

## 4. BASIC RESPONSES

Jump raises - minors	1♦ - 2♦ (4)5+♦ F1; 1♦ - 3♦ To Play
Jump raises - Majors	Preemptive
Jump shifts after minor opening	1♦ - 2M is 5♠, 4+♥ (NF, INV), 1♦-3♣=Both m NF
Jump shifts after Major opening	Nat, To play weak
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣=Stayman, 3♦/3♥=Trf, 3♠=Both minors, 4m=6+M Slam try

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead (1)	Overlead (2)
Four or more with an honour	3rd/low	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top or 2nd
In partner's suit	3rd (can lead top if supported)	Low from xxx if unsupported
<b>Discards</b>	Low encourage (3)	Low Encourage (3)
<b>Count</b>	Reverse Count (3)	Reverse Count (3)
<b>Signal</b> on partner's lead:	Reverse Attitude (3)	Reverse Attitude (3)
<b>Signal</b> on declarer's lead:	Reverse Count (3)	(3) Rev Smith vs. 3NT/4NT, else SP
<b>Notes</b> (1) A att , K count 5+ level or versus a 6+ suit		
(2) May underlead for unblock e.g. Q from KQ109x		
(3) Reverse Original Count, SP in trumps, lots of various exceptions, please ask		

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input type="checkbox"/>

## 7. OTHER CONVENTIONS

Relay over 1♣ and 1M Openings	
4th suit F	
Some low level transfers in competition	

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AUSTRALIAN BRIDGE  
FEDERATION LTD.

## STANDARD SYSTEM CARD



ABF Nos.	561789	Sartaj Hans
& Names:	615285	Andy Hung
Basic System:	Morgan Club (Precision)	
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

1♣ (usu) 16+, ART	1♥ 5+, 10-15
1♦ 2+, 10-15 (Rarely stiff ♦A/K)	1♠ 5+, 10-15
1NT 14-16 in 1/2; 15-17 in 3/4	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman	
2♦ Hearts	2♠ Range Probe or Clubs
2♥ Spades	2NT Ask 5cM (1444 or 4414 possible)
(Dbl) Ignore the double	other 3♣=♦'s

2♣ 6+Clubs, 10-15	
2♦ 0/1 Diamond, 10-15, 4414, 4405, 4315 or 3415 shapes	
2♥ Weak, depends on vulnerability and position	
2♠ Weak, depends on vulnerability and position	
2NT Does not exist (Rarely 20-21 Bal)	3NT DNE in 1/2; To play in 3/4
other	

## 2. PRE-ALERTS

Light action. HCP are only a guide	1M 1NT=Art GF Relay except 1st Fav
Dealer favourable, weak 2 = 0-6, usu 5M	1M 2♣=Art (7)8-11 no fit except 1st Fav
Aggressive 1st seat favourable	1M Pass = Up to 7/8 HCP poss except 1Fav

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles 1♣ (1x/2x) X = Usu 6-7 any or awkward 8+ hands	Negative DBL thru 4S
	Responsive DBL thru 4S
Jump overcalls Weak NV and Intermediate Vul	Unusual NT Lowest 2 Unbid suits
1NT overcall: (immediate) 15-18	(re-opening) 14-16
Immediate cue: (minor) Both Majors	(Major) Other Major + ♣
<b>Over:</b> Weak Twos Leb, 4m=Leaping Michaels Opening Threes X = T/O	
Opponent's transfers	
Opponent's 1NT X=Penalty, 2♣=Majors, 2♦=1 Major, 2M=5+M 4+minor, 2NT=minors	
Vs. weak NT: 2NT=4♥ 6+m, 3m=4♠6+m	

