

## BASIC RESPONSES

Jump raises - minors limit  forcing  Other: 1♠ : 3♣=p/c, 3♦=6-10

Jump raises - majors limit  forcing  Other: 3♦=9-11, 3M=5-8

Jump shifts after minor opening 1♠: 2♣=limit raise; 2N=4+♣ & 4+♦, 7-10

Jump shifts after major opening 3♣=to play; 3otherM=NNF; 4♣=KBW

Responses to strong 2 suit opening n/a

Responses to 2NT opening n/a

## PLAY CONVENTIONS

'NT' Versus Notrump  'S' Versus Suit  = Both

Sequence leads: Overlead all  All except AK x (x)

Underlead  Other: \_\_\_\_\_

Four or more with an honour 4th highest  NT attitude

3rd/5th  S Other: \_\_\_\_\_

From 4 small 2nd highest  Other: \_\_\_\_\_

From 3 cards (no honour) top  NT middle  bottom

Signal on partner's lead: high encourage  low encourage

Other: natural count if attitude known

Signal on declarer's lead natural count

Discards McKenney  high encourage  low encourage

odd/even  Other: mostly discard from suits don't want

Count natural  reverse

## CONVENTIONS

4NT: Blackwood  RKCB  Other: 01234 & 03,14,2,2wQ

4♣ Gerber  when? 4♣ over all suit openings = RKCB

### Other Conventions

1N in 1st/2nd denies 4c major if 13-14hcp (1x) : 1y : (1N) : X = TO

fit showing jumps in comp

lebensohl after weak 2M, & multi 2

over our weak 2 : step = enquiry



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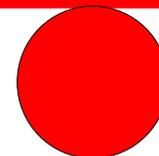
## STANDARD SYSTEM CARD

Names: Andrew Peake Matthew Thomson

ABF Nos: \_\_\_\_\_ 61107

Basic System: Strong 1♣ Relay Brown Sticker

Classification: Green  Blue  Red  Yellow



## OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 15+ 1♦ 4♥S, 10-14 1♥ 4♠S 10-14 1♠ 4♦S 10-14

1 NT 11-14 in 1/2 seats, 14-16 in 3/4 may contain 5 card major

2♣ Stayman: simple  extended  Other: relays after Stayman

Transfers 2♦ 4+♥S 2♥ 4+♠S 2♣ ♣S &/or ♦S

2 NT invite Other: 3♣♦=invite, 3♥/♠=4c suits GF

2♣ 6+♠S, 10-14, may have 4c ♦,♥ or ♠.

2♦ weak, 6♦S, 5-9 (5-11 in 3rd, 10-14 in 4th)

2♥ weak, 6♥S, 5-9 (5-11 in 3rd, 10-14 in 4th)

2♠ weak, 6♠S, 5-9 (5-11 in 3rd, 10-14 in 4th)

2 NT 5+♣ & 5+♦, 9-11 (11-14 in 3rd and 4th)

3 NT

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

step over 1♦/♥/♠ = relay, assume 12+ most 1♦/♥/♠ : 2 suit = transfer, <12hcp

1♣ : 1♥ plus = GF artificial, relays, 9+ 3rd seat 1♦/♥ : step = exactly 3c support

