

## 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 p/cor, 3D GF relay, 3H/S forcing, 3Nt to play

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> 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	
<b>Discards</b>	McKenney or count	
<b>Count</b>	Reverse, present	
<b>Signal</b> on partner's lead:	AQJ rev att; other rev count	
<b>Signal</b> on declarer's lead:	Same	
<b>Notes</b>	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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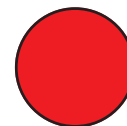
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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	194761	Leone Fuller
& Names:	383449	Marnie Leybourne
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 Pre-emptive in C or D 3NT Long major GF

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 (except 3C\*see below )

Responsive doubles through 4H Unusual NT minors (over 1M) or (over1m) S & other minor

1NT overcall - immediate 15-18 Immediate cue of minor both majors

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

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

## 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♣ pass or correct	3♠ natural forcing	4♦ pre-emptive p/c
3♦ GF relay	3NT to play	4♥ to play
3♥ natural forcing	4♣ pre-emptive p/c	4♠ to play
other 4NT = pick a minor		

## 9. CONVENTIONS

**Unusual NT:** Over 1M, both minors; over 1m, spades & other minor

**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 P0D1; P0R1 to regain relay steps

Note most bids other than relay step are non-forcing