

4. BASIC RESPONSES

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

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	Bottom if raised otherwise middle	Bottom if raised otherwise middle
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	rev attitude	rev attitude
Signal on declarer's lead:	rev count	
Notes	McKenny suit preference when count is known	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
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	

www.abf.com.au

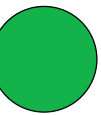
PDF Form Rev. 13F21 by RoL

MyRev. October 10, 2019

Copyright © ABF 2013



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	121541	Nigel Rosendorff
& 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+ clubs	1♥ 11+, 5+ hearts	
1♦ 11+, 4+ diamonds	1♠ 11+, 5+ spades	
1NT 15 - 17	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ stayman Other:		
2♦ transfer to hearts	2♠ transfer to clubs, 2NT = like	
2♥ transfer to spades	2NT transfer to diamonds, 3♣ = like	
other 3♣ = puppet stayman, 3♦ = minors, 3♥/♠ = short in other major		
2♣ strong		
2♦ weak with 6♥ or 6♠, 12-14 6♦ in 4th seat		
2♥ weak with 5♥&4=m, 12-14 6♥ in 4th seat		
2♠ weak with 5♠&4=m, 12-14 6♠ in 4th seat		
2NT 20 - 22	3NT gambling in 1st or 2nd, to play in 3rd or 4th other	

2. PRE-ALERTS

2♣ over 1M is 3 card LR or clubs	Bergen raises
TRF over 1♣	

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♥/♠=4hearts/spades and 5+ minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ hearts, 5+ hcp	2♦ 5+ clubs, 9 - 11 hcp	3♦ splinter
1♥ 4+ spades, 5+ hcp	2♥ weak jump, 6-9	3♥ splinter
1♠ 6-10 bal or diamonds	2♠ weak jump, 6-9	3♠ splinter
1NT 11-12 bal	2NT GF with 4 of a minor	3NT 13-15, bal
2♣ 5+ clubs, 11+ hcp	3♣ 5+ clubs, 5 - 8 hcp	4♣ preempt
other		
1♦ 1♥ 4+ hearts, 5+ hcp	2♥ weak jump, 6-9	3♥ splinter
1♠ 4+ spades, 5+ hcp	2♠ weak jump, 6-9	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, 10-12 hcp
1NT 5-11 bal	2♠ weak jump, 6-9	3♥ 4+ hearts, 3-5 hcp
2♣ 3 card LR or clubs	2NT 4+ hearts, 13+ hcp	3♠ splinter, 10-14 hcp
2♦ 4+ diamonds, 11+ hcp	3♣ 4+ hearts, 6-9 hcp	3NT 3 hearts, 13-15 bal
other 1♥ - 4♣/♦ = splinter, 10-14 hcp		
1♠ 1NT 5-11 bal	2♠ 3+ spades, 5-9 hcp	3♥ 6 hearts, 9-11
2♣ 3 card LR or clubs	2NT 4+ spades, 13+ hcp	3♠ 4+ spades, 3-5 hcp
2♦ 4+ diamonds, 11+ hcp	3♣ 4+ spades, 6-9 hcp	3NT 3 spades, 13-15 bal
2♥ 5+ hearts, 11+ hcp	3♦ 4+ spades, 10-12 hcp	4♣ splinter, 10-14 hcp
other 1♠ - 4♦/♥ = splinter, 10-14 hcp		
1NT 3♣ puppet stayman	3♠ short heart, usually 5431	4♦ 6+ spades, 9+ hcp
3♦ minors, 5/5 GF	3NT to play	4♥ 6+ hearts, 3- 2 hcp
3♥ short spade, usually 5431	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♦-2♠ = Kokish		
2♦ 2♥ correctable	3♣ 6+ clubs, non forcing	3♠ correctable
2♠ correctable	3♦ 6+ diamonds, non forcing	3NT to play
2NT forcing inquiry	3♥ correctable	4♣ asks for transfer to M
other 4♦ asks for M, 4♥ = to play, 4♠ = to play		

Notes

2♥ 2♠ nat, non forcing	3♦ nat, non forcing	3NT to play
2NT forcing inquiry	3♥ to play	4♣ correctable
3♣ correctable	3♠ nat, forcing	4♥ to play
other		
2♠ 2NT forcing inquiry	3♥ nat, constructive	4♣ correctable
3♣ correctable	3♠ to play	4♥ to play
3♦ nat, non forcing	3NT to play	4♠ to play
other		
2NT 3♣ puppet stayman	3♠ Minors, slam interest	4♦ 6+ diamonds, MW
3♦ 5+ hearts	3NT to play	4♥ 6+ hearts, to play
3♥ 5+ spades	4♣ 6+ clubs, MW	4♠ 6+ spades, to play
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

to

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

♣

Over 1NT Interference lebensohl

Lebensohl - other uses after a weak 2M 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