

4. BASIC RESPONSES

Jump raises - minors	Pre-empt
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	See reverse side
Jump shifts after Major opening	Bergen/Weak
Responses to strong 2 suit open.	n/a
Responses to 2NT opening	See reverse side

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	as above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count / McKenny in trump suit	
Notes	Current count after first discard	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? over strong NT

Slam Notes

Cue Bids Cue raise, void & maybe voidwood

Asking Bids Control asks only after RKCB

7. OTHER CONVENTIONS

Negative free bids @ 2 level	Minorwood
Cue raises	Swine
Checkback relays	Puppet Stayman
Control asks	Leaping Michaels
Support X & XX	2-way Drury

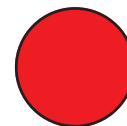
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	700223	Kim Frazer
& Names:	393290	Jamie Ebery
Basic System:	Standard with relays over 1♣ - Polish Club style	
Brown Sticker	<input 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♣ 1+♣ 11+ 1♥ 5+♥ 11-18

1♦ 5+♦ 11-18 1♠ 5+♠ 11-18

1NT (14) 15-17 HCP may contain 5 card Major

1NT Responses 2♣ Transfer to 2♦	
2♦ Game Force Shape Inquiry	2♠ To Play
2♥ To Play	2NT tfr to ♣ or GF with singleton
other All 2 level bids after 2♣, 2♦ resp are natural and invitational	

2♣ 11-15 HCP 6+♣ or 5+♣ & 4♦

2♦ Weak 2 in ♥/♠ or 21-22 Balanced

2♥ 5+♥/5+♠ other 5-10HCP

2♠ 5+♠/5+ minor 5-10 HCP

2NT 5+♣/5+♦ 5-10 HCP

3NT Gambling in any suit

other

2. PRE-ALERTS

Relay responses over 1♣

Twerb over all opps strong openings

Intermediate jump overcalls

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Intermediate 11 - 17 HCP; 6cd suit

Responsive doubles through 4♥ Unusual NT Lowest 2 suits

1NT overcall - immediate 15-18 Immediate cue of minor Top & another

1NT overcall - re-opening 10-14 m/ 15- 18M Immediate cue of Major Top & another

Over weak twos 2NT 15 - 18; T/O x with leb Over opening threes x - T/O

Over opponent's 1NT TWERB - Higher suit or 2 lower touching suits; 2NT Odd suits

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-10	2♦ 13+HCP 4432 or 4333	3♦ 1444 13+
1♥ 4+♥ 8+HCP	2♥ 5+♣/4+M 13+ or 6+♣	3♥ 4144 13+
1♠ 4+♠ 8+HCP	2♠ 5+♣/4+♦ 13+	3♠ 4414 13+
1NT 11-12 any invite	2NT 13+ 2236 or 2335	3NT 4441 13+
2♣ 5+♦ 13+	3♣ 13+ 5440 with clubs	4♣
other 4♥ / 4♠ to play		
1♦ 1♥ 4+♥ 6+HCP	2♥ 6+♥ 3-7 HCP	3♥ 7+♥ 3 - 7
1♠ 4+♠ 6+HCP	2♠ 6+♠ 3-7 HCP	3♠ 7+♠ 3 - 7
1NT 6-10 denies M	2NT 6-9 TP 4+♦	3NT To Play
2♣ 10 - 12 hcp range ask	3♣ 10+ TP 3♦	4♣ RKCB in ♦
2♦ GF Shape Ask	3♦ 4+♦ 0-7HCP	4♦ Pre-emptive
other 4♥ / 4♠ to play		
1♥ 1♠ 4+♠ 6+HCP	2♥ 3♥ 6-9(10)	3♦ 4+♥ 10-12
1NT 6-10 denies 4♠	2♠ 3♥ 10 - 12 TP	3♥ 4+♥ <6
2♣ 10 - 12 hcp range ask	2NT 6-9 4+♥	3♠ 1+♠ GF
2♦ GF Shape Ask	3♣ 4+♥ 6-9	3NT any 3334 shape 13-15
other 4♥ Weakish 5+♥; 4♣ 10-12TP ♥ raise; 4♦ 13 - 14TP ♥ Raise		
1♠ 1NT 6-10	2♠ 3♠ 6-9(10)	3♥ 7+♥ 3-7
2♣ 11 - 12 hcp range ask	2NT 6-9 4+♠	3♠ 4+♠ <6
2♦ GF Shape Ask	3♣ 4+♠ 6-9	3NT any 3334 shape 13-15
2♥ 3♠ 10-12	3♦ 4+♠ 10-12	4♣ 10-12TP ♠ raise
other 4♠ Weakish 5+♠; 4♦ 13 - 14TP ♠ Raise; 4♥ - to play		
1NT 3♣ Slam Try RRKCB	3♠ Slam Try RRKCB	4♦ n/a
3♦ Slam Try RRKCB	3NT To play	4♥ To Play
3♥ Slam Try RRKCB	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 11+ F1	2NT 7-10P 3+♣; 2.5 covers	3♥ n/a
2♥ 5+♥ NF 5 - 11P	3♣ 4+♣ Pre-emptive	3♠ n/a
2♠ 5+♠ NF 5 - 11P	3♦ n/a	3NT n/a
other		
2♦ 2♥ pass/correct	3♣ Natural NF	3♠ pass/correct
2♠ pass/correct	3♦ Natural NF	3NT pass/correct
2NT Forcing enquiry	3♥ pass/correct	4♣ see below
other 4♣/ 4♦ - singleton /void & slam interest opp strong NT		

Notes

2♥ 2♠ pass/correct	3♦ pass/correct	3NT To play
2NT Forcing enquiry	3♥ To play	4♣ pass/correct
3♣ pass/correct	3♠ pass/correct	4♥ To play
other		
2♠ 2NT Forcing enquiry	3♥ F1	4♣ pass/correct
3♣ pass/correct	3♠ To play	4♥ To play
3♦ pass/correct	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ Nat F1	4♦ To play
3♦ To play	3NT To Play	4♥ To play
3♥ Nat F1	4♣ To play	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2c-forces 2D; 2D Game force

Defence to 3NT opening x - t/o

Defence to Opening Twos VTP doubles

Multi 2♦ VTP doubles

RCO style 2-s VTP doubles

Other 2-s VTP doubles

Defence 1♣ : TWERB (suit above or 2 suits below; NT-odd suits); X-D or Majors;

to 1♣ P 1♦ : X-H or black suits; others as above

strong 2♣ : TWERB; same as over strong 1♣

♣

Over 1NT Interference Swine/Lebensohl

Lebensohl - other uses after weak 2's

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

4♥ x-t/o 4♠ x-Penalty; 4NT t/o

10. OTHER NOTES

RRKCB = Range Probe RKCB