

#### 4. BASIC RESPONSES

Jump raises - minors	nat/NF/N-INV	Other: Shown suit not always bid / may be correctable.
Jump raises - Majors	nat/NF/N-INV	Other: Shown suit not always bid
Jump shifts after minor opening	to play; natural / non-forcing / non-invitational	
Jump shifts after Major opening	to play; natural / non-forcing / non-invitational	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	to play	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Rusinow	Journalist
Four or more with an honour	3rd/5th	Primary attitude - see note 1
From 4 small	3rd highest	Primary attitude
From 3 cards (no honour)	Bottom	Primary attitude
In partner's suit	Count or if count known - attitude	Count or if count known - attitude
<b>Discards</b>	Count - see note 2	Count - see note 2
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Primary attitude	
<b>Signal</b> on declarer's lead:	Standard Count	

**Notes** 1. May be 3rd/5th. 2. McKenny when obvious.

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 3041  4♣ Gerber  when?

**Slam Notes** RKCB & Minorwood only used in rare non relay auctions

Cue Bids  Denial Cues in relay auctions.

Asking Bids

#### 7. OTHER CONVENTIONS

Symmetric Relay

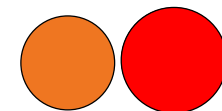
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	126799	Nigel Dutton
& Names:	309494	Marie-France Merven
Basic System:	Strong Club - Relay (Moscito)	
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♣ 1<sup>st</sup>/2<sup>nd</sup> seat 15+ any. 3<sup>rd</sup>/4<sup>th</sup> seat 18+ any      1♥ 1<sup>st</sup>/2<sup>nd</sup> <15 4+♥. 3<sup>rd</sup>/4<sup>th</sup> 12-16 5+♥

1♦ 1<sup>st</sup>/2<sup>nd</sup> <15 4+♠. 3<sup>rd</sup>/4<sup>th</sup> 12-16 no 5M      1♠ 1<sup>st</sup>/2<sup>nd</sup> <15+ 4+♦. 3<sup>rd</sup>/4<sup>th</sup> 12-16 5+♠

1NT 1<sup>st</sup>/2<sup>nd</sup> seat 12-14 No M unless 4333. 3<sup>rd</sup>/4<sup>th</sup> seat 1-17 any 5 suit may contain 5 card Major

**1NT Responses** 2♣ INV+ relay over weak NT      Other: Over strong NT - Laving's style

2♦ Transfer to ♥

2♠

2♥ Transfer to ♠

2NT Invitational

other All others natural / non-forcing / non-invitational

2♣ 1<sup>st</sup>/2<sup>nd</sup> seat <15 6+♣. 3<sup>rd</sup>/4<sup>th</sup> seat 12-16 6+♣ or 5+♣ & 4M

2♦ 6+♥ or 55 ♣ & not ♥. 1<sup>st</sup>/2<sup>nd</sup> seat <10; 3<sup>rd</sup>/4<sup>th</sup> seat <14

2♥ 6+♠ or 55 ♥ & not ♠. 1<sup>st</sup>/2<sup>nd</sup> seat <10; 3<sup>rd</sup>/4<sup>th</sup> seat <14

2♠ 6+♣ with 2/3 top honors or 55 ♠ & a red. 1<sup>st</sup>/2<sup>nd</sup> seat <10; 3<sup>rd</sup>/4<sup>th</sup> seat <14

**2NT** 6♠ & 4♥ 1<sup>st</sup>/2<sup>nd</sup> seat <10; 3<sup>rd</sup>/4<sup>th</sup> seat <14      **3NT** Gambling 7/8 minor. NO other agreement

other pre-emptive

#### 2. PRE-ALERTS

1NT overcall = T/O. 1<sup>st</sup>/2<sup>nd</sup> 10-14. 3<sup>rd</sup>/4<sup>th</sup> 12-16      Typically playable in 2+ spots

Over 1♣, 1♦, 1♥, 1♠ openings X = 15+/18+\*any.      Subsequent bidding as if we had opened 1♣

\* 3<sup>rd</sup>/4<sup>th</sup> seat      In relay auctions passes are typically forcing.

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥      Jump overcalls non passed partner - weak; other 6+ any.

