

#### 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other: natural and invitational
Jump raises - Majors		Other: Weak
Jump shifts after minor opening	natural and invitational	
Jump shifts after Major opening	natural and invitational	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	3m = to play, 3M = natural and forcing	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead except AKx(+)	Overlead except AKx(+)
Four or more with an honour	3rd/5th (see notes)	3rd/5th (see notes)
From 4 small	2nd highest (see notes)	2nd highest (see notes)
From 3 cards (no honour)	Middle (see notes)	Middle (see notes)
In partner's suit	Mixed, see notes	Mixed, see notes
<b>Discards</b>	Reverse Count / Revolving	Reverse Count / Revolving
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Reverse Count	Reverse Count
<b>Signal</b> on declarer's lead:	Reverse Count (for trumps, see notes)	

**Notes** Trump signals: high-low = single odd suit in hand; low-high = single even suit in hand  
 Leads in partners suit or during play: reverse count excluding honour cards (eg. HxX, xX, xXx)  
 Leads of 9 or 10 promise 0 or 2 higher cards in suit.

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	First or Second round controls	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Fast Arrival in GF auctions	

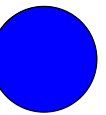
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	410802	Simon Brayshaw
& Names:	384402	Matthew Raisin
Basic System:	Strong Club	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input checked="" type="checkbox"/>
1♣ 15(16)+ HCP, any shape	1♥ 4+♥, (9)10-14 HCP	
1♦ 2+♦, (9)10-14 HCP	1♠ 4+♠, (9)10-14 HCP	
1NT 10-12 (see NOTES)	may contain 5 card Major <input type="checkbox"/>	

<b>1NT Responses</b> 2♣	Other: 4+♥
2♦ 4+♠	2♠ 5+♦
2♥ 5+♣	2NT invitational
other 3♦=4♥/4♠ GF; 3♥=13(54); 3♠=31(54)	

2♣ 6+♣, (9)10-14 HCP	
2♦ 6+♦, (9)10-14 HCP	
2♥ 5+♥ / 4+m, (9)10-14 HCP	
2♠ 5+♠ / 4+m, (9)10-14 HCP	
2NT 5+♣/5+♦, (9)10-14 HCP	3NT 4-level minor pre-empt
other 4♣ = ♥, 4♦ = ♠ semi-solid suit, at least 2 outside controls	

#### 2. PRE-ALERTS

1♣, 2M, 2NT, 4♣, 4♦ opening	Artificial responses to 1♣
1M-2♣ = GF relay; 1M-2♦ = INV+ raise	
Transfer responses to 2♣ / 2♦ openings	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lowest 2 unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	Michaels, weak or strong
1NT overcall - re-opening	(11)12-14 HCP	Immediate cue of Major	Michaels, weak or strong
Over weak twos X = T/O		Over opening threes	X = T/O
Over opponent's 1NT			
Weak: X = pen, 2♣ = ♥+♠, 2♦ = M+m, 2M = nat, 2NT = ♣+♦			
Strong: X = ♠+X, 2♣ = ♥+♣, 2♦ = ♥+♦, 2M = nat, 2NT = ♣+♦			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ GF, any	2♦ 5-8 HCP, 5+♥, 4+m	3♦ 5-8 HCP, 6+♦
1♥ 5-8 HCP, flattish	2♥ 5-8 HCP, 5+♠, 4+m	3♥ GF, semi-solid ♥
1♠ 0-4 HCP, any	2♠ 5-8 HCP, ♣+♦	3♠ GF, semi-solid ♠
1NT 5-8 HCP, 6+M	2NT 15-17 HCP, flat	3NT 12-14 HCP, 33(34)
2♣ 5-8 HCP, ♥+♠	3♣ 5-8 HCP, 6+♣	4♣
other		
1♦ 1♥ 5+♥, F1	2♥ 5+♥, inv	3♥ pre-emptive
1♠ 5+♠, F1	2♠ 5+♠, inv	3♠ pre-emptive
1NT 8-11 HCP	2NT flattish, inv	3NT to play
2♣ 5+♣, F1	3♣ 6+♣, inv	4♣ RKCB (for ♦)
2♦ 4+♦, inv+	3♦ 6+♦, inv	4♦ pre-emptive
other		
1♥ 1♠ 4+♠, F1	2♥ to play	3♦ 6+♦, inv
1NT 8-11 HCP	2♠ 6+♠, inv	3♥ pre-emptive
2♣ GF, not 3♥	2NT flattish, inv	3♠ pre-emptive
2♦ 3+♥, inv+	3♣ 6+♣, inv	3NT to play (suggests 2♥)
other		
1♠ 1NT 8-11 HCP	2♠ to play	3♥ pre-emptive
2♣ GF, not 3♠	2NT flattish, inv	3♠ pre-emptive
2♦ 3+♠, inv+	3♣ 6+♣, inv	3NT to play (suggests 2♠)
2♥ 5+♥, inv	3♦ 6+♦, inv	4♣
other		
1NT 3♣	3♠ 31(54), GF	4♦ 6+♠
3♦ 4♥/4♠, GF	3NT to play	4♥ to play
3♥ 13(54), GF	4♣ 6+♥	4♠ to play
other		
2♣ 2♦ 5+♥, constructive	2NT inv	3♥ 6+♥, inv
2♥ 5+♠, constructive	3♣ to play	3♠ 6+♠, inv
2♠ inv+ raise	3♦ 6+♦, inv	3NT to play
other		
2♦ 2♥ 5+♠, constructive	3♣ inv+ raise	3♠ 6+♠, inv
2♠ 5+♥, constructive	3♦ to play	3NT to play
2NT inv	3♥ 6+♥, inv	4♣
other		

Notes

2♥ 2♠ 5+♠, F1	3♦ 3+♥, inv+	3NT to play
2NT inv	3♥ to play	4♣ pre-emptive
3♣ correctable	3♠ pre-emptive	4♥ pre-emptive
other		
2♠ 2NT inv	3♥ 6+♥, GF	4♣ pre-emptive
3♣ correctable	3♠ to play	4♥ pre-emptive
3♦ 3+♠, inv+	3NT to play	4♠ pre-emptive
other		
2NT 3♣ to play	3♠ 6+♠, F1	4♦ pre-emptive
3♦ to play	3NT to play	4♥ to play
3♥ 6+♥, F1	4♣ pre-emptive	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round

Game force

**NT Checkback**  Priorities: Leong Transfers

**Defence to 3NT opening** X = values

**Defence to Opening Twos** X = takeout

Multi 2♦ 2♥ = T/O of ♥, X = T/O of ♠

RCO style 2-s X = 2 matching suits with spades

Other 2-s X = T/O of single suited option, OR X = 16+ flattish

**Defence** X = T/O of either minor (3/3 M); 1♦ = 5+ either major,

**to** 1♥ = both majors; 1♠ = 3+♠/5+m; 1NT = 3+♥/5+m

**strong** 2♣ = 4+♣, 5+M; 2♦ = 4+♦, 5+M

♣ 2M = pre-emptive; 2NT = both minors

**Over 1NT Interference** Lebensohl

**Lebensohl - other uses** Some Competitive Auctions

**Take out of 4 level pre-empts** 4♣/4♦ X = T/O; 4NT = 2-suited

4♥ X = T/O; 4NT = 2-suited

4♠ X = T/O; 4NT = 2-suited

## 10. OTHER NOTES

1NT at Unfavourable Vul = 14-16 HCP

1NT at other Vul: 10-12 (1st/2nd); 10-15 (3rd/4th)

4th position openings tend to have 1-2 more HCP