nd round controls

## 7. OTHER CONVENTIONS

XYZ	
Inverted minors	

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AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	782750	GeO Tislevoll
& Names:	762571	Nick Jacob
Basic System:	Strong 1NT, 5 card Majors	
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, min.length, or specific meaning Canapé

1♣ 10+ HCP 2+♣	1♥ 10+ HCP 5+♥
1♦ 10+ HCP 4+♦	1♠ 10+ HCP 5+♠
1NT 15-17 may be slightly offshape, may be 14 with 5+ suit	may contain 5 card Major <input checked="" type="checkbox"/>

### 1NT Responses 2♣ Stayman

2♦ 5+♥	2♠ NT Invite or 6+♣
2♥ 5+♠	2NT ♣+♦ weak or 6+♦
(Dbl) if PEN, XX=♣ / if ART, XX=Values	other 3♣ puppet

2♣	GF or (21)22+ NT	
2♦	Weak one Major (5 card OK at NV)	
2♥	6♥ (7)8-10	
2♠	6♠ (7)8-10	
2NT	(19)20-21 NT	3NT Good 3m PRE (depends on VUL)
other		

## 2. PRE-ALERTS

Transfer responses to 1♣	Lots of transfers in competition
2♣ response to 1M is wide-range and ART	Underlead touching honours vs NT
2♦ opening is weak with one Major	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support after Major response and below 2M, Game Try	Negative DBL thru	4M
after 8+ Major agreement, otherwise often Takeout	Responsive DBL thru	4M
Jump overcalls Weak (excl. balancing or vs PRE)	Unusual NT	LUBS vs 3+ / ♣+♦ vs 2+m
1NT overcall: (immediate)	15-17(18)	(re-opening) 15-17(18)
Immediate cue: (minor)	5+♠ 5+♥	(Major) 5+ other Major 5+ minor
<b>Over:</b> Weak Twos	Leaping Michaels	Opening Threes Non-leaping Michaels
Opponent's transfers	vs Weak NT: X = Values / vs Strong NT: X = T/O of their suit	
Opponent's 1NT	As unpassed hand: X=Penalties 2♣=♠+♥	
As Passed Hand: X=♣+another	2♣=♠+♥	2♦=♦+M

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ Weak 6M	3♦ NAT PRE
1♥ 4+♠	2♥ INV 6+♣ or ♣+♦	3♥ NAT PRE
1♠ <11 no M OR ♦ GF	2♠ INV 6+♦	3♠ NAT PRE
1NT 10-12 NT INV	2NT GF NT no 5m or 4M	3NT To play
2♣ 5+♣ GF	3♣ Weak NV, bit more V	4♣ Big PRE
other		
1♦ 1♥ 4+♥	2♥ NAT INV	3♥ SPL
1♠ 4+♠	2♠ NAT INV	3♠ SPL
1NT 5-10 No 4M	2NT NAT INV	3NT To play
2♣ (4)5+♣ GF	3♣ NAT INV	4♣ SPL
2♦ 4+♦ INV+	3♦ Weak NV, bit more V	4♦ Big PRE
other		
1♥ 1♠ 4+♠	2♥ 3(4)♥ weak	3♦ NAT INV
1NT 5-11(12) no 4♣ / 3♥	2♠ NAT INV	3♥ 4+♥ weak
2♣ Multi-way (see 10.)	2NT 4+♥ GF	3♠ Any SPL (see 10.)
2♦ 5+♦ GF	3♣ NAT INV	3NT 4+♥ Void ♠
other		
1♠ 1NT 5-11(12) no 3♠	2♠ 3(4)♠ weak	3♥ NAT INV
2♣ Multi-way (see 10.)	2NT 4+♠ GF	3♠ 4+♠ weak
2♦ 5+♦ GF	3♣ NAT INV	3NT Any SPL (see 10.)
2♥ 5+♥ GF	3♦ NAT INV	4♣ 4+♠ Void ♣
other		
1NT 3♣ Puppet Stayman	3♠ 6+♠ ST	4♦ 6+♠
3♦ ♣+♦ GF	3NT To play	4♥ To play
3♥ 6+♥ ST	4♣ 6+♥	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥ Natural positive	3♣ Natural positive	3♠
2♠ Natural positive	3♦ Natural positive	3NT
other		
2♦ 2♥ Pass/Correct	3♣ Natural NF	3♠ Natural INV
2♠ Pass/Correct	3♦ Natural NF	3NT To play
2NT Enquiry	3♥ Pass/Correct	4♣ Ask for transfer
other 4♦=Bid your Major 4M=Natural		

Notes

2♥ 2♠ NAT NF Constructive	3♦ NAT NF Constructive	3NT To play
2NT Enquiry	3♥ Obstructive	4♣
3♣ NAT NF Constructive	3♠ NAT INV	4♥
other		
2♠ 2NT Enquiry	3♥ NAT NF Constructive	4♣
3♣ NAT NF Constructive	3♠ Obstructive	4♥
3♦ NAT NF Constructive	3NT To play	4♠
other		
2NT 3♣ Puppet Stayman	3♠ ♣+♦	4♦ 6+♠ ST
3♦ 5+♥	3NT To play	4♥ 6+♠ ST
3♥ 5+♠	4♣ 6+♥ ST	4♠ 6+♦ ST
other		

## 9. CONVENTIONS

**Unusual NT:** LUBS except (1m) 2NT is ♣+♦ when (1m)=2+m or fewer

**4th Suit Forcing** One round ☐ except when XYZ applies ☐ Game force ☒

**NT Checkback** ☐ Priorities: Two-way

**Defence to 3NT opening**

**Defence to Opening Twos** Lebensohl Leap. Michaels (2M) 3M=Ask stop (2m) 3m=♥+♠

Multi 2♦ X=Strong 2NT=15-17(18) 4m=♥+m 3M=Strong-ish

RCO style 2-s

Other 2-s

**Defence** (1♠) : X=♥+♠ 1NT=♣+♦ 1NT by advancer = cue raise

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference** Transfer lebensohl

**Lebensohl - other uses**

**Take out of 4 level pre-empt** 4♣/4♦

4♥

4♠

## 10. OTHER NOTES

1M (P) 2♣:

1. 3+M raise, mixed to invitational

2. Balanced, no 5 card suit, no 4M support, GF

3. 5+♣ GF

1♥ (P) 3♠ and 1♠ (P) 3NT: 4+M, any singleton, minimum GF. Next step asks LMH