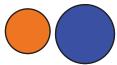
4. BASIC RESPONSES Jump raises - minors N/A Jump raises - Majors Preempt after 1♦: 2♥, 2♠ = 6+ suit 5-9 hcp Jump shifts after minor opening fit showing, game invitational Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening 3♣=strong enquiry, other pass or correct 5. PLAY CONVENTIONS **Show priorities** Versus Suit (or both) Versus NoTrump (if different) Underlead Sequences: **Journalist** Leads 3rd/Low Four or more with an honour attitude 1st or 2nd highest 3rd highest From 4 small Top From 3 cards (no honour) Bottom Overlead, except K from AKx(x) In partner's suit Odd=ENCRG, Even=McKenney **Discards** High-Low = Even frequent false count Count **Signal** on partner's lead: Count High Encourage Signal on declarer's lead: High-low=even (suit), Frequent false count (NT) **Notes** 6. SLAM CONVENTIONS 4NT: Blackwood X **RKCB 3041** 4♣ Gerber when? Slam Notes D0P1 and R0P1 Cue Bids Asking Bids 7. OTHER CONVENTIONS **SWINE** www.abf.com.au PDF Form Rev. 17D10 by RoL MyRev. 27Apr17 Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



	S	TANDAR	D S	YSTEM (CARD			
ABF Nos.	226122	Hashmat A	di					
& Names:	152511	11 Richard Hills						
Basic System: Symmetric Relay								
Brown Sticker	X Cla	assification: G	ireen 🗌	Blue)	Red	Yellow		
		1. OF	PENI	NG BIDS	3			
Describe stren	gth, minimur	n length, or spec	cific mea	aning		Canape		
1♣ 0+ ♣, 15	+ hcp			1♥ 5+ ♥, 10-	-14 hcp			
1♦ 0+ ♦, 2 0	or 3 suits, 10	0-14 hcp		1♠ 5+ ♠, 10-	·14 hcp			
1NT 11-14 h	icp, denies	5 card M / 6 ca	ard m / :	2 doubletons	may conta	in 5 card Major		
1NT Responses	2♣ Simp	le Stayman						
2♦ trans	fer to 💙			2♠ Range	probe			
2♥ trans	fer to 🛧			2NT transfer	r to 🛧			
other 3 ♣ = transfer to ◆								
2♣ 6+ ♣, no	other 4 car	d suit (except	possibl	y 4 weak ♦s),	10-14 hcp			
2♦ 6+ ♦, no other 4 card suit, 10-14 hcp								
2♥ 5+/5+ ♠+♥ or ♦+♣, 5-9 hcp								
2♠ 5+ / 5+ ♠+♣ or ♥+♦, 5-9 hcp								
2NT 5+/5+	∳+ ♦ or ∀ + ∮	, 5-9 hcp		3NT Any soli	d 7 card suit, ı	no A, K, void		
other								
			RE-A	ALERTS				
If we open 1♥ or higher,				Over opponents opening and response,				
then X of overcall is penalties				"cue bids" are natural overcalls				
	3.	COMPETIT						
Negative doubles	through	1♦ Jump over				ast 6 at 3 level		
Responsive double	es through	N/A Unusual	NT W	eak, 5/5 with '	1 minor, both i	minors over 1M		
1NT overcall - imn		18 may no stop		liate cue of minor	weak 5/5 both			
1NT overcall - re-opening 11-14 may no stop Immediate cue of Major weak, 5/5 other					ier M + m			
		, 2NT=17-20 b		er opening threes				
Over opponent's 1NT 2♣=both M (5+/4+ either way), 2♦=6+ M, 2♥=♥+m (5+/4+ either way),								
,		vay), 2 NT=5/5			♦,			
