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)
Leads Sequences:	Rusinow	Journalist
Four or more with an honour	3rd/5th	Primarily attitude - see note1
From 4 small	3rd highest	Primarily attitude
From 3 cards (no honour)	Bottom	Primarily attitude
In partner's suit	Count or if count known - attitude	Count or if count known - attitude
Discards	Count - see note 2	Count - see note 2
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Primarily attitude	
Signal 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.

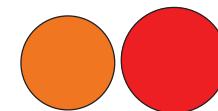Asking Bids ☐

7. OTHER CONVENTIONS

Symmetric Relay

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	309494	Marie-France Merven
& Names:	126799	Nigel Dutton

Basic System: Strong Club - Relay (Moscito)

Brown Sticker ☒   Classification: Green ☐   Blue ☐   Red ☒   Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☑

1♣	1st/2nd seat 15+ any. 3rd/4th seat 18+ any	1♥	1st/2nd <15 4+♥. 3rd/4th 12-16 5+♥
1♦	1st/2nd <15 4+♠. 3rd/4th 12-16 no 5M	1♠	1st/2nd <15+ 4+♦. 3rd/4th 12-16 5+♠
1NT	1st/2nd seat 12-14 No M unless 4333. 3rd/4th seat 15-17 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♠ both minors
2♥	Transfer to ♠	2NT Invitational
other	All others natural / non-forcing / non-invitational	

2♣	1st/2nd seat <15 6+♣. 3rd/4th seat 12-16 6+♣ or 5+♣ & 4M
2♦	6+♥ or 55 ♣ & not ♥. 1st/2nd seat <10; 3rd/4th seat <14
2♥	6+♠ or 55 ♥ & not ♠. 1st/2nd seat <10; 3rd/4th seat <14
2♠	6+♣ with 2/3 top honors or 55 ♠ & a red. 1st/2nd seat <10; 3rd/4th seat <14

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

other   pre-emptive

2. PRE-ALERTS

1NT overcall = T/O. 1st/2nd 10-14. 3rd/4th 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♣
* 3rd/4th 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-inv	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.				

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	q				

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/O or any single suited option

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

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

Notes