

4. BASIC RESPONSES

Jump raises - minors	Other: 1♦-3♦ = preempt; 1♣-3♣ = 10-14 55+ ♣+other
Jump raises - Majors	Preempt Other:
Jump shifts after minor opening	GF. Nat at 2-level, 55 at 3-level
Jump shifts after Major opening	GF. Nat at 2-level, 55 at 3-level, Splinter at 4m
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ Muppet Stayman, 3♦/♥ transfer, 3♠=weak/slam try & 6m/55m

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Att if raised; low with 3+ if not	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	UDCA, usually count 1st	
Signal on declarer's lead:	UDCA (upside down count & attitude), usually count 1st	
Notes	1st discard usually reverse attitude; Reverse Smith in NT	
	Give count in dummy's longest suit with trump pips	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Kickback; 3NT mild slam try with major agreed	
Cue Bids <input checked="" type="checkbox"/>	Cue 1st & 2nd round control equally	
Asking Bids <input checked="" type="checkbox"/>	After game opening; 1/2NT-4♣=control ask	

7. OTHER CONVENTIONS

Reverse Gazzilli (1M-1X-2♣ & 1♦-1NT-2♣)	
5NT often "pick a slam" but can be asking	
Cue raises	

www.abf.com.au

PDF Form Rev. 13F21 by RoL

MyRev. Sep 2015

Copyright © ABF 2013

[1] (1♣)-2♣ = 54+ ♥+♠ reasonably sound, usu not 55

(1m)=2♦ = 55 ♥+♠ usually weak or strong



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	Ben Thompson
& Names:	Bill Jacobs
Basic System:	Mosca - natural with unusual point ranges
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

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ F1, 2+♣ (14+ & 4+♣ or 15+ bal)	1♥ F1, 5+♥ (11+ with ♠ also, else 14+)	
1♦ F1, (4)5+♦ (14+, usually not 5332)	1♠ F1, 5+♠ (11+ with ♥ also, else 14+)	
1NT (11)12-14; 5422 ok, 4441 rare	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other: 3♣ continuation is GF relay
2♦ 5+♥ or (rare) GF 4M5m(31) / 55m	2♠ ♣, usually single-suited	
2♥ 5+♠	2NT ♦, usually single-suited	
other		
2♣ (9)10-13, 5+♣. Not 5422/5332 in 1st/2nd. Can be weaker in 3rd(4th)		
2♦ (9)10-13, 5+♦. Not 5422/5332 in 1st/2nd. Can be weaker in 3rd(4th)		
2♥ (9)10-13, 5+♥. Not 5422/5332/4♠ in 1st/2nd. Can be weaker in 3rd(4th)		
2♠ (9)10-13, 5+♠. Not 5422/5332/4♥ in 1st/2nd. Can be weaker in 3rd(4th)		
2NT 21-23	3NT Any solid suit, up to a K outside	
other		