all prior=9-1	4 hcp, X=15	5+ hcp penaltie	s intere	est				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe stre	ngth,	minimum length, or specif	ic mea	aning
Artificial negative	2	Natural game force	3	GF 3-1-5-4
Natural game force	2	GF 4 ♦ /5+ ♣	3 Y	GF 2-1-6-4
Natural game force	2	GF 5+ ♦ /5+ ♣	3 ♠	GF 2-0-7-4
Natural game force	2NT	GF 5+♦/4♣, 0-1 ♠	3NT	GF 3-0-6-4 2 ctrls
Natural game force	3 -	5or7♦/4♣, 2/2or1/1 M	4	GF 3-0-6-4 3 ctrls
Both minors GF				
Art. GF or <gf td="" with="" ♥<=""><td>2</td><td>6 ♥, 5-9 hcp</td><td>3</td><td>7 ♥, 5-9 hcp</td></gf>	2	6 ♥, 5-9 hcp	3	7 ♥, 5-9 hcp
Non-forcing invite	2	6 ♠, 5-9 hcp	3 ♠	7 ♠, 5-9 hcp
Non-forcing	2NT	Always game invite	3NT	Natural
Non-forcing invite	3 -	6 ♣, 5-9 hcp	4	
Non-forcing invite	3	6 ♦, 5-9 hcp	4	
4♥, 4♠ natural				
Non-forcing invite	2	Natural	3	Fit showing invite
Art. GF relay	2♠	Fit showing invite	3	Preemptive
Non-forcing invite	2NT	4 ♥, 7-10 hcp	3 ♠	Fit showing invite
Non-forcing invite	3 -	Fit showing invite	3NT	Natural
4 ♥ = two way, either p	reem	ptive or balanced streng	gth	
Art. GF relay	2♠	Natural	3	Fit showing invite
Non-forcing invite	2NT	4 ♠, 7-10 hcp	3 ♠	Preemptive
Non-forcing invite	3 -	Fit showing invite	3NT	Natural
Non-forcing invite	3	Fit showing invite	4	Fit showing GF
4 ♠ = two way, either p	reem	ptive or balanced streng	jth	
Transfer to ♦s	3♠	Natural slam try	4	Preempt with ♠s
Both minors GF	3NT	Natural	4	Natural
Natural slam try	4 ♣	Preempt with ♥s	4	Natural
Art. GF relay	2NT	Always game invite	3	
Non-forcing invite	3 -	Natural	3♠	
Non-forcing invite	3		3NT	Natural
Art. GF relay	3♣	Non-forcing invite	3	
Non-forcing invite	3	Natural	_	Natural
rion foroling invito				
Always game invite	3		4	
	Artificial negative Natural game force Both minors GF Art. GF or <gf 4="" 4▼,="" 4♠="" aft.="" art.="" either="" gf="" invite="" invite<="" natural="" non-forcing="" properties="" relay="" td="" way,="" with="" ▼="two"><td>Artificial negative Natural game force Both minors GF Art. GF or <gf art.="" gf="" invite="" invite<="" non-forcing="" relay="" td="" with="" ♥=""><td>Artificial negative Natural game force Natural slam try Natural slam fry Natural s</td><td>Natural game force 2♥ GF 4♦/5+♣ 3♦ Natural game force 2♠ GF 5+♦/5+♣ 3♠ Natural game force 2♠ GF 5+♦/4♣, 0-1 ♠ 3NT Natural game force 3♣ 5or7♦/4♣, 2/2or1/1 M 4♣ Both minors GF Art. GF or <gf 2nt="" 2№="" 2♠="" 2♥="" 3<="" 3nt="" 3№="" 3♠="" 3♣="" 4♠="" 4♥="" 5-9="" 6="" 6♠,="" always="" art.="" balanced="" both="" either="" fit="" game="" gf="" hcp="" invite="" minors="" natural="" non-forcing="" or="" preempt="" preemptive="" relay="" showing="" slam="" strength="" td="" to="" transfer="" try="" way,="" with="" ♥="" ♥,="" ♥s="" ♦s=""></gf></td></gf></td></gf>	Artificial negative Natural game force Both minors GF Art. GF or <gf art.