

4. BASIC RESPONSES

Jump raises - minors	N/A
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	After 1♦: 2♥/2♠ = 6+ (5-9 HCP); 3♥/♠ = 7+ (5-9 HCP)
Jump shifts after Major opening	Fit showing and game invitational
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ = a strong enquiry, all other bids are pass or correct

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Underlead	Journalist
Four or more with an honour	3rd/Low	Attitude
From 4 small	3rd highest	Top of sequence or 2nd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	Overlead, except K from AKx(x)	
Discards	1st disc, odd = enc, even = SP	
Count	High-Low = Even	High-Low = Even *
Signal on partner's lead:	Natural present count	High Encourage
Signal on declarer's lead:	Natural present count	
Notes	* Frequent false count against NT	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	D0P1 and R0P1	
Cue Bids <input type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

SW1NE and Piglet	

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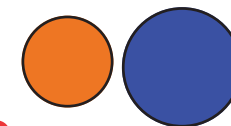
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	152511	Richard Hills
& Names:	677019	Chris Stead
Basic System:	Symmetric Relay	
Brown Sticker	<input checked="" type="checkbox"/>	Classification: 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 ☐

1♣ 0♣+, 15+ HCP, 3+ controls	1♥ 5♥+, 10-14 HCP, 2+ controls
1♦ 0♦+, 2/3 suits, 10-14 HCP, 2+ controls	1♠ 5♠+, 10-14 HCP, 2+ controls
1NT 11-14, 2+ controls (0/1 doubleton, no 5M/6m/singleton)	may contain 5 card Major <input type="checkbox"/>
1NT Responses 2♣ Simple Stayman 2♦ transfer to ♥ 2♠ range probe 2♥ transfer to ♠ 2NT transfer to ♣ other 3♣ = a transfer to ♦	

2♣ 6♣+, 10-14 HCP, 2+ controls (no other four card suit except four weak ♦s) *	
2♦ 6♦+, 10-14 HCP, 2+ controls (no other four card suit) *	
2♥ 5+/5+ with ♥+♠ or ♣+♦, 5-9 HCP	
2♠ 5+/5+ with ♣+♠ or ♦+♥, 5-9 HCP	
2NT 5+/5+ ♣+♥ or ♦+♠, 5-9 HCP	3NT Solid 7 card suit, no void or outside A/K
other * 2♣/2♦ may be five card suits if they hold AKQJ10 or AKQJx	

2. PRE-ALERTS

If we open 1♥ or higher, then our X of	Over opponent's opening and response,
opponent's overcalls are for penalties	our "cue bids" are natural overcalls

