

## 4. BASIC RESPONSES

Jump raises - minors	Mixed 5-8
Jump raises - Majors	Mixed 5-8
Jump shifts after minor opening	2M weak jump, 1♦-3♣ and 1♣-2♦ = INV raise
Jump shifts after Major opening	1♥-2♠ = weak, 1M-3x = INV, 6+ card suit
Responses to strong 2 suit open.	2♦ = waiting
Responses to 2NT opening	Puppet Stayman, transfers

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead all	A/Q=ATT, K=Count or unblock
Four or more with an honour	3rd/low	4th
From 4 small	2nd	2nd or top touching
From 3 cards (no honour)	3rd	Middle or top touching
In partner's suit	as above	as above
<b>Discards</b>	Low encourage	
<b>Count</b>	Low-High = even	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	Low = even	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB	3041	4♠ = keycard if hearts agreed
Asking Bids	<input type="checkbox"/>	Cue Bids	<input type="checkbox"/>	
4m = optional keycard ask				
P0D1, P0R1, PEDO				

## 7. OTHER CONVENTIONS

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos.	161871	Hugh Grosvenor
& Names:	158291	George Kozakos

Basic System: 2/1 Game Forcing

Brown Sticker ☐ Classification: Green ☒ Blue ☐ Red ☐ Yellow ☐

## 1. OPENING BIDS

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"/>

1NT Responses 2♣ Stayman

2♦ transfer to hearts	2♠ transfer to clubs, 3♣ = like
2♥ transfer to spades	2NT transfer to diamonds, 3♦ = support
(Dbl)	other 3♣ = Puppet Stayman

2♣ Strong

2♦ 6-10 with 6♦, 10-13 with 6♦ in 4th seat

2♥ 6-10 with 6♥, 10-13 with 6♥ in 4th seat

2♠ 6-10 with 6♠, 10-13 with 6♠ in 4th seat

2NT 20-22

3NT 9-13 with 5♠ and 6♥

other

## 2. PRE-ALERTS

1M - 2♣ = 3-way (LR, FG bal, FG nat)	Some transfers after we overcall
After 1M-(X), bids from 1NT to 2M-1	
are transfers	

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Support doubles and redoubles	Negative DBL thru 4♠
	Responsive DBL thru 4♠

Jump overcalls Natural, weak

Unusual NT Two lower unbid suits

1NT overcall: (immediate) 15-18

(re-opening) 14-17

Immediate cue: (minor) 5/5 ♥+♠

(Major) 5/5 other major + minor

Over: Weak Twos X = takeout

Opening Threes X = takeout

Opponent's transfers X shows bid suit

Opponent's 1NT 2♣ = majors, 2♦ = long major, 2M = 5+ major and 4+ minor

X of strong NT (including 16) = 4 major and longer minor

2N = 5/5 minors or any strong two-suiter

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ diamonds, 5+	2♦ 5+ clubs, 8-10	3♦ splinter
1♥ 4+ hearts, 5+	2♥ natural, weak	3♥ splinter
1♠ 4+ spades, 5+	2♠ natural, weak	3♠ splinter
1NT 6-10 bal	2NT 11-12 bal	3NT 13-15 bal
2♣ 4+ clubs, 11+	3♣ 5+ clubs, 5-8	4♣ Optional Minorwood
other		
1♦ 1♥ 4+ hearts, 5+	2♥ natural, weak	3♥ splinter
1♠ 4+ spades, 5+	2♠ natural, weak	3♠ splinter
1NT 6-10 no major	2NT 11-12 bal	3NT 13-15 bal
2♣ 5+ clubs, 11+	3♣ 5+ diamonds, 8-10	4♣ splinter
2♦ 4+ diamonds, 11+	3♦ 5+ diamonds, 5-8	4♦ Optional Minorwood
other		
1♥ 1♠ 4+ spades, 5+	2♥ 3+ hearts, 5-9	3♦ 6+ diamonds, INV
1NT <GF, 0-2♥, semi-force	2♠ natural, weak	3♥ 4+ hearts, 6-9
2♣ LR, FG nat, FG bal	2NT 4+ hearts, INV+	3♠ splinter
2♦ 5+ diamonds, FG	3♣ 6+ clubs, INV	3NT 3 hearts, 13-15 bal
other 4♣/♦ = splinter		
1♠ 1NT <GF, 0-2♠, semi-force	2♠ 3+ spades, 5-9	3♥ 6+ hearts, INV
2♣ LR, FG nat, FG bal	2NT 4+ spades, INV+	3♠ 4+ spades, 6-9
2♦ 5+ diamonds, FG	3♣ 6+ clubs, INV	3NT 3 spades, 13-15 bal
2♥ 5+ hearts, FG	3♦ 6+ diamonds, INV	4♣ splinter
other 4♦/♥ = splinter		
1NT 3♣ 5-card major ask	3♠ 31(54), FG	4♦ 6+♠
3♦ 5/5 minors, FG	3NT to play	4♥ to play
3♥ 13(54), FG	4♣ 6+♥	4♠ to play
other		
2♣ 2♦ waiting	2NT	3♥
2♥ 6+♥, good suit	3♣ 6+♣, good suit	3♠
2♠ 6+♠, good suit	3♦ 6+♦, good suit	3NT
other		
2♦ 2♥ Nat F	3♣ Nat F	3♠ splinter
2♠ Nat F	3♦ to play	3NT to play
2NT INV+ enquiry	3♥ splinter	4♣ Nat GF
other		

Notes

2♥ 2♠ Nat F	3♦ Nat F	3NT to play
2NT INV+ enquiry	3♥ NF raise	4♣ splinter
3♣ Nat F1	3♠ splinter	4♥ to play
other		
2♠ 2NT INV+ enquiry	3♥ Nat F	4♣ splinter
3♣ Nat F	3♠ NF raise	4♥ to play
3♦ Nat F	3NT to play	4♠ to play
other		
2NT 3♣ Puppet Stayman	3♠ Minors, slam interest	4♦ 6+ spades
3♦ 5+ hearts	3NT to play	4♥ 6+ clubs
3♥ 5+ spades	4♣ 6+ hearts	4♠ 6+ diamonds
other		

## 9. CONVENTIONS

**Unusual NT:** Two lower unbid suits

**4th Suit Forcing** One round ☐ Game force ☒

**NT Checkback** ☒ Priorities: Up the line

**Defence to 3NT opening** X = values, bids = natural

**Defence to Opening Twos** X = takeout, better minor Lebensohl

Multi 2♦ X = 14+ hcp

RCO style 2-s X = 14+ hcp

Other 2-s X = 14+ hcp

**Defence** (1♣): X = majors, 1NT = minors (also applies after 1♣-1♦)

to

**strong** (2♣): X = majors, 2NT = minors (also applies after 1♣-1♦)

1♣/2♣

**Over 1NT Interference** Lebensohl, X = takeout

**Lebensohl - other uses** After we open 1NT, (2M)-X and similar auctions

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

4♥ X = takeout

4♠ X=takeout

## 10. OTHER NOTES