

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	weak jumps in major, 1C - 2D and 1D - 3C = limit raise	
Jump shifts after Major opening	1H - 2S = 6S weak, 1S - 3H = 6H 9-11, 1M - 3m Bergen	
Responses to strong 2 suit open.	2D weak or waiting	
Responses to 2NT opening	puppet stayman	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> 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
<b>Discards</b>	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	rev attitude	rev attitude
<b>Signal</b> on declarer's lead:	rev count	
<b>Notes</b>	vs NT, Q asks for unblock; vs suit, K from AK shows doubleton	

#### 6. SLAM CONVENTIONS

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

#### 7. OTHER CONVENTIONS

Minorwood in game forcing auctions	
After xyz, 2♣ = puppet to 2♦, 2♦ = artificial GF	

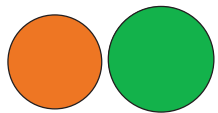
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	158542	David Lilley
& Names:	158291	George Kozakos
Basic System:	Standard	
Brown Sticker	<input checked="" 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+, 3+ clubs	1♥ 11+, 5+ hearts	
1♦ 11+, 3+ diamonds	1♠ 11+, 5+ spades	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ stayman Other:		
2♦ transfer to hearts	2♠ transfer to clubs, 3♣ = like	
2♥ transfer to spades	2NT transfer to diamonds, 3♦ = like	
other 3♣/♦/♥/♠ - 6 card suit with slam interest		
2♣ strong		
2♦ weak with 6♥ or 6♠		
2♥ weak with two suits same colour 5/5, ♣&♠ or ♦&♥		
2♠ weak with odd suits 5/5, ♣&♥ or ♦&♠		
2NT 20 - 22	3NT gambling	
other		

#### 2. PRE-ALERTS

2♣ over 1M is 3-way, 3 card LR, nat, bal GF	Bergen raises
2♥ = colour, 2♠ = odds	

#### 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	Majors 5/5 wide range
1NT overcall - re-opening	11 - 14	Immediate cue of Major	Other major/minor 5/5 wide range
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, X of SNT = 4M and 5+m		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ diamonds, 5+ hcp	2♦ 5+ clubs, 9 - 11 hcp	3♦ splinter
1♥ 4+ hearts, 5+ hcp	2♥ weak jump	3♥ splinter
1♠ 4+ spades, 5+ hcp	2♠ weak jump	3♠ splinter
1NT 6-10, 12 bal	2NT 10-12, bal, no major	3NT 13-15, bal
2♣ 4+ clubs, 11+ hcp	3♣ 5+ clubs, 5 - 8 hcp	4♣ preempt
other		
1♦ 1♥ 4+ hearts, 5+ hcp	2♥ weak jump	3♥ splinter
1♠ 4+ spades, 5+ hcp	2♠ weak jump	3♠ splinter
1NT 6-9 bal	2NT 10-12 bal, no major	3NT 13-15 bal
2♣ 5+ clubs, 11+ hcp	3♣ 5+ diamonds, 9 - 11 hcp	4♣ splinter
2♦ 4+ diamonds, 11+ hcp	3♦ 4+ diamonds, 5 - 8 hcp	4♦ preempt
other		
1♥ 1♠ 4+ spades, 5+ hcp	2♥ 3+ hearts, 5-9 hcp	3♦ 4+ hearts, 6-9 hcp
1NT 6-11 bal	2♠ weak jump	3♥ 4+ hearts, 3-5 hcp
2♣ 3 way - 3 card LR,nat,bal	2NT 4+hearts, 13+ hcp	3♠ splinter, 10-14 hcp
2♦ 5+ diamonds, 11+ hcp	3♣ 4+ hearts, 9-11 hcp	3NT 4 hearts, 12-14 bal
other 1H - 4C/D = splinter, 10-14 hcp		
1♠ 1NT 6-11 bal	2♠ 3+ spades, 5-9 hcp	3♥ 6 hearts, 9-11
2♣ 3 way - 3 card LR,nat,bal	2NT 4+ spades, 13+ hcp	3♠ 4+ spades, 3-5 hcp
2♦ 5+ diamonds, 11+ hcp	3♣ 4+ spades, 9-11 hcp	3NT 4 spades, 12-14 bal
2♥ 5+ hearts, 11+ hcp	3♦ 4+ spades, 6-9 hcp	4♣ splinter, 10-14 hcp
other 1S - 4D/H = splinter, 10 - 14 hcp		
1NT 3♣ 6+ clubs, 14+ hcp	3♠ 6+ spades, 14+ hcp	4♦ 6+ spades, 9+ hcp
3♦ 6+ diamonds, 14+ hcp	3NT to play	4♥ 6+ hearts, 3- 2 hcp
3♥ 6+ hearts, 14+ hcp	4♣ 6+ hearts, 9+ hcp	4♠ 6+ spades, 3-12 hcp
other		
2♣ 2♦ weak or waiting	2NT 9-11 bal	3♥ 6+ hearts, solid suit
2♥ 5+ hearts, 8+ hcp	3♣ 5+ clubs, 8+ hcp	3♠ 6+ spades, solid suit
2♠ 5+ spades, 8+ hcp	3♦ 5+ diamonds, 8+ hcp	3NT 12+ bal
other		
2♦ 2♥ correctable	3♣ 6+ clubs, forcing	3♠ correctable
2♠ correctable	3♦ 6+ diamonds, forcing	3NT to play
2NT forcing inquiry	3♥ correctable	4♣ asks for transfer to M
other 4♦ asks for M, 4♥/♠ = to play		

Notes

2♥ 2♠ correctable	3♦ correctable	3NT to play
2NT forcing inquiry	3♥ to play	4♣ asks for transfer to M
3♣ correctable	3♠ correctable	4♥ to play
other 4♦ asks for M, 4♠ to play		
2♠ 2NT forcing inquiry	3♥ correctable	4♣ asks for transfer to M
3♣ correctable	3♠ correctable	4♥ to play
3♦ correctable	3NT to play	4♠ to play
other 4♦ asks for M		
2NT 3♣ puppet stayman	3♠ Minors, slam interest	4♦ 6+ spades, 5+ hcp
3♦ 5+ hearts	3NT to play	4♥ 6+ clubs, 9+ hcp
3♥ 5+ spades	4♣ 6+ hearts, 5+ hcp	4♠ 6+ diamonds, 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, up the line

**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, 2♦ = weak major, 2♥ = 5/5 colour ♣&♠ or ♦&♥,  
to 2♠ = 5/5 odd suits ♣&♥ or ♦&♠  
**strong** 2♣ : X = majors, 2NT = minors, jumps weak  
♣

**Over 1NT Interference** take out X, nat

**Lebensohl - other uses** N/A

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

4♥ X = take out 4♠ X = take out

## 10. OTHER NOTES