="" gf="" invite="" invite<="" non-forcing="" relay="" td="" with="" ♥=""><td>Artificial negative Natural game force Natural slam try Natural slam fry Natural s</td><td>Natural game force 2♥ GF 4♦/5+♣ 3♦ Natural game force 2♠ GF 5+♦/5+♣ 3♠ Natural game force 2♠ GF 5+♦/4♣, 0-1 ♠ 3NT Natural game force 3♣ 5or7♦/4♣, 2/2or1/1 M 4♣ Both minors GF Art. GF or <gf 2nt="" 2№="" 2♠="" 2♥="" 3<="" 3nt="" 3№="" 3♠="" 3♣="" 4♠="" 4♥="" 5-9="" 6="" 6♠,="" always="" art.="" balanced="" both="" either="" fit="" game="" gf="" hcp="" invite="" minors="" natural="" non-forcing="" or="" preempt="" preemptive="" relay="" showing="" slam="" strength="" td="" to="" transfer="" try="" way,="" with="" ♥="" ♥,="" ♥s="" ♦s=""></gf></td></gf>	Artificial negative Natural game force Natural slam try Natural slam fry Natural s	Natural game force 2♥ GF 4♦/5+♣ 3♦ Natural game force 2♠ GF 5+♦/5+♣ 3♠ Natural game force 2♠ GF 5+♦/4♣, 0-1 ♠ 3NT Natural game force 3♣ 5or7♦/4♣, 2/2or1/1 M 4♣ Both minors GF Art. GF or <gf 2nt="" 2№="" 2♠="" 2♥="" 3<="" 3nt="" 3№="" 3♠="" 3♣="" 4♠="" 4♥="" 5-9="" 6="" 6♠,="" always="" art.="" balanced="" both="" either="" fit="" game="" gf="" hcp="" invite="" minors="" natural="" non-forcing="" or="" preempt="" preemptive="" relay="" showing="" slam="" strength="" td="" to="" transfer="" try="" way,="" with="" ♥="" ♥,="" ♥s="" ♦s=""></gf>

Notes After 1♣, 4♦ up to 5♦ show 3-0-6-4 with increasing number ctrls (A=2, K=1) After 1♣, 6 level or higher natural, 5♥,♠,NT non-systemic

2♥ 2♠	Pass or correct	3◆	Pass or c	orrect	3NT	Natural
2NT	Strong enquiry	3	Pass or c	orrect	4	Pass or correct
• •	Pass or correct	3	Pass or c	orrect	4	Pass or correct
other	Pass or correct					
2 ♠ 2NT	Strong enquiry	3 Y	Pass or c	orrect	4	Pass or correct
3♣	Pass or correct	3 ♠	Pass or c	orrect	4	Pass or correct
3◆	Pass or correct	3NT	Natural		4	Pass or correct
other	Pass or correct					
2NT 3♣	Strong enquiry	3	Pass or c	orrect	4	Pass or correct
3◆	Pass or correct	3NT	Natural		4	Pass or correct
3♥	Pass or correct	4	Pass or c	orrect	4	Pass or correct
other	Pass or correct					
	9). C	ONVE	NTIONS		
Unusual	NT: 5/5 at least 1 mind	or, ov	er 1♣, 1♦	other m+M 5-9) hcp)
4th Suit	Forcing One round	\neg	N/A			Game force
NT Chec	<u> </u>	II N/A				
	to 3NT opening N/A	,, .				
			ith Labana	obl ONT_17 C) n	otural avaraalla
Defence to Opening Twos X=15+ with Lebensohl, 2NT=17-20, natural overcalls						
Multi 2♦						
RCO sty	e 2-s					
Other 2-s	3					
Defence	(1♣) :X=15+ hcp, 1♦=	=Ms,	1 ♥=♥ s+m,	1 ♠=♠ s+m, 1N	IT=m	ns, other natural
to						
strong (2♣) : Natural bidding						
1 % / 2 %	-					
	Interference Lebenso	hl.				
			ards X of	INT, over X of	Wea	k 2s
		mig p	4♣/4 ♦	X	WCG	III 25
4 Y	t of 4 level pre-empts			4NT		
4 🔻		0 (
		U. C	TIMER	NOTES		