

4. BASIC RESPONSES

Jump raises - minors	1♣-3♣ relay, 1♦-3♦ 9 losers
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	relay over 1♣, weak 6+ suit over 1♦
Jump shifts after Major opening	1♥:2♠ weak jump, 1♠:3♥ splinter, 1M:3m Bergen
Responses to strong 2 suit open.	n/a
Responses to 2NT opening	3♣, 3♦ to play, 3♥, 3♠ natural, strong

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	see notes	
Four or more with an honour	4th highest	
From 4 small	2nd, then 4th	
From 3 cards (no honour)	MUD	
In partner's suit	as above	
Discards	Low Encourage	
Count	Reverse if used	
Signal on partner's lead:	low encourage, reverse count	
Signal on declarer's lead:	reverse count if relevant	
Notes	K lead asks for reverse count, other honours ask for reverse attitude	
	K promises A or Q, Q promises K or J. J denies Q. T denies J	
	interior sequence leads possible	

6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	1430
Asking Bids	<input type="checkbox"/>	Cue Bids	<input checked="" type="checkbox"/> 1st/2nd controls, up to game bid

7. OTHER CONVENTIONS

Lebensohl	DOPI/ROPI
Lightner doubles	SWINE
SOS redoubles	4th suit forcing to game

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	160581	George Stockham
& Names:	772267	Alex Hewat
Basic System:	Symetric Relay with 2 over 1	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

1♣	15+/17+ pts, 0+♣	1♥	10-14/16 pts, 5+♥
1♦	10-14/16 pts, 4+♦	1♠	10-14/16 pts, 4+♠
1NT	11-14 pts bal 1st or 2nd seat, 13-16 pts 3rd or 4th seat	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣	5 card Major enquiry	
2♦	t/f to ♥	2♠	t/f to ♣
2♥	t/f to ♠	2NT	t/f to ♦
(Dbl) Swine	other 3 level bids, 6+ suit, game force		

2♣	10-14/16 pts, 6+♣ or 5♣ and 4M		
2♦	6+M, 5-10 pts, OR 10-14/16 pts, 4414 or 4405 (short ♦)		
2♥	5♥, 4+other, 5-10 pts		
2♠	5♠, 4+m, 5-10 pts		
2NT	5-5, minors	3NT	gambling (no outside Ace)
other			

2. PRE-ALERTS

1NT response to 1♥/1♠ forcing one round	2♣ rebid after 1♦ is usually canape.
on card, ranges with "/" indicate 2 limits	higher limit is for 3rd 4th seat
Responses to 1♣ are relay	

