

## 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♠ weak, 1♠ - 3♥ = 6♥ 9-11, 1M - 3m Bergen	
Responses to strong 2 suit open.	2♦ weak or waiting	
Responses to 2NT opening	3♣ puppet stayman, 3♦♥ TRF, 3♠ minors	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	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>	Q asks for ATT, can be from KQ or QJ; vs NT, K asks for unblock	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b> PODI, PORI, PEDO		
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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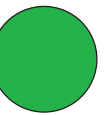
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	160423	Michael Smart
& 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+, 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♣=minors invite, 3♦=minors GF, 3♥=13(54) GF, 3♠=31(54) GF		
2♣ strong		
2♦ 6-10 with 6+♥/♠, 10-13 with 6♦ in 4th seat		
2♥ 8-11 with 5♥, 10-13 with 6♥ in 4th seat		
2♠ 8-11 with 5♠, 10-13 with 6♠ in 4th seat		
2NT 20 - 22	3NT gambling	
other		

## 2. PRE-ALERTS

2♣ over 1M is 3-way, 3 card LR, nat, bal GF	Bergen raises

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	7-10 NV or 9-12 Vul +2 for passed Pd and 3 level
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		
2NT = minors or any strong 5/5			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ diamonds, 5+ hcp	2♦ 5+ clubs, 8-10 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, 8-10 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 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, 6-9 hcp	3NT 4 hearts, 12-14 bal
other 1♥ - 4♣/♦ = 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, 6-9 hcp	3NT 4 spades, 12-14 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♣ minors, 5/5, invite	3♠ 31(54), GF	4♦ 6+ spades, 9+ hcp
3♦ minors, 5/5, GF	3NT to play	4♥ 6+ hearts, 3- 2 hcp
3♥ 13(54), GF	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+♣, F1	3♠ correctable
2♠ correctable	3♦ 6+♦, F1	3NT to play
2NT Game interest enquiry	3♥ correctable	4♣ asks for TRF to M
other 4♦ = asks for M, 4♥/♠ = natural		

Notes

2♥ 2♠ NNF	3♦ NNF	3NT to play
2NT Game interest enquiry	3♥ NF raise	4♣ splinter
3♣ NNF	3♠ NNF	4♥ to play
other 4♦ - splinter		
2♠ 2NT Game interest enquiry	3♥ NNF	4♣ splinter
3♣ NNF	3♠ tNF raise	4♥ to play
3♦ NNF	3NT to play	4♠ to play
other 4♦ = splinter		
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, jumps weak (also applies after 1♣-1♦)

to

**strong** 2♣ : X = majors, 2NT = minors, jumps weak (also applies after 2♣-2♦)

♣

**Over 1NT Interference** double for TO

**Lebensohl - other uses** Lebensohl after (2M) X and equivalent auctions

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

4♥ X = take out 4♠ X = take out

## 10. OTHER NOTES