

4. BASIC RESPONSES

Jump raises - minors	Preempt 3-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-5 HCP, 4+ cards
Jump shifts after minor opening	2♥/♠ nat, weak; 1♣-2♦ limit raise (7-9); 1♦-3♣ limit raise (7-9)
Jump shifts after Major opening	3♣/3♦ Bergen; 1♥-2♠ & 1♠-3♥ are 3card raise (10-12 HCP)
Responses to strong 2 suit open.	2♦=waiting; 2♥/2♠/3♣/3♦=6+ card self suffic'nt suit(1 loser max)
Responses to 2NT opening	3♣ Puppet Stayman; 3♦/3♥=♥/♠; 3♠=44+m; 4♦=nat, slam try

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q-Attitude, K-Count, see note	A/Q-attitude,K-count or unblock
Four or more with an honour	3rd from even, low from odd	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	3rd highest, top of 2	as above but 3rd if suit unraised
Discards	Count, McKenney, see note	
Count	Reverse present count	
Signal on partner's lead:	reverse attitude, then count	
Signal on declarer's lead:	Count	
Notes	Can underlead or overlead with AK or KQ but otherwise generally overlead. Frequent McKenney suit preference when count known or giving ruff. On first discard only use O/E, odds=encouraging / evens=McKenney	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? over our 1NT or 2NT calls

Slam Notes Use kickback for RKBW (ie 4 agreed suit+1 = RKBW)

Cue Bids 1st/2nd equal

Asking Bids

7. OTHER CONVENTIONS

Blackout (step) after 2 level reverse	DOPI & ROPI
Cue Raises	Leaping Michaels
Support X & XX	SMOLEN (5/4Ms after Stayman)
artificial shortage showing bids	Serious/nonserious slam try after 3M
Unnecessary jumps are splinters	Last Train game/slam tries

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Forcing pass in some competitive situations

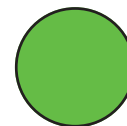
SOS redoubles in some 1&2 suit level Xs

Transfers at 3 level after opps 2 level overcall of our 1suit

If our artific'l call is X'd: pass=TP; XX=bid step then pass



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	158291	George Kozakos
& Names:	199291	George Smolanko
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♣	11-20 HCP, 3+	1♥	11-20 HCP, 5+
1♦	11-20, (3)4+, usually open 1♦ with 44m	1♠	11-20 HCP, 5+
1NT	15-17 HCP, BAL	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses 2♣ Simple Stayman, then opposite M sets opener's M, GF
 2♦ Transf ♥, super accept all 4+support 2♠ Transf ♣, then 2NT=good fitting hand
 2♥ Transf ♠, super accept all 4+support 2NT Transf ♦, then 3♣=good fitting hand
 other 3♣ = Puppet Stayman; 3♦/♥/♠ = nat, slam try

2♣	GF or 23+ BAL
2♦	Weak, 6-10 HCP, 6♥ but can be 5♥ if NV (not 5card suit in 1st or 2nd if bal)
2♥	Weak, < 11HCP, Both Majors (4+/4+)
2♠	Weak, 6-10 HCP, 6♠ but can be 5♠ if NV (not 5card suit in 1st or 2nd if bal)
2NT	20-22 HCP, BAL
3NT	1st & 2nd seat, 9-13HCP, 6♥ & 5♠
other	4NT = both minors, preemptive (can be very weak)