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O. One exception, 1♣ followed by X of 1♥	Negative DBL thru 4♥
shows 19+	Responsive DBL thru
Jump overcalls weak	Unusual NT complements Michaels
1NT overcall: (immediate) 15-18 bal, stopper	(re-opening) 11-14 bal, stopper
Immediate cue: (minor) 2 suiter ♥/♠	(Major) 2 suiter other M + minor
Over: Weak Twos X, lebenshol	Opening Threes x = t/o
Opponent's transfers x = have that suit, bid of implied suit = t/o	
Opponent's 1NT modified cappeletti	
(2♣ = majors 5/4, 2♦ = 6+M, 2M = 5M & 4+m, 2NT=5/5 minors)	
X= penalty over 1NT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 pts, 0-8 pts bal*	2♦ 8+ pts, 5+♦, A/KK+	3♦ 8+ pts, 3154, A/KK+
1♥ 8+pts, 4+♥, A/KK+	2♥ 8+pts, 5+♣, 4♦, A/KK+	3♥ 8+ pts, 2164, A/KK+
1♠ 8+ pts, 4+♠, A/KK+	2♠ 8+pts, 5+♣5+♦, A/KK+	3♠ 8+ pts, 3064, A/KK+
1NT 9+ pts, any 4333, 4432	2NT 5+♦, 4♣, ♠ shortage	3NT 3064 8-11 pts
2♣ 4+♣, 8+ pts, A/KK+	3♣ 5+♦, 4♣, ♥/♠ 11 or 22	4♣ 3064, 12+ pts
other above 4♣, as per 4♣ with more controls		
1♦ 1♥ natural, 5+ pts	2♥ 4-7 pts, 6+♥	3♥ splinter
1♠ natural, 5+ pts	2♠ 4-7 pts, 6+♠	3♠ splinter
1NT natural, 5-9 pts, no 4M	2NT 13+ pts bal GF	3NT tp play
2♣ 10+ pts, 4+♣	3♣ 4-7 pts, 6+♣	4♣ splinter
2♦ 10+ pts, 4+♦	3♦ 5-9 pts, 5+♦	4♦ GF, start cue-ing
other		
1♥ 1♠ natural, 4+, forcing	2♥ 3 card support, 8-9 pts	3♦ 4+♥ 9 loser
1NT 5-12 pts one rnd force	2♠ 6+♠, 4-7 pts	3♥ 4+♥ 10 loser
2♣ 13+ pts, 3+♣, GF	2NT GF, 4+♥	3♠ splinter
2♦ 13+ pts, 3+♦, GF	3♣ 4+♥, 8 loser	3NT to play
other 4 bids splinters		
1♠ 1NT 5-12 pts, one rnd force	2♠ 3 card support, 8-9 pts	3♥ splinter
2♣ 13+ pts, 3+♣, GF	2NT GF, 4+♠	3♠ 4+♠, 10 loser
2♦ 13+ pts, 3+♦, GF	3♣ 4+♠, 8 loser	3NT to play
2♥ 13+ pts, 4+♥, GF	3♦ 4+♠, 9 loser	4♣ splinter
other 4♦ splinter		
1NT 3♣ 5+♣ & 5+ other GF	3♠ 5+♠ & 5+ other, GF	4♦
3♦ 5+♦ & 5+ other, GF	3NT to play	4♥ to play
3♥ 5+♥ & 5+ other, GF	4♣ gerber	4♠ to play
other		
2♣ 2♦ enquiry	2NT GF enquiry	3♥ strong, 5+♥
2♥ 6+♥ wk or 5+♥ invite	3♣ to play, preempt	3♠ strong, 5+♠
2♠ 6+♠ wk or 5+♠ invite	3♦ weak, natural	3NT to play
other		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass/correct
2♠ pass/correct (good ♥)	3♦ to play	3NT to play
2NT enquiry	3♥ pass or correct	4♣
other		

Notes 1♦ response to 1♣ might be because no A or no 2 Kings

A/KK+ means an Ace or 2 Kings at least, in any suits,

3 level bid over 1NT shows 2 5+ suits, suit bid is longer or higher rank than the other,

2♥ 2♠ pass or correct	3♦ invite enquiry	3NT to play
2NT enquiry	3♥ preempt	4♣ splinter
3♣ pass or correct	3♠ splinter	4♥ to play
other 4♦ splinter		
2♠ 2NT enquiry	3♥	4♣ splinter
3♣ pass/correct	3♠ preempt	4♥ splinter
3♦ invite/enquiry	3NT to play	4♠ to play
other 4♦ splinter		
2NT 3♣ to play	3♠ natural, strong	4♦ to play
3♦ to play	3NT to play	4♥
3♥ natural, strong	4♣ to play	4♠
other		

9. CONVENTIONS

Unusual NT: other suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening x = lead spade

Defence to Opening Twos

Multi 2♦ x = 15+

RCO style 2-s x = 15+

Other 2-s x = t/o of known suit, 15+ if no known suit

Defence (1♣):

to (x = rank, 1♦ = color, 1NT - others)

strong (2♣):

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses over weak 2s

Take out of 4 level pre-empts 4♣/4♦ x = t/o

4♥ x = t/o

4♠ 4NT = 2 suiter

10. OTHER NOTES