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 usually, any	2♦ 12+, BAL no 5M	3♦ 3325, GF
1♥ 4+♠, GF, canape poss	2♥ 3 suited, short M, GF	3♥ 3316, GF
1♠ 4+♥, GF, canape poss	2♠ 5+♣, 0-2♠, GF	3♠ (32)17, GF
1NT 4+♦, GF no Major	2NT 5+♣, 0-2♥, GF	3NT 3307, GF
2♣ 8-11 usu, BAL no 5M	3♣ 3226 or 2227, GF	4♣ 3307, 9(8)+QP
other		
1♦ 1♥ natural	2♥ 5♠, 4+♥, NF	3♥ SPL, with both m
1♠ natural	2♠ 5♠, 4♥, INV	3♠ SPL, with both m
1NT natural, upto 11	2NT INV, about 12 hcp	3NT To Play
2♣ (3)4+♣, F1	3♣ C+D, NF	4♣ To Play
2♦ 5+♦, F1	3♦ To Play	4♦ To Play
other		
1♥ 1♠ natural	2♥ Weak raise **	3♦ Nat, less than GF
1NT GFR (0-12 @ 1st Fav)	2♠ Nat invite	3♥ invite
2♣ Art, (7)8-11 **	2NT INV+ raise in H	3♠ Any SPL 11-13ish
2♦ 8-10 Raise **	3♣ Nat, less than GF	3NT ♠ void
other		
1♠ 1NT GFR (0-12 @ 1st Fav)	2♠ Weak raise **	3♥ Nat, less than GF
2♣ Art, (7)8-11 **	2NT INV+ raise in S	3♠ preemptive
2♦ 5+♥ **	3♣ Nat, less than GF	3NT Any SPL 11-13 issh
2♥ 8-10 Raise **	3♦ Nat, less than GF	4♣ ♣ void
other		
1NT 3♣ ♦'s	3♠ SPL	4♦ spades
3♦ minors, GF	3NT	4♥ nat
3♥ SPL, 3-4 ♠'s	4♣ hearts	4♠ nat
other		
2♣ 2♦ ART, asking	2NT Nat, INV	3♥ 6+♥, GF
2♥ Nat, F1	3♣ natural	3♠ 6+♠, GF
2♠ Nat, F1	3♦ 6+♦, GF	3NT To Play
other		
2♦ 2♥ To Play	3♣ To Play	3♠ To Play
2♠ To Play	3♦ 4/4MM invite	3NT To Play
2NT Asking	3♥ To Play	4♣
other		

**Notes** \*\* 1st Fav: 1M - 1NT = Nat 0-12, 1M-2♣ = 2+♣ "GF" (unless OPN rebids

2♦=Art Sub min then RES can pass or rebid 2M as NF)

\*\* 1st Fav: 1M - 2♦ = Nat GF, 1♠ - 2♥ = Nat GF, 1M-2M = 8-10 raise

2♥ 2♠ F1 (except 1st fav)	3♦ F1 (except 1st fav)	3NT To Play
2NT Asking	3♥ To Play	4♣ Art, Slam Try
3♣ F1 (except 1st fav)	3♠ GF	4♥ To Play
other		
2♠ 2NT Asking	3♥ F1 (except 1st fav)	4♣ Art, Slam Try
3♣ F1 (except 1st fav)	3♠ To Play	4♥ To play
3♦ F1 (except 1st fav)	3NT To Play	4♠ to play
other		
2NT 3♣ Simple Stayman	3♠ Minor Suit Stayman	4♦ 6+♠ S/T
3♦ ♥ Trf	3NT	4♥ 6+♣ S/T
3♥ ♠ Trf	4♣ 6+♥ S/T	4♠ 6+♦ S/T
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits, any strength

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

**NT Checkback** ☐ Priorities:

**Defence to 3NT opening** 4♣ = both majors

**Defence to Opening Twos** LEB, 4m = Leaping

Multi 2♦ X values, takeout, pen, 4m=♥+m

RCO style 2-s

Other 2-s (2M weak) 3M = stopper ask/good minor, 4m = leaping NF

**Defence** (1♣) : X=Majors, 1NT=minors

to

**strong** (2♣) :

1♣ / 2♣

**Over 1NT Interference**

**Lebensohl - other uses**

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

4♥

4♠

## 10. OTHER NOTES

Non serious 3S/3N

After value X, next X t/o

After business/values XX, next X pen (except for Advancer's XX)

(1x) X (1y) X = t/o values