

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	strong	
Jump shifts after Major opening	1M - 3m Bergen, OM = 3 card LR	
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)
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	Top
In partner's suit	low if not supported	low if not supported
Discards	High Encourage	High Encourage
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	high enc	high enc
Signal on declarer's lead:	natural count	

Notes K asks for count vs slam, pre-empt, or 5 level contract , K asks for unblock vs NT

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? After 1NT

Slam Notes PODI, PORI, PEDO

Cue Bids 1st or 2nd, minor KC in some situations

Asking Bids

7. OTHER CONVENTIONS

www.abf.com.au

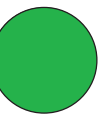
PDF Form Rev. 13F21 by RoL

MyRev. October 08, 2024

Copyright © ABF 2013



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	232637	Avi Kanetkar
& 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

1♣ 11+, 3+ clubs	1♥ 11+, 5+ hearts
1♦ 11+, 3+ diamonds	1♠ 11+, 5+ spades

1NT (14)15-17 may have singleton A or K may contain 5 card Major

1NT Responses	2♣ stayman	Other:
2♦ transfer to hearts	2♠ transfer to clubs, 2NT = super accept	
2♥ transfer to spades	2NT transfer to diamonds, 3♣ = super accept	
other 3♣/♦/♥/♠=natural, slam interest		

2♣ GF

2♦ Weak, 6-9, 6♦

2♥ Weak, 6-9, 6♥

2♠ Weak, 6-9, 6♠

2NT 20 - 22

3NT 9-13 HCPs with 5♠ & 6♥

other

2. PRE-ALERTS

After you open 1♣ 2+, 2♣ = nat, 2♦ = majors

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak, sound if vul
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	X=15+ forcing to 2♥, 2♣=any long suit, 2♦ majors, 2♥/♠ 5+♥/♠ and 4+ minor,		
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♦ natural slam try	3♦ 12+, splinter
1♥ 4+ hearts, 5+ hcp	2♥ natural slam try	3♥ 12+, splinter
1♠ 4+ spades, 5+ hcp	2♠ natural slam try	3♠ 12+, splinter
1NT 6-10, bal	2NT 11-12, bal, no major	3NT 13-15, bal
2♣ 4+ clubs, 10+ hcp	3♣ 5+ clubs, 5 - 8 hcp	4♣ preempt
other		
1♦ 1♥ 4+ hearts, 5+ hcp	2♥ natural slam try	3♥ 12+, splinter
1♠ 4+ spades, 5+ hcp	2♠ natural slam try	3♠ 12+, splinter
1NT 6-10 bal	2NT 11-12 bal, no major	3NT 13-15 bal
2♣ 4+ clubs, 10+ hcp	3♣ natural slam try	4♣ 12+, splinter
2♦ 4+ diamonds, 10+ hcp	3♦ 5+ diamonds, 5-9 hcp	4♦ preempt
other		
1♥ 1♠ 4+ spades, 5+ hcp	2♥ 3+ hearts, 5-9 hcp	3♦ 4+ hearts, 7-9 hcp
1NT NF, 6-11 bal	2♠ 3 card LR	3♥ 4+ hearts, 3-6 hcp
2♣ 4+ clubs, 10+ hcp	2NT 4+ hearts, GF	3♠ splinter, 10-14 hcp
2♦ 4+ diamonds, 10+ hcp	3♣ 4+ hearts, 10-12 hcp	3NT 4 hearts, 12-14 bal
other 1♥ - 4♣/♦ = splinter, 10-14 hcp		
1♠ 1NT NF, 6-11 bal	2♠ 3+ spades, 5-9 hcp	3♥ 3 card LR
2♣ 4+ clubs, 10+ hcp	2NT 4+ spades, GF	3♠ 4+ spades, 3-6 hcp
2♦ 4+ diamonds, 10+ hcp	3♣ 4+ spades, 10-12 hcp	3NT 4 spades, 12-14 bal
2♥ 5+ hearts, 10+ hcp	3♦ 4+ spades, 6-9 hcp	4♣ splinter, 10-14 hcp
other 1♠ - 4♦/♥ = splinter, 10-14 hcp		
1NT 3♣ natural slam try	3♠ natural slam try	4♦ 5/5 majors, no slam int
3♦ natural slam try	3NT to play	4♥ to play
3♥ natural slam try	4♣ Gerber, 3041	4♠ to play
other 3♣ second negative (3♦ over 3♣)		
2♣ 2♦ waiting	2NT 10+ balanced	3♥
2♥ 8+ hcp, good 5+ suit	3♣ 8+ hcp, good 5+ suit	3♠
2♠ 8+ hcp, good 5+ suit	3♦ 8+ hcp, good 5+ suit	3NT
other 2♣ - 2♦; 2♥ = any GF or balanced 24+		
2♦ 2♥ natural F1	3♣ natural F1	3♠ natural slam try
2♠ natural F1	3♦ to play	3NT to play
2NT Game interest enquiry	3♥ natural slam try	4♣ natural slam try
other		

Notes

2♥ 2♠ natural F1	3♦ natural F1	3NT to play
2NT Game interest enquiry	3♥ to play	4♣ natural slam try
3♣ natural F1	3♠ natural slam try	4♥ to play
other		
2♠ 2NT Game interest enquiry	3♥ natural F1	4♣ natural slam try
3♣ natural F1	3♠ to play	4♥ natural slam try
3♦ natural F1	3NT to play	4♠ to play
other 4♦ = splinter		
2NT 3♣ puppet stayman	3♠ Minors, slam interest	4♦ 6+ diamonds, slam try
3♦ 5+ hearts	3NT to play	4♥ to play
3♥ 5+ spades	4♣ 6+ clubs, slam try	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♦=min, 3 card support, other major

Defence to 3NT opening X = values, bids natural

Defence to Opening Twos X for takeout

Multi 2♦ X = 15+ hcp CTP, 2NT = 15-18, 4♣/♦ = LM

RCO style 2-s X = 15+ hcp CTP, 2NT = 15-18, 4♣/♦ = LM

Other 2-s X = take out, Lebensohl if they promise a major

Defence 1♣ : X = majors, 1NT = minors, jumps weak (also applies after 1♣-1♦),
to Advance of 1NT/2NT = forcing
strong 2♣ : X = majors, 2NT = minors, jumps weak (also applies after 2♣-2♦)
♣

Over 1NT Interference lebensohl double for TO

Lebensohl - other uses Lebensohl after we open 1NT, (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

Passed hand bidding: After 1M, 2♦ = drury, 2NT = nat, Bergen raises; After 1m, 2m=inverted, jumps fit showing.