2. PRE-ALERTS

Transfers after we open 1♣ (incl competition)	
1-suit openings are unlimited & forcing	
1NT may (rarely) have a singleton	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	2 lowest unbid
1NT overcall - immediate	15-18 (system on)	Immediate cue of minor	See [1]
1NT overcall - re-opening	11-14 (system on)	Immediate cue of Major	Other major + minor, wk or str
Over weak twos	T/O X + Leb'l; leap 2 suiters	Over opening threes	T/O X; leap & non-leap 2 suiters
Over opponent's 1NT	2♣ = ♥+other (54+ either way); 2♦ = ♠+other; 2NT=♣+♦		
With both majors, show the better one			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-11, 4+♥	2♦ 10+, 5+♦ not 5332	3♦ 10-14, 55+♦+♥
1♥ 0-11, 4+♠	2♥ 10+, 5+♥ not 5332	3♥ 10-14, 55+♥+♠
1♠ 0-11, no major	2♠ 10+, 5+♠ not 5332	3♠ 10-14, 55+♠+♦
1NT 10+ Bal (GF)	2NT 10+, 5M332	3NT -
2♣ 10+, 5+♣	3♣ 10-14, 55+♣+other	4♣ -
other		
1♦ 1♥ 0-9, 4+♥	2♥ 10+, 5+♥ not 5332	3♥ 10-14, 55+♥+♠
1♠ 0-9, 4+♠	2♠ 10+, 5+♠ not 5332	3♠ 10-14, 55+♠+♣
1NT 0-9, no major	2NT 10+, 5M332	3NT -
2♣ 10+, 5+♣ or bal or 4+♦	3♣ 10-14, 55+♣+♥	4♣ -
2♦ 6-9 raise	3♦ 0-5 raise	4♦ preempt
other 3♣/♥/♠=FSJ by passed hand		
1♥ 1♠ 0-9, 4+♠	2♥ 3-6 raise	3♦ 10-14, 55+♦+♠
1NT 0-9 Nat	2♠ 10+, 5+♠ (5332 ok)	3♥ 0-5 raise
2♣ 10+♣ or bal, or 7-9 3♥	2NT inv+ 4+ support	3♠ 10-14, 55+♠+♣
2♦ 10+, 5+♦	3♣ 10-14, 55+♣+♦	3NT 10-12 bal 4/5♥
other 4♣/♦=spl 2-3 ctrls slamish		
1♠ 1NT 0-9 Nat	2♠ 3-6 raise	3♥ 10-14, 55+♥+♣
2♣ 10+♣ or bal, or 7-9 3♠	2NT inv+ 4+ support	3♠ 0-5 raise
2♦ 10+, 5+♦	3♣ 10-14, 55+♣+♦	3NT 10-12 bal 4/5♠
2♥ 10+, 5+♥	3♦ 10-14, 55+♦+♥	4♣ spl, 2-3 ctrls, slamish
other 4♥=to play		
1NT 3♣ Ask for 5 card suit	3♠ GF 13(54)	4♦ ♥
3♦ GF 4441/4414/56xx	3NT To play	4♥ ♠
3♥ GF 31(54)	4♣ Control ask (4♦=0-3)	4♠ rkc in ♣
other 4NT=rkc in ♦		
2♣ 2♦ Inv+ relay	2NT Wk ♣ / gf 5-6M / >gf 6m	3♥ Inv 6+♥
2♥ Nat constructive	3♣ Weak raise	3♠ Inv 6+♠
2♠ Nat constructive	3♦ Inv 6+♦	3NT To play
other 4M=to play		
2♦ 2♥ Inv+ relay	3♣ Inv 6+♣	3♠ Inv 6+♠
2♠ Inv 54+ majors	3♦ Weak raise	3NT To play
2NT Wk ♣ / gf 5-6M / >gf 6m	3♥ Inv 6+♥	4♣ Splinter
other 4M=to play		

Notes

2♥ 2♠ Inv+ relay	3♦ Near GF (5)6+♣	3NT To play
2NT Inv+ 5+♠	3♥ Weak raise	4♣ Splinter
3♣ Inv+ (5)6+♦	3♠ Splinter	4♥ To play
other		
2♠ 2NT Inv+ relay	3♥ Near GF (5)6+♣	4♣ Splinter
3♣ Inv+ (5)6+♦	3♠ Weak raise	4♥ To play
3♦ Inv+ (5)6+♥	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ Weak/slam try, 6m/55m	4♦ ♥
3♦ 5+♥	3NT To play	4♥ ♠
3♥ 5+♠	4♣ Control ask (4♦=0-6)	4♠ rkc in ♣
other 4NT=rkc in ♦		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Usually GF; a few inv+ relay auctions Game force

NT Checkback Priorities: -

Defence to 3NT opening X = values

Defence to Opening Twos X = T/O if likely natural else values; leaping 2-suiters

Multi 2♦ X=values then T/O X; 4m=m+M

RCO style 2-s X=values then T/O X

Other 2-s Weak 2M: 4M=str 55m; Weak 2♦: 3♦=55M, 4♦=str 55M

Defence	1♣ : X=♥+other; 1♦=♠+other; 1NT=minors (with ♥+♠ show the better)
to	After 1♣-1♦: X=♠+other; 1NT=minors
strong	2♣ : X=♥+other; 2♦=♠+other; 2NT=minors (with ♥+♠ show the better)
♣	After 2♣-2♦: X=♠+other; 2NT=minors

Over 1NT Interference rubensohl

Lebensohl - other uses In weak2-X auctions

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X; 4NT=♣+♦ 4♠ X; 4NT=2 suits

10. OTHER NOTES

4NT opening = specific ace ask (5NT=2; 6♣=♣A)

PODI/PORI

Weak jumps after they overcall our 1♦/M openings

3-level jump shifts are fit-showing by passed hand

New suit forcing after we overcall

Jump to 4M/5m as first call, except in oppo suit, is to play