Responsive doubles through 4♥      Unusual NT Blue Club style = 2 lower unbid suits

1NT overcall - immediate limited T/O      Immediate cue of minor 2 highest unbid suits weak/strong

1NT overcall - re-opening 11-15 no stopper req      Immediate cue of Major 2 highest unbid suits weak/strong

Over weak twos X = TO      Over opening threes X = T/O

Over opponent's 1NT 2♣ = ♣ & another; 2♦ = both M or ♦ & M; 2M = natural

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ <9 any shape	2♦ Game Forcing - flat	3♦ Game forcing 3154
1♥ Game forcing 4+♠	2♥ Game forcing 5+♣ 4♦	3♥ Game forcing 2164
1♠ Game forcing 4+♥	2♠ Game forcing 5+♣ 5+♦	3♠ Game forcing 3064
1NT Game forcing 5+♣	2NT GF 5+♦, 4♣, ♠ shortage	3NT Game forcing 1174
2♣ Game forcing 5+♦	3♣ Game forcing 2254	4♣ Game forcing 2074
other Relay Responses		
1♦ 1♥ INV or better relay (12+)	2♥ nat / nf / n inv 6+♥ <3♠	3♥ pre-emptive
1♠ 4+♥ nat / nf / n-ivt	2♠ 7-10 to play 3♠	3♠ to play
1NT 7-11 <3♠ <4♥	2NT INV 4+ ♠	3NT to play - rare
2♣ 5+♣ & 4♦; n/nf/n-inv	3♣ 6+♣ nat / nf / n-inv	4♣ to play
2♦ 5+♦ & 4♣; n/nf/n-inv	3♦ 6+♦ nat / nf / n-inv	4♦ to play
other to play		
1♥ 1♠ INV or better relay (12+)	2♥ 7-10 3♥	3♦ 6+♦ nat / nf / n-inv
1NT 7-10 <3♥; may have 5♠	2♠ 6+♠ nat / nf / n-inv	3♥ to play
2♣ nf/n-inv ♣ & another	2NT INV 4+ ♥	3♠ to play
2♦ nf/n-inv ♦ & ♠	3♣ 6+♣ nat / nf / n-inv	3NT to play - rare
other to play		
1♠ 1NT INV or better relay (12+)	2♠ limit raise both minors	3♥ to play
2♣ Transfer to ♥	2NT limit raise with ♦	3♠ to play
2♦ Transfer to ♠	3♣ correctable	3NT to play
2♥ Transfer to ♣	3♦ to play	4♣
other		
1NT 3♣ nat / nf / n-inv	3♠ nat / nf / n-inv	4♦ nat / nf / n-inv
3♦ nat / nf / n-inv	3NT to play	4♥ to play
3♥ nat / nf / n-inv	4♣ to play	4♠ to play
other		
2♣ 2♦ relay - varies	2NT invites 3NT forces to 3♣	3♥ to play - rare
2♥ nat / nf / n-inv	3♣ to play	3♠ to play - rare
2♠ nat / nf / n-inv	3♦ to play	3NT to play
other		
2♦ 2♥ correctable	3♣ correctable	3♠ correctable
2♠ correctable	3♦ correctable	3NT to play
2NT GF relay	3♥ correctable	4♣ correctable
other all sut bids are correctable.		

Notes

2♥ 2♠ correctable	3♦ correctable	3NT to play
2NT GF relay	3♥ correctable	4♣ correctable
3♣ correctable	3♠ correctable	4♥ correctable
other		
2♠ 2NT GF Relay	3♥ correctable	4♣ correctable
3♣ correctable	3♠ correctable	4♥ correctable
3♦ correctable	3NT to play	4♠ correctable
other ♣		
2NT 3♣ to play	3♠ to play	4♦ to play
3♦ to play	3NT to play	4♥ to play
3♥ to play	4♣ to play	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities:

**Defence to 3NT opening** X = values

**Defence to Opening Twos** x = T/O

Multi 2♦ 2♥ = T/O of ♥; X = T/O ♠

RCO style 2-s 3♣ = 2 suiter without ♣; X = 2 siuter with ♣; other = natural

Other 2-s X tends to be T/) or any single suited option

<b>Defence</b>	TWERB - all suit bids at all levels = suit above or 2 suits below
<b>to</b>	all NT bids at all levels = not touching suits
<b>strong</b>	
♣	

**Over 1NT Interference** Rubensohl

**Lebensohl - other uses**

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

4♥ X 4♠ 4NT

## 10. OTHER NOTES

After a 1 level opening ALL bids other than the relay trigger (the next highest bid) are non forcing.

Long suit trials (occasionally); Cue raises. Jump cue = stopper ask or splinter.

RANDOM PSYCHICS: Rare, occasional psych of relay trigger