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	1♦	Jump overcalls	weak, 6 card + suits
Responsive doubles through	N/A	Unusual NT	weak, 5+/5+, both m over 1M, m/M over 1m
1NT overcall - immediate	15-18 may no stop	Immediate cue of minor	weak, 5+/5+ both Majors
1NT overcall - re-opening	11-14 may no stop	Immediate cue of Major	weak, 5+/5+ other M + any m
Over weak twos	X = 15+, 2NT = 17-20 bal	Over opening threes	X = take out
Over opponent's 1NT X = 15+ HCP (penalty interest), all other bids are 9-14 HCP as follows:			
2♣ = both M (5+/4+ either way); 2♦ = 6+ either Major; 2♥ = ♥ + m (5+/4+ either way);			
2♠ = ♠ + m (5+/4+ either way); 2NT = 5♦+/5♣+; 3♣/3♦ = natural 6+ card suits			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ Artificial Negative *	2♦ Natural GF	3♦ GF 3154
1♥ NAT GF	2♥ GF 4♦/5♣+	3♥ GF 2164
1♠ NAT GF (< 4♥)	2♠ GF 5♦+/5♣+	3♠ GF 2074
1NT NAT GF (4333/4432)	2NT GF 5♦+/4♣, 0-1♠	3NT GF 3064 2 controls
2♣ NAT GF	3♣ GF 2254 or 1174	4♣ GF 3064 3 controls
other 4♦ to 5♦ = GF 3064 with 4, 5, 6 controls, etc. All GF responses are 2+ controls.		
1♦ 1♥ Art GF or < GF with ♥	2♥ 6♥+, 5-9 HCP	3♥ 7♥+, 5-9 HCP
1♠ NAT NF/invitational	2♠ 6♠+, 5-9 HCP	3♠ 7♠+, 5-9 HCP
1NT NAT NF	2NT NAT NF/Invitational	3NT NAT
2♣ NAT NF/Invitational	3♣ 6♣+, 5-9 HCP	4♣ 7♣+, 5-9 HCP
2♦ NAT NF/Invitational	3♦ 6♦+, 5-9 HCP	4♦ 7♦+, 5-9 HCP
other 4♥/4♠ NAT/to play		
1♥ 1♠ NAT NF/Invitational	2♥ NAT, 3♥+, 5-11 HCP	3♦ 3♥+, 4♦+, invitational
1NT Artificial GF	2♠ 3♥+, 4♠+, invitational	3♥ 4♥+, 0-6 HCP
2♣ NAT NF/Invitational	2NT 4♥+, 7-10 HCP	3♠ 3♥+, 4♠+ GF
2♦ NAT NF/Invitational	3♣ 3♥+, 4♣+, invitational	3NT to play
other 4♣/4♦ GF ♥ with ♣ or ♦ suit; 4♥ = PRE or balanced strength. 4♠ to play.		
1♠ 1NT Artificial GF	2♠ NAT, 3♠+, 5-11 HCP	3♥ 3♥+, 4♠+, invitational
2♣ NAT NF/Invitational	2NT 4♠+, 7-10 HCP	3♠ 4♠+, 0-6 HCP
2♦ NAT NF/Invitational	3♣ 3♠+, 4♣+, invitational	3NT to play
2♥ NAT NF/Invitational	3♦ 3♠+, 4♦+, invitational	4♣ 3♠+, 4♣+ GF
other 4♣/4♦, GF ♠ with ♦ or ♥ suit, 4♠ = PRE or balanced strength. 4♥ to play.		
1NT 3♣ TRF to ♦	3♠ NAT S/T	4♦ PRE with ♠
3♦ GF 5♦+/4♣+	3NT NAT	4♥ to play
3♥ NAT S/T	4♣ PRE with ♥	4♠ to play
other 4NT = simple Blackwood; 5NT = bid 6NT with a minimum, 7NT with a maximum.		
2♣ 2♦ Artificial GF	2NT NAT/Invitational, 2♣+	3♥ ♥ + ♣, invitational
2♥ NAT NF/Invitational	3♣ NAT NF	3♠ ♠ + ♣, invitational
2♠ NAT NF/Invitational	3♦ ♦ + ♣ invitational	3NT to play
other 4♥/4♠ NAT/to play		
2♦ 2♥ Artificial GF	3♣ NAT NF/Invitational	3♠ ♠ + ♦, invitational
2♠ NAT NF/Invitational	3♦ NAT NF	3NT to play
2NT NAT/Invitational, 2♦+	3♥ ♥ + ♦ invitational	4♣ ♣ + ♦ invitational
other 4♥/4♠ NAT/to play		

Notes After 1♣, 6 level bids or higher are NAT, 5♥/5♠/5NT are non-systemic.

* 1♦ is typically < 8 HCP unbalanced or < 9 HCP balanced, but occasionally it may be up to 15 HCP if the hand has less than 2 controls. An Ace = 2 controls, a King = 1 control.

2♥ 2♠ pass or correct	3♦ pass or correct	3NT NAT
2NT strong enquiry	3♥ pass or correct	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
other pass or correct		
2♠ 2NT strong enquiry	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 NAT	4♠ pass or correct
other pass or correct		
2NT 3♣ strong enquiry	3♠ pass or correct	4♦ pass or correct
3♦ pass or correct	3NT NAT	4♥ pass or correct
3♥ pass or correct	4♣ pass or correct	4♠ pass or correct
other pass or correct		

9. CONVENTIONS

Unusual NT: 5♦+/5♣+ over 1M; the other minor and either M over 1m, 5-9 HCP

4th Suit Forcing One round ☐ N/A Game force ☐

NT Checkback ☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos X=15+; Lebensohl; 2NT = 17-20; Jumps = playing strength

Multi 2♦ X=15+, 2NT = 17-20, pass then X = T/O 10-14, cue of M = GF Michael's

RCO style 2-s X=15+ HCP

Other 2-s X=15+ HCP, cue = GF Michael's Cue Bid

Defence	1♣ : X = 15+ HCP; 1♦ = ♥+♠ (5+/4+ either way); 1♥ = ♥+m (5+/4+ either way)
to	1♠ = ♠+m (5+/4+ either way); 1NT = 5♦+/5♣+; other NAT and all 5-9 HCP
strong	2♣ : NAT overcalls; X = ♣
♣	

Over 1NT Interference Lebensohl

Lebensohl - other uses Removing partner's double of 1NT, over X of weak 2s

Take out of 4 level pre-empts	4♣/4♦ X
4♥ X	4♠ 4NT

10. OTHER NOTES

An Ace = 2 controls and a King = 1 control.

In a relay auction, singleton Kings are not shown.

In a second force relay auction, instead of responder showing controls they must show relay points where an Ace = 3 points, a King = 2 points and a Queen = 1 point.

In a second force relay auction, singleton Kings and Queens are not shown.