

## 4. BASIC RESPONSES

Jump raises - minors	Preempt
Jump raises - Majors	Preempt
Jump shifts after minor opening	Mixed raise or Weak M
Jump shifts after Major opening	Modified Bergen
Responses to strong 2 suit open.	Waiting, natural + Kokish
Responses to 2NT opening	4 X = slamesh 2over

## 5. PLAY CONVENTIONS

<u>Show priorities</u>	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead all (A att K count)	5+L overlead all
Four or more with an honour	2nd and 4th	
From 4 small	2 <sup>nd</sup>	
From 3 cards (no honour)	Middle	
In partner's suit	Low from odd	
<b>Discards</b>	Upside down att, then roc	
<b>Count</b>	Upside down	
<b>Signal</b> on partner's lead:	Low encourage	Reverse smith
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	After lead, return original 4th.	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKCB 1430 EKCB at 5l level:0,1,1.5,2	4♣ Gerber <input type="checkbox"/>
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Direct bid of 4NT (no suit) = reg blackwood	
5NT GSF (AK,AQ,KQ)	

## 7. OTHER CONVENTIONS

1♣(1NT)	
Drury 2♣ = 3(4) card support	
Leaping Non Leaping Michaels	

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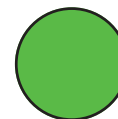
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos. 265195 Tony Leibowitz  
& Names: 175382 Rob Fruewirth

Basic System:

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ 2+, 10-14 or 18-19 pts	1♥ 5+, 10-21 pts
1♦ 4+, 10-21 Unbalanced	1♠ 5+, 10-21 pts
1NT (14)15-17	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman

2♦ Transfer to ♥'s	2♠ Range probe or ♣'s
2♥ Transfer to ♠'s	2NT Transfer to ♦'s
(Dbl)	other

2♣ 20-21 or any Game Force

2♦ 5-9 6 cd Maj

2♥ 4♠'s 5(6)♥'s 11-15

2♠ 5♠/4+m 5-10

2NT 22 - 23

3NT Gambling (1st & 2nd) To play 3rd & 4th

other

## 2. PRE-ALERTS

Transfer Responses to 1♣ Opening 2's

2♥ Flannery opening

Light openings 1st seat fav.

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles & Redoubles

Negative DBL thru 4♥

CTP doubles

Responsive DBL thru 4♥

Jump overcalls NV - weak,

V-intermediate

Unusual NT

Lower 2 unbid suits

1NT overcall: (immediate) 15-18

(re-opening) 11-15

Immediate cue: (minor) 5/5 Majors

(Major) 5M + 5 minor

**Over:** Weak Twos 2NT = 15-18, T/O with L<sub>5</sub> Opening Threes

Opponent's transfers X = suit bid, bid of their suit = t/o

Opponent's 1NT X = values, 2♣=Majors, 2♦=1M,

2M = 5M+4+ minor

X by-passed hand = 4M, long minor

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4♥ 5+pts	2♦ 0-6 6cd Major	3♦ preemptive ♦'s
1♥ 4♠ 5+ pts	2♥ 6♥, 7-9	3♥ preemptive ♥'s
1♠ 5-9 or ♦'s GF	2♠ 6♠, 7-9	3♠ preemptive ♠'s
1NT 10-12, no M	2NT 13-14 bal	3NT 15+ balanced
2♣ 11+ 5+ ♣'s	3♣ 3-7 pts 5+ ♣	4♣ Weak, NAT
other		
1♦ 1♥ 5+ pts 4♥	2♥ 6♥, 3-7 pts	3♥ preemptive 7♥'s
1♠ 5+ pts 4♠	2♠ 6♠ 3-7 pts	3♠ singleton GF raise
1NT 6-11	2NT 12-13 bal	3NT 14-17 bal
2♣ ♣'s or limit+ ♦	3♣ 6♣ invitational	4♣ singleton GF Raise
2♦ 6-10 4+♦	3♦ 3-7 pts, weak	4♦ Weak, NAT
other 4♥ = singleton GF raise		
1♥ 1♠ 5+♠ 5+ pts	2♥ 6-9 pts, 3/4 ♥	3♦ 10-12, 3 card Raise
1NT 6-10/11 pts	2♠ 6♠, 3-7 pts	3♥ 4-5 pts, 4+ ♥
2♣ 3+ ♣, GF	2NT GF, 4+ Raise(3♣=min)	3♠ singleton GF raise
2♦ (4)5+♦ GF	3♣ 7-11, 4 card Raise	3NT balanced 3cd 13-15
other 4♣/♦ = singleton GF Raise		
1♠ 1NT 6-10/11 pts	2♠ 6-9 pts 3/4 ♠	3♥ preemptive 7♥'s
2♣ 2+♣, GF	2NT GF 4+ Raise(3♣=min)	3♠ 0-5 pts, 4+ card raise
2♦ (4) 5+♦ GF	3♣ 7-12, 4 card Raise	3NT balanced 3cd 13-15
2♥ 5+♥ GF	3♦ 10-12 pts, 3 card raise	4♣ singleton GF raise
other 4♦/♥ - singleton GF raise		
1NT 3♣ Puppet	3♠ Short ♠'s 3♥	4♦ ♠'s slam interest
3♦ Minors GF	3NT To play	4♥ ♣'s; slam interest
3♥ Short ♥'s 3♠	4♣ ♥'s slam interest	4♠ ♦'s slam interest
other 1N -4L, 4L+1=RKC		
2♣ 2♦ Waiting, Kokish	2NT	3♥ 6+ suit - one loser
2♥ NF opp 20-21 bal	3♣	3♠ 6+ suit - one loser
2♠ NF opp 20-21 bal	3♦	3NT
other System on after 2NT response by opener		
2♦ 2♥ To play	3♣ Nat (F V, NF NV)	3♠ Inv
2♠ To play	3♦ Nat F (new suit = short)	3NT To play
2NT Enquiry	3♥ Inv	4♣
other (After enq, 3♣=max ♥, 3♦=max ♠)		

Notes

2♥ 2♠ NAT F1	3♦ NAT F1	3NT To play
2NT Shortage ask	3♥ To play	4♣ Splinter
3♣ NAT F1	3♠ Splinter	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣ P/C
3♣ P/C	3♠ To play	4♥
3♦ To play	3NT To play	4♠
other		
2NT 3♣ Stayman	3♠ mss	4♦ ♠ slam interest
3♦ Transfer ♥	3NT	4♥ ♣ slam interest
3♥ Transfer ♠	4♣ ♥ slam interest	4♠ ♦ slam interest
other 4L+1=RKC on implied suit		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  F to 1L

Game force

**NT Checkback**  Priorities: XYZ

**Defence to 3NT opening**

**Defence to Opening Twos** X = t/o, 2NT 15-18

Multi 2♦ X = values, 2nd X = t/o, 3rd X = Pen, 2NT 15-1

RCO style 2-s

Other 2-s

**Defence** X = Majors 1NT = minors

to

**strong** (2♣):

1♣/2♣

**Over 1NT Interference** lebensohl, XX = long minor, X = values

**Lebensohl - other uses** Response to X of weak 2 opening

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

4♥ X = t/o

4♠ X = values, 4NT = 2 pts

## 10. OTHER NOTES

1M (any) 2NT = 4cd support limit+; 1 lvl cue = 3cd support limit+; 2 lvl cue = 4+ GF raise

1 minor (1NT) 2 other minor = >10 HCP 4+/4+ Majors