

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	1♣ - 2♦/♥ transfer weak, 2♠ LR, 1♦ - 2♥/♠ weak, 3♣ LR	
Jump shifts after Major opening	weak jumps in major, 3m Bergen	
Responses to strong 2 suit open.	2♦ weak or waiting	
Responses to 2NT opening	3♣ puppet stayman, 3♦/♥ transfer, 3♠ minors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead, A-Attitude K-Count
Four or more with an honour	3rd/Low	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	Bottom	Bottom
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	reverse count	
Notes	First discard is O/E, subsequent discards reverse present count	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Kickback - 4m/M+1	
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

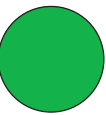
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	160008	Ian Robinson
& Names:	158291	George Kozakos
Basic System:	Standard	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input 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♣ 11+, 2+♣	1♥ 11+, 5+♥	
1♦ 11+, 4+♦	1♠ 11+, 5+♠	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ stayman Other:		
2♦ transfer to ♥	2♠ transfer to ♣	
2♥ transfer to ♠	2NT transfer to ♦	
other 3♦/♥/♠ are 6 card suit with slam interest		
2♣ strong		
2♦ weak with 6♥		
2♥ weak with both majors		
2♠ weak with 6♠		
2NT 20 - 22	3NT gambling	
other		

2. PRE-ALERTS

Transfers over 1♣	Bergen raises
2♣ over 1M is 3-way, 3 card LR, nat, bal GF	Transfers after 1M (X)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	weak
Responsive doubles through	4♥	Unusual NT	lower suits
1NT overcall - immediate	15 - 18	Immediate cue of minor	Michaels
1NT overcall - re-opening	11 - 14	Immediate cue of Major	Michaels
Over weak twos	X for takeout	Over opening threes	X for takeout
Over opponent's 1NT	2♣ majors, 2♦ long major, 2♥/♠ 5+♥/♠ and 4+ minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 5+ hcp	2♦ 6♥, 4-7 or 12-15 hcp	3♦ splinter, 12-14 hcp
1♥ 4+♠, 5+ hcp	2♥ 6♠, 4-7 or 12-15 hcp	3♥ splinter, 12-14 hcp
1♠ 6-9 or GF bal, or 5+♦	2♠ 5+♣, 8-10 hcp	3♠ splinter, 12-14 hcp
1NT 10-11 bal	2NT 15+ bal	3NT 13-15 bal
2♣ 5+♣, 11+ hcp	3♣ 5+♣, 5-7 hcp	4♣ preempt
other		
1♦ 1♥ 4+♥, 5+ hcp	2♥ weak jump, 6♥	3♥ splinter, 12-14 hcp
1♠ 4+♠, 5+ hcp	2♠ weak jump, 6♠	3♠ splinter, 12-14 hcp
1NT 6 - 10 bal	2NT 11-12 bal, no major	3NT 13-15 bal
2♣ 5+♣, 11+ hcp	3♣ 4+♦, 8-10 hcp	4♣ splinter, 12-14 hcp
2♦ 4+♦, 11+ hcp	3♦ 4+♦, 5-7 hcp	4♦ preempt
other		
1♥ 1♠ 4+♠, 5+ hcp	2♥ 3+♥, 6 - 10 hcp	3♦ 4+♥, 6-8 hcp
1NT 6-11 bal	2♠ weak jump, 6♠	3♥ 4+♥, 3-5 hcp
2♣ 3 way - 3 card LR,nat,bal	2NT 4+♥, 13+ hcp	3♠ splinter, 10-14 hcp
2♦ 5+♦, 11+ hcp	3♣ 4+♥, 9 - 11 hcp	3NT 4♥, 12-14 bal
other 1♥ - 4♣/♦ = splinter, 10-14 hcp		
1♠ 1NT 6-11 bal	2♠ 3+♠, 6-10 hcp	3♥ weak jump, 6+♥
2♣ 3 way - 3 card LR,nat,bal	2NT 4+♠, 13+ hcp	3♠ 4+♠, 3-5 hcp
2♦ 5+♦, 11+ hcp	3♣ 4+♠, 9-11 hcp	3NT 4♠, 12-14 bal
2♥ 5+♥, 11+ hcp	3♦ 4+♠, 6-8 hcp	4♣ splinter, 10-14 hcp
other 1♠ - 4♦/♥ = splinter, 10-14 hcp		
1NT 3♣ puppet stayman	3♠ 6+♠, 14+ hcp	4♦ 6+♠, 9+ hcp
3♦ 6+♦, 14+ hcp	3NT to play	4♥ 6+♥, 3-12 hcp
3♥ 6+♥, 14+ hcp	4♣ 6+♥, 9+ hcp	4♠ 6+♠, 3-12 hcp
other		
2♣ 2♦ 0-3(4) or 10+ hcp	2NT 7-9 hcp, xfer to ♣	3♥ 7-9 hcp, xfer to ♠
2♥ 4-6(7), game forcing	3♣ 7-9 hcp, xfer to ♦	3♠ 7-9 hcp, 5♦&4♣
2♠ 7-9 hcp, balanced	3♦ 7-9 hcp, xfer to ♥	3NT 7-9 hcp, 5♠&4♥
other 2♣ - 2♦; 2♥ = relay to 2♠, could be ♥s or balanced 25+		
2♦ 2♥ to play	3♣ 6+♣, non-forcing	3♠ 5+♠, forcing
2♠ 5+♠, non-forcing	3♦ 6+♦, non-forcing	3NT to play
2NT forcing inquiry	3♥ to play	4♣ 6+♣, forcing
other		

Notes

2♥ 2♠ to play	3♦ 6+♦, non-forcing	3NT to play
2NT forcing inquiry	3♥ to play	4♣ 6+♣, forcing
3♣ 6+♣, non-forcing	3♠ to play	4♥ to play
other		
2♠ 2NT forcing inquiry	3♥ 6+♥, non-forcing	4♣ 6+♣, forcing
3♣ 6+♣, non-forcing	3♠ to play	4♥ to play
3♦ 6+♦, non-forcing	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ minors, slam interest	4♦ 6+♠, 5+ hcp
3♦ 5+♥	3NT to play	4♥ 6+♣, 9+ hcp
3♥ 5+♠	4♣ 6+♥, 5+ hcp	4♠ 6+♦, 9+ hcp
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3 card support, other major

Defence to 3NT opening X = values, bids natural

Defence to Opening Twos X for takeout

Multi 2♦ X = 14+ hcp

RCO style 2-s X = 14+ hcp

Other 2-s X = take out

Defence 1♣ : X = majors, 1NT = minors, jumps weak

to

strong 2♣ : X = majors, 2NT = minors, jumps weak

♣

Over 1NT Interference lebensohl

Lebensohl - other uses after a weak 2 is doubled for take out

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

4♥ X = take out 4♠ X = take out

10. OTHER NOTES

System on as a passed hand and after double