

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: Inverted Minors  
 Jump raises - majors limit  forcing  Other: Bergen Raises  
 Jump shifts after minor opening To major=Weak, natural  
 Jump shifts after major opening Bergen Raises  
 Responses to strong 2 suit opening 2D 0-4, 2H=8/9+, others=Transfer semi-positives  
 Responses to 2NT opening Puppet, Trfs to M, 3S=minor suit stayman

## PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit  = Both  
 Sequence leads: Overlead all  All except AK x (x)   
 Underlead  Other: A=Attitude, K=Count, otherwise TOP  
 Four or more with an honour 4th highest  attitude   
 3rd/5th  Other:  
 From 4 small 2nd highest  Other: 3rd/5th vs suit  
 From 3 cards (no honour) top  middle  bottom   
 Signal on partner's lead: high encourage  low encourage   
 Other: Reverse Count  
 Signal on declarer's lead Reverse Count  
 Discards McKenney  high encourage  low encourage   
 odd/even  Other: First discard = ODD/EVEN  
 Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 1430  
 4♣ Gerber  when?

### Other Conventions

4th Suit GF  
 Lebensohl  
 2 Way Check back  
 Support Doubles and redoubles



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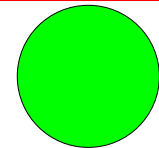


AUSTRALIAN BRIDGE FEDERATION

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## STANDARD SYSTEM CARD

Names: Tony Leibowitz Paul Lavings  
 ABF Nos: 265195 35092  
 Basic System: 5-card majors, 15-17 NT Brown Sticker   
 Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape   
 1♣ 3 1♦ 3 1♥ 5 1♠ 5  
 1 NT 15-17 may contain 5 card major   
 2♣ Stayman: simple  extended  Other: May be weak  
 Transfers 2♦ Tfr to H 2♥ Tfr to S 2♠ Tfr to C  
 2 NT Tfr to D Other: 3C 5/5c/d Inv 3D 5/5c/d GF 3H/S GF shortage  
 2♠ Almost GF Responses: 2D 0-4, 2H=8/9+, others=Transfer semi-positives  
 2♦ Weak 2 in either major, 2-7 HCP may be 5 card suit nv  
 2♥ 6 Hearts 8-11  
 2♠ 6 Spades 8-11  
 2 NT 20-22 Balanced (Puppet, Trfs to M, 3S=minor suit stayman)  
 3 NT Gambling

## PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2D=Weak Multi

## COMPETITIVE BIDDING

Negative doubles through 4H Responsive doubles through 4H  
 Jump overcalls Weak Unusual NT 2 lower unbid suits  
 1NT overcall (immediate) 15-18 (sys on) (re-opening) 10-14 (system off)  
 Immed cue of minor Michaels  
 Immed cue of major Michaels  
 Over opponent's 1NT (weak) {X=Penalty, 2C=Majors  
 Over opponent's 1NT (strong) 2D=6 Major, 2H/S=5 M, 4+ m }  
 Over weak twos  
 Over opening threes

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	6HCP+ 4+ may be light	2NT	11-12 Balanced no 4 major
	1♥/♠	6HCP+ 4+ may be light	3♣	2-5 HCP 5 + C
	1NT	6-10 no 4 major	3♦	Pre-emptive natural
	2♣	10CP+ 4+ F1 Now 2D=GF	3♥	Pre-emptive natural
	2♦	6-10HCP 5+C no 4 major	3♠	Pre-emptive natural
	2♥	2-6 HCP 6 card suit	3NT	13-15 Balanced no 4 major
	2♠	2-6 HCP 6 card suit	4 bids	Pre-emptive natural
1♦	1♥/♠	6HCP+ 4+ may be light	3♣	6-10HCP 5+D no 4 major
	1NT	6-10 no 4 major	3♦	2-5 HCP 5 + D
	2♣	10CP+ 4+C	3♥	Pre-emptive natural
	2♦	10CP+ 4+ F1 Now 2H=GF	3♠	Pre-emptive natural
	2♥	2-6 HCP 6 card suit	3NT	13-15 Balanced no 4 major
	2♠	2-6 HCP 6 card suit	4♦	Pre-emptive natural
	2NT	11-12 Balanced no 4 major	4 Other	Pre-emptive natural
1♥/♠	1NT	Semi-Forcing Op. passes 11/12B	3♣	6-10 4 card support
	2♣	10CP+ 4+C	3♦	11-12 4 card support
	2♦	10CP+ 4+D	3♥/♠	0-5 4 card support
	2♥/♠	6-10 3 card support	3NT	13-15B 3/4 card support
	2NT	GF 4+ support	4♣/♦	Splinter
2♣	2♦	0-4 Negative	2♥/♠	2H=Any full positive
	other	transfer semi-positives 5-8		
2♦	2♥	P/C	3♣/♦	To play
	2♠	P/C	3♥/♠	P/C
	2NT	Strong enquiry	3NT	To Play
2♥/♠	2NT	Strong enquiry	3NT	To Play
	3♣/♦	To Play	4♣/♦	Fit showing jump
	3♥/♠	Pre-emptive	4♥/♠	Pre-emptive
2NT	3♣	Puppet Stayman	4♣	Natural Forcing
	3♦	Transfer showing 5+ Hearts	4♦	Natural Forcing
	3♥	Transfer showing 5+ Spades	4♥	
	3♠	Minor suit stayman	4♠	
	3NT	To Play	other	

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	3C=5/5 inv. 3D=5/5 minors GF
3♥/3♠	3H=short H, 3 spades GF, 3S=Short S, 3 hearts GF
4♣	
4♦	
4♥	To play
4♠	To play

Unusual NT:                      minors                       other suits                       lower 2 unbid suits

other

### Other slam bidding

Cue Bids                       Asking Bids

### 4th Suit Forcing

One round                       Game force

### NT Checkback

                     Priorities                      2 way checkback 2C=Inv or to play 2D, 2D=GF

### Defence to 3NT opening

Double=good hand

### Defence to opening Two's:

Multi 2♦                      Double=Takeout to minors or very good hand

### RCO style 2-s

X=T/O at 2 and 4 level, X=\$ at three level

### Other 2-s

X=T/O of opps real suit, or opps weak 2 suit

### Defence to strong ♣

X=Majors, 1NT=Minors

### Lebensohl

Over NT interference

### Other uses

Afetr Dble of Weak 2

### Take out of 4 level pre-empts

4♣/4♦                      X=T/O

4♥                      X=T/O                      4♠                      X=Penalties

## OTHER NOTES