

4. BASIC RESPONSES

Jump raises - minors	N/A
Jump raises - Majors	Pre-emptive in shown suit
Jump shifts after minor opening	relay over 1C; over 1D, 2H =to play, 3C/D = mini splinter
Jump shifts after Major opening	over 1H, 2S = to play, 3C/D = mini spl; over 1S, to play
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3C/D = to play, 3H/S natural, forcing

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead ex K could be AK/KQ	
Four or more with an honour	3rd or 5th, occ 4th	
From 4 small	2nd highest	
From 3 cards (no honour)	Top, occ MUD	
In partner's suit	Low from odd, 2nd top from 4	
Discards	McKenney or count	
Count	Reverse, present	
Signal on partner's lead:	AQJ rev att; other rev count	
Signal on declarer's lead:	Same	
Notes	Lead of a K can be from AK and asks for count	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? Relay or pick minor

Slam Notes Normally control ask; may occasionally use RKCB or MKCB

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Denial cues	Lebensohl
Cue raises	
Defence to (1x) 1NT (X) XX rescue, all	
other bids to play	
Defence to (1x)1NT (bid) - Lebensohl	

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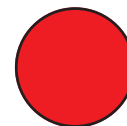
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	194761	Leone Fuller
& Names:	120601	Trevor Fuller
Basic System:	Moscito	
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♣ 15+ (17+)* any shape 1♥ 10-14 (12-16)* 4+ S, <4 H

1♦ 10-14 (12-16)* 4+H, <4 S 1♠ 10-14 (12-16)* 4+H & 4+S

1NT 10-14 (12-16)* <4H <4S, may contain singleton may contain 5 card Major

1NT Responses 2♣ Game Interest or better relay

2♦ Pick a major

2♠ To play

2♥ To play

2NT Pick a minor

other 3-level any to play, raiseable

2♣ 10-14 (12-16 3rd seat)* 5+4+ both minors, no 4 card major 4th seat 12-16 6+C

2♦ 6+H or 6+S, less than opening hand 4th seat 12-16 6+D

2♥ 5+H and 5+ other, less than opening hand 4th seat 12-16 6+H

2♠ 5+S and 5+ minor, less than opening hand 4th seat 12-16 6+S

2NT 5+D/5+C, <12 HCP(5+/4+ 4th seat), 12 3NT Specific Ace ask

other 3C/D opening=natural 6+ suit, 10-14(12-16)*pts

2. PRE-ALERTS

* Note HCP changes in 3rd/4th seats 1NT opening = no 4 maj, can hold singleton

Extensive use of relays Note: 1NT - 2D/2H/2S NOT transfers

1 level openings may be canape 3C/D openings are NOT pre-empts

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls weak NV, weak - int V

Responsive doubles through 4H Unusual NT Two lowest unbid suits

1NT overcall - immediate 15-18 Immediate cue of minor S & other minor

1NT overcall - re-opening 10-14 Immediate cue of Major C & other major

Over weak twos X= TO; Lebensohl applies Over opening threes X= TO

Over opponent's 1NT X= pen, 2C= H & other; 2D= S & minor; 2NT= both minors

All other bids natural

Jump overcall of 3C shows remaining two unbid suits (ELU)

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-8 (0-6)* any shape	2♦ 9+ (7+)* balanced	3♦ 9+ (7+)* 3154
1♥ 9+ (7+)* 4+S	2♥ 9+ (7+)* 3 suit, short M	3♥ 9+ (7+)* 2164
1♠ 9+ (7+)* 4+H	2♠ 9+ (7+)* 5+C & 5+D	3♠ 9+ (7+)* 2074
1NT 9+ (7+)* 5+C	2NT 9+ (7+)* 5+D, 4C	3NT 9+ (7+)* 2074, 3con
2♣ 9+ (7+)* 4+D	3♣ 9+ (7+)* 2254 or 1174	4♣
other		
1♦ 1♥ 12+ GI relay	2♥ 8-11 3H, or <11 4H	3♥ barrage, to play
1♠ natural, NF	2♠ 4+H, flat with 11/12pts	3♠ N/A
1NT to play if opener flat	2NT 4+H, flat with 12/13 pts	3NT to play
2♣ natural, NF	3♣ splinter 8-11	4♣ N/A
2♦ natural, NF	3♦ splinter 8-11	4♦ N/A
other 4H to play, neither promises nor denies strength		
1♥ 1♠ 12+ GI relay	2♥ to play	3♦ splinter 8-11
1NT to play if opener flat	2♠ 8-11 3S, or <11 4S	3♥ 4+S, flat with 11/12 pts
2♣ to play	2NT 4+S, flat with 12/13 pts	3♠ barrage, to play
2♦ to play	3♣ splinter 8-11	3NT to play
other 4S to play, neither promises nor denies strength		
1♠ 1NT to play if opener flat	2♠ to play, constructive	3♥ to play
2♣ GF relay	2NT pick minor	3♠ to play
2♦ GI relay	3♣ to play	3NT to play
2♥ to play	3♦ to play	4♣
other 4H/4S to play, neither promises nor denies strength		
1NT 3♣ to play	3♠ to play, raiseable	4♦ MSKC
3♦ to play	3NT to play	4♥ to play
3♥ to play, raiseable	4♣ MSKC	4♠ to play
other 4NT=pick minor, neither confirms nor denies strength		
2♣ 2♦ to play	2NT pick a minor	3♥ to play, raiseable
2♥ GI relay	3♣ to play, shows fit	3♠ to play, raiseable
2♠ GF relay	3♦ to play, shows fit	3NT to play
other 4NT=pick minor, neither confirms nor denies strength		
2♦ 2♥ pass or correct	3♣ to play	3♠ pass or correct
2♠ pass or correct	3♦ to play	3NT to play
2NT GI relay	3♥ pass or correct	4♣
other		

Notes *All responses in brackets are when opener is in 3rd/4th seat

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT GI relay	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ to play
other		
2♠ 2NT GI relay	3♥ to play	4♣ pass or correct
3♣ pass or correct	3♠ to play	4♥ to play
3♦ pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ natural forcing	4♦ MSKC
3♦ to play	3NT to play	4♥ to play
3♥ natural forcing	4♣ MSKC	4♠ to play
other 4NT = pick a minor		

9. CONVENTIONS

Unusual NT: Two lowest unbid suits

4th Suit Forcing One round N/A (relays used) Game force

NT Checkback Priorities:

Defence to 3NT opening X = values, 4C/D= T/O with better H/S

Defence to Opening Twos X= TO

Multi 2♦ Multi 2D X=TO of S, 2H= TO of H

RCO style 2-s X= TO single suit option

Other 2-s

Defence (1C): 1D/H/S = nat overcall; 1NT= weak D or both minors; 2C= weak C

to 2D/H/S as per multi two openings

strong (2C) : X = spades and other, 2NT = two suits not spades

1♣ / 2♣

Over 1NT Interference 2 suit= nat; XX= better minor or GI

Lebensohl - other uses Over opp 2 level openings

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

4♥ x= TO 4♠ X= penalties; 4NT= playable in 2 suits

10. OTHER NOTES

Use of POD1; POR1 to regain relay steps

Note most bids other than relay step are non-forcing