

4. BASIC RESPONSES

Jump raises - minors	6-9, 5+ support
Jump raises - Majors	0-5, 4+ support
Jump shifts after minor opening	6+ suit invitational
Jump shifts after Major opening	6+ suit invitational, except 1♥ - 2♠ = artificial raise
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Puppet Stayman, xfers to Ms, 3♠ = minor stayman, 4♥ Ace ask

5. PLAY CONVENTIONS Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead but underlead Q109	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	lowest	2nd highest
In partner's suit	As above, but top if length known	3rd if suit not supported
Discards	Odds/Evens	
Count	Reverse	
Signal on partner's lead:	reverse attitude	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? over 1NT opening/rebid

Slam Notes

Cue Bids 1st/2nd below game but 1st at five level

Asking Bids

7. OTHER CONVENTIONS

Drury, Scroll, modified Bergen, cue raises
 Minorwood, serious, nonserious slam tries
 checkback, blackout
 Leaping Michaels

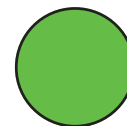
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 198390 Zol Nagy
 & Names: 158542 David Lilley
 Basic System: 2/1
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 3+, 11+pts 1♥ 5+, 11+pts
 1♦ 3+, 11+pts 1♠ 5+, 11+pts
 1NT 15-17 may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ transfer to 2♥ 2♠ transfer to 3♣
 2♥ transfer to 2♠ 2NT transfer to 3♦
 other

2♣ 23+ balanced or any GF
 2♦ Weak 2♥ or Acoll 2 in ♦
 2♥ 5+♥/4+♠ 6-10
 2♠ Weak 6♠
 2NT 20-22 balanced 3NT 4M preempt, one loser suit
 other

2. PRE-ALERTS

Transfers after natural 2 level overcalls
 Semi forcing NT over M openings
 1M-2♠ forcing raise with several ranges

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls 12-15 to 2 level, 15-17 to 3 level
 Responsive doubles through 4♥ Unusual NT highest and lowest suits 5+ 5+, 10+
 1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+ 5+, 10+
 1NT overcall - re-opening 11-14 or 13-16 Immediate cue of Major other major and ♦s 5+ 5+, 10+
 Over weak twos X = T/O Over opening threes X = T/O
 Over opponent's 1NT 2♣ = majors; 2♦ = one major; 2M = 5+ and a minor; 2NT = xfer to ♣s:
 3♣ = xfer to ♦s
 X of strong NT = 5+m and 4M

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+, 5+ pts	2♦ 9-11, 6+ ♦	3♦ 12-14 spl, solid ♣s
1♥ 4+, 5+ pts	2♥ 9-11 6+ ♥	3♥ 12-14 spl, solid ♣s
1♠ 4+, 5+ pts	2♠ 9-11 6+ ♠	3♠ 12-14 spl, solid ♣s
1NT 6-10, no M, 4+♣	2NT 12-13 balanced no M	3NT
2♣ Inverted	3♣ 6-9 pts, 5+ ♣	4♣
other		
1♦ 1♥ 4+, 5+ pts	2♥ 9-11, 6+ ♥	3♥ 12-14 spl, solid ♦s
1♠ 4+, 5+ pts	2♠ 9-11, 6+ ♠	3♠ 12-14 spl, solid ♦s
1NT 6-11, no M	2NT 12-13 bal, no M	3NT
2♣ Natural GF	3♣ 9-11, 6+ ♣	4♣
2♦ Inverted	3♦ 6-9 pts, 5+ ♦	4♦
other		
1♥ 1♠ 4+, 5+ pts	2♥ 8-11, 3 card support	3♦ 9-11 pts, 6+ ♦
1NT 6-11 if <3♥, 4-8 if 3♥	2♠ 6-11, 4+♥ or 16+ 3♥	3♥ 0-5 pts, 4+ support
2♣ Natural GF	2NT 4+♥, GF	3♠ 10-14 splinter
2♦ Natural GF	3♣ 9-11 pts, 6+ ♣	3NT 12-15 bal, 3/4 support
other 4m = spl 10-14		
1♠ 1NT 6-11 if <3♠, 4-8 if 3♠	2♠ 6-11 4+♠ or 16+ 3♠	3♥ 9-11 pts, 6+ ♥
2♣ 9-11 3♠ or natural GF	2NT 4+♠, GF	3♠ 0-5 pts, 4+ support
2♦ Natural GF	3♣ 9-11 pts, 6+ ♣	3NT 12-15 bal, 3/4 support
2♥ Natural GF	3♦ 9-11 pts, 6+ ♦	4♣ 10-14 splinter
other 4♦/♥ = splinter 10-14		
1NT 3♣ Natural, slam try	3♠ Natural, slam try	4♦ Not used
3♦ Natural, slam try	3NT To play	4♥ To play
3♥ Natural, slam try	4♣ Gerber	4♠ To play
other		
2♣ 2♦ waiting (Kokish)	2NT 5+♦ s, 2 of top 3	3♥ Not used
2♥ 5+ ♥, 2 of top 3	3♣ 5+ ♣, 2 of top 3	3♠ Not used
2♠ 5+ ♠, 2 of top 3	3♦ Not used	3NT Not used
other		
2♦ 2♥ P/C	3♣ natural, NF	3♠ N/A
2♠ natural, NF	3♦ natural, NF	3NT N/A
2NT GT inquiry	3♥ natural, NF	4♣ N/A
other		

Notes

2♥ 2♠ to play	3♦ natural, NF	3NT to play
2NT GT Inquiry	3♥ natural, NF	4♣ N/A
3♣ natural, NF	3♠ natural, NF	4♥ to play
other		
2♠ 2NT GT Inquiry	3♥ natural, NF	4♣ N/A
3♣ natural, NF	3♠ natural, NF	4♥ to play
3♦ natural, NF	3NT to play	4♠ to play
other		
2NT 3♣ puppet Stayman	3♠ Minor suit Stayman	4♦ natural, slam try
3♦ transfer	3NT to play	4♥ A ask
3♥ transfer	4♣ natural, slam try	4♠ transfer to 5♣
other 5♣ = transfer to ♦		

9. CONVENTIONS

Unusual NT: highest and lowest unbid suits 10+

4th Suit Forcing

One round

Game force

NT Checkback

Priorities: M suit length

Defence to 3NT opening

X = values, else natural

Defence to Opening Twos

X = T/O, leaping Michaels, else natural

Multi 2♦

X = 16+

RCO style 2-s

X = 16+

Other 2-s

over natural twos, X = T/O

Defence

X for Ms, 1NT = 5♠/4m, 2NT = 5♥s/5m, weak jumps, suits natural

to

strong

As for strong 1♣ opening, up 1 level

♣

Over 1NT Interference Modified Capaletti

Lebensohl - other uses

Not used

Take out of 4 level pre-empts

4♣/4♦

X = T/O

4♥

X = T/O

4♠

4NT = T/O

10. OTHER NOTES
