

4. BASIC RESPONSES

Jump raises - minors	N/A
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	relay over 1C; to play over 1D
Jump shifts after Major opening	To play
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3C = pass or correct, 3D = GF

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	3rd or 5th	
From 4 small	2nd highest	
From 3 cards (no honour)	Top	
In partner's suit	Low from three	
Discards	McKenney	
Count	Reverse	
Signal on partner's lead:	AQJ rev att; other rev count	
Signal on declarer's lead:	Same	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Relay or pick minor

Slam Notes Normally control ask; may occasionally use RKCB or MKCB

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Denial cues	Lebensohl
Cue raises	
Defence to (1x) 1NT (x): XX rescue, all	
other bids to play	

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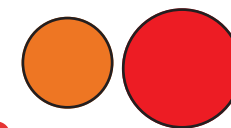
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	194761	Leone Fuller
& Names:	383449	Marnie Leybourne
Basic System:	Strong Club	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 15+ (17+)* any shape 1♥ 10-14 (12-16)* 4+ S <4 H

1♦ 10-14 (12-16)* 4+H <4 S 1♠ 10-14 (12-16)* 4+H & 4+S

1NT 10-14 (12-16)* <4H <4S may contain 5 card Major

1NT Responses 2♣ Game Interest relay

2♦ Pick a major 2♠ To play

2♥ To play 2NT Pick a minor

other 3-level any to play, raiseable

2♣ 10-14 (12-16)* 5+4+ both minors, no 4 card major 4th seat 12-16 6+C

2♦ 4-9 (4-11)* 6+H or 5+C and 5+D/S 4th seat 12-16 6+D

2♥ 4-9 (4-11)* 6+S or 5+H and 5+minor 4th seat 12-16 6+H

2♠ 4-9 (4-11)* 6+C or 5+S and 5+ H/D 4th seat 12-16 6+S

2NT 10-14 (12-16)* 6+ C or D (single suit) 3NT Specific Ace ask

other 2NT 4th seat 5+4+ minors (not 5422)

2. PRE-ALERTS

* In 3/4th seat, all point ranges are +2 1NT opening = flat, no 4 card major

Extensive use of relays 1 level openings may be canape

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak NV, int V

Responsive doubles through 4H Unusual NT Two lowest unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor S & other minor

1NT overcall - re-opening 10-14 Immediate cue of Major C & other major

Over weak twos X= TO; Lebensohl applies Over opening threes X= TO

Over opponent's 1NT X= pen, 2C= H & other; 2D= S & minor; 2NT= both minors

All other bids natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-8 (0-6) any shape	2♦ 9+ (7+) 5+C	3♦ 9+ (7+) 3154
1♥ 9+ (7+) 4+S	2♥ 9+ (7+) 3 suit, short M	3♥ 9+ (7+) 2164
1♠ 9+ (7+) 4+H	2♠ 9+ (7+) 5+C & 5+D	3♠ 9+ (7+) 2074
1NT 9+ (7+) flat	2NT 9+ (7+) 5+D, 4C	3NT 9+ (7+) 2074, 3con
2♣ 9+ (7+) 4+D	3♣ 9+ (7+) 2254 or 1174	4♣
other		
1♦ 1♥ 12+ GI relay	2♥ 8-11 3H, or <10 4H	3♥ barrage, to play
1♠ to play	2♠ splinter (H as trump)	3♠ N/A
1NT to play if opener flat	2NT 4+H, flat invit (11-13)	3NT to play
2♣ to play	3♣ splinter	4♣ N/A
2♦ to play	3♦ splinter	4♦ N/A
other 4H to play, neither promises nor denies strength		
1♥ 1♠ 12+ GI relay	2♥ to play	3♦ splinter
1NT to play if opener flat	2♠ 8-11 3S, or <10 4S	3♥ splinter
2♣ to play	2NT 4+S, flat invit (11-13)	3♠ barrage, to play
2♦ to play	3♣ splinter	3NT to play
other 4S to play, neither promises nor denies strength		
1♠ 1NT to play if opener flat	2♠ to play	3♥ to play
2♣ GF relay	2NT pick minor	3♠ to play
2♦ GI relay	3♣ to play	3NT to play
2♥ to play	3♦ to play	4♣
other		
1NT 3♣ to play	3♠ to play, raiseable	4♦ MSKC
3♦ to play	3NT to play	4♥ to play
3♥ to play, raiseable	4♣ MSKC	4♠ to play
other		
2♣ 2♦ to play	2NT pick a minor	3♥ to play, raiseable
2♥ GF relay	3♣ to play	3♠ to play, raiseable
2♠ GI relay	3♦ to play	3NT to play
other		
2♦ 2♥ pass or correct	3♣ pass or correct	3♠ pass or correct
2♠ pass or correct	3♦ pass or correct	3NT to play
2NT GI relay	3♥ pass or correct	4♣ pass or correct
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT GI relay	3♥ pass or correct	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
other		
2♠ 2NT GI relay	3♥ pass or correct	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
3♦ pass or correct	3NT to play	4♠ pass or correct
other		
2NT 3♣ pass or correct	3♠ natural invitational	4♦ pass or correct
3♦ GF	3NT to play	4♥ to play
3♥ natural invitational	4♣ pass or correct	4♠ to play
other 4NT = pick a minor		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round N/A (relays used) Game force

NT Checkback Priorities: Major fit

Defence to 3NT opening X general TO

Defence to Opening Twos X= TO

Multi 2♦ Multi 2D X=TO of S, 2H= TO of H

RCO style 2-s X= TO single suit option

Other 2-s

Defence 1D= majors; 1NT= weak D or both minors; 2C= weak C

to 2D/H/S as per optimal openings

strong (2♣) :

1♣ / 2♣ X = spades and other, 2NT = two suits not spades

Over 1NT Interference 2 suit= nat; XX= better minor, D or GI

Lebensohl - other uses Over opp 2 level openings

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

4♥ x= TO 4♠ X= penalties; 4NT= playable in 2 suits

10. OTHER NOTES

Use of POD1; POR1 to regain relay steps

Note most bids other than relay step are non-forcing