1♠ : 1♦ = 0-8 any 3rd seat 1♦/♥ openings may be light

## COMPETITIVE BIDDING

Negative doubles through 4♣ Responsive doubles through 4♠

Jump overcalls intermediate Unusual NT lower unbid suits

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

Immed cue of minor both majors

Immed cue of major top + bottom (unbid) suits

Over opponent's 1NT (weak) X=15+, 2♣=♥+♠, 2♦=a Major, 2M=4+M & 5+m,

Over opponent's 1NT (strong) 2N=♣+♦, same Vs strong NT

Over weak twos X=TO, 2N=15-18, 4♣♦=leap Mich's

Over opening threes X=TO, cue=GF 2 suits

## RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	0-8 any, all higher 9+hcp	2NT ♥+♠
	1♥/♠	1♥=bal'd; 1♠=not ♠s	3♣ ♥+♠
	1NT	3 suited	3♦ ♥+♠
	2♣	6+♠s or ♠+♣	3♥ ♥+♠
	2♦	♠+♦	3♠ ♥+♠
	2♥	6+♥s	3NT ♥+♠
	2♠	♥+♠	4 bids
1♦	1♥/♠	1♥=relay, 12+; 1♠="1NT" 6-11	3♣ 6♠s, to play
	1NT	4 or 5♠s, 6-10	3♦ 4♥s, 9-11
	2♣	5+♦s, <12 hcp	3♥ 4♥s, 5-8
	2♦	3♥s, 9-11 (4♥ if flat)	3♠ 6+♠s, NF
	2♥	3♥s, 6-8 (4♥ if flat)	3NT to play
	2♠	6♠s, 9-11	4♦ 7+♦s, NF
	2NT	6♠s invite	4 Other 4♣ = KBW, 4N = BW
1♥/♠	1NT	1♠=relay, 12+ / 1N=relay	3♣ 6♠s TP / p/c, 6-10
	2♣	5+♦s, <12 / 5+♥s, <12	3♦ 4♠s, 9-11 / 4+♦s, 6-10
	2♦	5+♥s, <12 / 5+♠s, <12	3♥/♠ 6+♥ NF; 4♠s, 5-8 / 6+ suit NF
	2♥/♠	3♠s / 5+♠s, <12; LimR 11-12	3NT to play
	2NT	6♠s invite / 4+♣ & 4+♦, 7-10	4♣/♦ 4♣=KBW, 4N=BW
2♣	2♦	Relay, 12+	2♥/♠ 5+ suit F to 3♣
	other	3♦/♥/♠=splinters; 4♣=KBW; 4N = BW.	
2♦	2♥	Enquiry, 12+	3♣/♦ nat
	2♠	5+, F to 3♦	3♥/♠ nat & F
	2NT	5+♥s, F to 3♦	3NT to play
2♥/♠	2NT	Step = E, 12+; 2N over 2♥=♠s	3NT
	3♣/♦	5+, F to 3M	4♣/♦ nat & F
	3♥/♠	nat	4♥/♠ to play
2NT	3♣	to play, choose ♠s over ♦s	4♣
	3♦	to play, choose ♦s over ♠s	4♦
	3♥	nat & F	4♥ to play
	3♠	nat & F	4♠ to play
	3NT	to play	other to play

## CONVENTIONS

### Additional responses to 1NT

3♣/3♦	nat, invite
3♥/3♠	exactly 4 card suit, opener bids 4M with 4c support, otherwise 3NT
4♣	6+♥s, slam interest
4♦	6+♠s, slam interest
4♥	to play
4♠	to play

Unusual NT: minors  other suits  lower 2 unbid suits

other In relays: after shape resolved, ask for queen points

(A=3, K=2, Q=1), then denial cue bidding.

Other slam bidding Cue Bids  Asking Bids

4th Suit Forcing One round  Game force

NT Checkback

Priorities

Defence to 3NT opening X=penalty, if 3N gambling 4♣=TO for majors

Defence to opening Two's: Multi 2♦ X=15+, 2N=15-18, 4♣/♦=leap michaels w ♥s

RCO style 2-s as above

Other 2-s X=TO of known suit, 4♣/♦=leap michaels

Defence to strong ♣ X=good hand; 1N=any 2 suits now all p/c; jumps=NNF weak

pass then X is TO

Lebensohl Over NT interference  after we X their 2Major, or multi 2

Other uses

Take out of 4 level pre-empts 4♣/4♦ X=TO, 4N=nat

4♥ X=TO, 4N=m's 4♠ X=TO, 4N=2 suits

## OTHER NOTES

1♣ is overcalled with 1♥/♠/N/2♣ : cheapest suit bid = TO, 6-9 or 10+ classical TO

: X = balanced, GF

: cue = GF in cheapest suit bid

1♦ : 1♠ = 6-11, "1NT response in standard"

: 1N = 4 or 5♠s, 6-10 (ie swapped 1♠ and 1N responses)

Generally relay with all hands with 12+ hcp opposite an opener - but hcp only a guide