

#### 4. BASIC RESPONSES

Jump raises - minors	preemptive, 1D-3C and 1C-2D= 6-9 range
Jump raises - Majors	limit raises
Jump shifts after minor opening	weak
Jump shifts after Major opening	weak
Responses to strong 2 suit open.	2D= negative or waiting, rest are positives
Responses to 2NT opening	Simple stayman, transfers, minor suit stayman

#### 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	xxX	xxX
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1/2 round cue bids

#### 7. OTHER CONVENTIONS

Blackout (lowest of 4SGF or 2NT)	1NT semi forcing
Lebensohl	Jacoby with step responses
Cue raises	Simple drury
2 way checkback	
	Support doubles and redoubles

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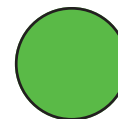
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AUSTRALIAN BRIDGE  
FEDERATION LTD.

#### STANDARD SYSTEM CARD



ABF Nos.  Tony Leibowitz  
& Names:  Gabby Feiler

Basic System: 2/1

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé ☐

1♣ 2+, 11+HCP 1♥ 5+ 11+HCP  
1♦ 4+, 11+HCP 1♠ 5+ 11+HCP

1NT 15-17 ostensibly balanced may contain 5 card Major ☒

1NT Responses 2♣ Simple stayman  
2♦ transfer to H 2♠ range probe or Clubs  
2♥ transfer to S 2NT transfer to D  
(Dbl) other

2♣ Gameforce or 22-24 balanced

2♦ Weak two

2♥ Weak Two

2♠ Weak two

2NT 20-21 ostensibly balanced 3NT Gambling

other

#### 2. PRE-ALERTS

Semi forcing NT

#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support doubles and redoubles (on through 2S) Negative DBL thru 4S  
Responsive DBL thru 4S

Jump overcalls weak Unusual NT lowest unbid 2 suits

1NT overcall: (immediate) 15-18 (re-opening) 11-14

Immediate cue: (minor) Michaels (Major) Michaels

Over: Weak Twos x and lebensohl Opening Threes

Opponent's transfers

Opponent's 1NT x= penalty oriented, 2C=majors, 2D=6 card major, 2H/S- 5 card suit + minor

2NT=minors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP 4+D	2♦ 6-9, 5+ clubs	3♦ Splinter
1♥ 6+HCP, 4+H	2♥ weak	3♥ Splinter
1♠ 6+HCP, 4+S	2♠ weak	3♠ Splinter
1NT 8-10HCP	2NT 11-12 invite	3NT 13-15, bal
2♣ Inverted minors	3♣ preemptive	4♣ preemptive
other		
1♦ 1♥ 6+HCP, 4+H	2♥ weak	3♥ splinter
1♠ 6+HCP, 4+S	2♠ weak	3♠ splinter
1NT 6-10 HCP	2NT 11-12 invite	3NT 13-15 bal
2♣ 2/1 GF	3♣ 6-9, 5+ diamonds	4♣ splinter
2♦ inverted minors	3♦ preemptive	4♦ preemptive
other		
1♥ 1♠ 6+HCP, 4+S	2♥ simple raise	3♦ weak
1NT semi-forcing	2♠ weak	3♥ limit raise
2♣ 2/1 GF	2NT Jacoby	3♠ splinter
2♦ 2/1 GF	3♣ weak	3NT 13-15, 3 card support
other		
1♠ 1NT semi-forcing	2♠ simple raise	3♥ weak
2♣ 2/1 GF	2NT jacobys	3♠ limit
2♦ 2/1 GF	3♣ weak	3NT 13-15, 3 card support
2♥ 2/1 GF	3♦ weak	4♣ splinter
other		
1NT 3♣	3♠ 54 in minors with 3 card	4♦ Texas transfer
3♦	3NT to play	4♥ Texas transfer
3♥ 54 in minors with 3 card	4♣	4♠ to play
other		
2♣ 2♦ neg or waiting	2NT 8-11 bal	3♥
2♥ +ve H	3♣ +ve C	3♠
2♠ +ve S	3♦ +ve D	3NT
other		
2♦ 2♥ forcing F1	3♣ forcing F1	3♠
2♠ forcing F1	3♦ competitive	3NT
2NT shortage enquiry	3♥	4♣
other		

Notes

2♥ 2♠ forcing F1	3♦ forcing F1	3NT to play
2NT shortage enquiry	3♥ competitive	4♣
3♣ forcing F1	3♠	4♥
other		
2♠ 2NT shortage enquiry	3♥ Forcing F1	4♣
3♣ forcing F1	3♠ competitive	4♥
3♦ Forcing F1	3NT to play	4♠
other		
2NT 3♣ puppet stayman	3♠ minor suit stayman	4♦
3♦ transfer to H	3NT to play	4♥
3♥ transfer to S	4♣	4♠
other		

## 9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2 way, 2C forcing 2D, 2D Gameforce

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ first x=12-15 or 19+, second x=t/o, third double=penalty, 2NT=16-18

RCO style 2-s Standard

Other 2-s first x=12-15 or 19+, second x=t/o, third double=penalty

Defence	1C: x majors, 1NT minors
to	
strong	(2♣):
1♣/2♣	

Over 1NT Interference lebensohl

Lebensohl - other uses after competitive sequence @ 2 level and then 2NT

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

## 10. OTHER NOTES

Steps over Inverted minors and Jacoby: (1 major -2NT)

3C= minimum 11-12, 3D=13-15, 3H=16-18, 3S=19+, next step enquires shortage

lowest step (clubs), 2nd step (diamonds), 3rd step (other major)