2. PRE-ALERTS

2/1=GF unless responder rebids his suit	If our artificial call is X'd, P=TP
Inverted minor raises	Transfs at 3level after opps 2level overcall
Bergen raises	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	lower 2 unbid suits
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	Both Majors 5+/5+
1NT overcall - re-opening	15-18 BAL	Immediate cue of Major	Other Major & minor (5+/5+)
Over weak twos	T/O X; Leaping Michaels	Over opening threes	T/O X
Over opponent's 1NT			
If 1NT weak(<14); X=PEN, 2♣=Ms (4+/4+), 2♦=6cM, 2♥/♠=5M&4+m, 2NT/3♣=transf			
If 1NT strong; as above except X=5+m & 4M			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ 7-9 HCP, 5+♣, no M	3♦ 13-14 HCP, splinter
1♥ 5+ HCP, 4+♥	2♥ 3-7 HCP, 6+♥, weak	3♥ 13-14 HCP, splinter
1♠ 5+ HCP, 4+♠	2♠ 3-7 HCP, 6+♠, weak	3♠ 13-14 HCP, splinter
1NT 6-11 HCP	2NT 11-12HCP, bal, ♦ only	3NT 13-15 HCP, bal, ♦ only
2♣ 10+ HCP, 4+♣, no M	3♣ 3-6 HCP, 5+♣	4♣ preempt
other 4♦=RKBW		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 3-7 HCP, 6+♥, weak	3♥ 13-14 HCP, splinter
1♠ 5+ HCP, 4+♠	2♠ 3-7 HCP, 6+♠, weak	3♠ 13-14 HCP, splinter
1NT 6-11 HCP	2NT 11-12 HCP, bal, ♣ only	3NT 13-15 HCP, bal, only ♣
2♣ 10+ HCP, 4+♣	3♣ 7-9 HCP, 4+♦, no M	4♣ 13-14 HCP, splinter
2♦ 10+ HCP, 4+♦, no M	3♦ 3-6 HCP, 5+♦, no M	4♦ preempt
other 4♥=RKBW		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-10 HCP, 3♥	3♦ 10-12 HCP, 4+♥
1NT 6-11 HCP	2♠ 11-12 HCP, 3♥	3♥ 0-5 HCP, 4+♥
2♣ 10+ HCP, 4+♣	2NT 12+HCP, GF, 4+♥	3♠ 10-14 HCP, splinter
2♦ 10+ HCP, 4+♦	3♣ 6-9 HCP, 4+♥	3NT 13-15 HCP, bal, 3♥
other 4♣/4♦= 10-14 HCP splinter; 4♠= RKBW		
1♠ 1NT 6-11 HCP	2♠ 5-10 HCP, 3♠	3♥ 11-12 HCP, 3♠
2♣ 10+ HCP, 4+♣	2NT 12+ HCP, GF, 4+♠	3♠ 0-5 HCP, 4+♠
2♦ 10+ HCP, 4+♦	3♣ 6-9 HCP, 4+♠	3NT 13-15 HCP, bal, 3♠
2♥ 10+ HCP, 5+♥	3♦ 10-12 HCP, 4+♠	4♣ 10-14 HCP, splinter
other 4♦/4♥= 10-14 HCP, splinter; 4NT=RKBW		
1NT 3♣ Puppet Stayman, GF	3♠ nat, slam try	4♦ unused
3♦ nat, slam try	3NT TP	4♥ nat, TP
3♥ nat, slam try	4♣ Gerber, Ace Ask	4♠ nat, TP
other 4NT= quantitative		
2♣ 2♦ waiting	2NT not used	3♥
2♥ nat, 1 loser max suit	3♣ nat, 1 loser max suit	3♠
2♠ nat, 1 loser max suit	3♦ nat, 1 loser max suit	3NT
other 2♣-2♦; 2♥=relay to 2♠, could be ♥s or bal 25+		
2♦ 2♥ TP	3♣ nat, NF	3♠ nat, GF
2♠ nat, NF	3♦ nat, NF	3NT TP
2NT inv+, ask for shortage	3♥ inv only on 6c suit	4♣ nat, GF
other 4♦=nat,GF; 4♥=TP; 4♠=RKBW		

Notes After 1M-2M-step=game try any shortage(0or1),then step asks for shortage L/M/H.
If our 1NT gets X'd; XX=bid 2♣ then pass (transfer to m); else = system on

2♥ 2♠ TP	3♦ nat, NF	3NT TP
2NT Game interest Enquiry	3♥ TP	4♣ nat, GF
3♣ nat, NF	3♠ TP	4♥ TP
other 4♦=nat, GF; 4♠=TP		
2♠ 2NT inv+, ask for shortage	3♥ nat, NF	4♣ nat, GF
3♣ nat, NF	3♠ inv only on 6c suit	4♥ TP
3♦ nat, NF	3NT TP	4♠ TP
other 4NT=RKBW		
2NT 3♣ Puppet Stayman	3♠ minors Stayman, 44m	4♦ nat, slam try
3♦ Transfer to ♥	3NT TP	4♥ nat, mildly slammish
3♥ Transfer to ♠	4♣ Gerber, Ace Ask	4♠ nat, mildly slammish
other 4NT=quantitative		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=force2♦ then next is inv; 2♦=art, GF; 2NT=force 3♣

Defence to 3NT opening CTP X

Defence to Opening Twos CTP X; T/O X of nat 2's; Leaping Michaels

Multi 2♦ CTP X; Leaping Michaels

RCO style 2-s CTP X; Leaping Michaels

Other 2-s Over nat 2's: T/O X; Leaping Michaels; Michaels over nat 2♦

Defence 1♣ : X=Majors 5+/4+; 1NT=5+♠ & 4+m; 2NT=5+♥ & 5+m; jumps weak

to

strong 2♣ : X=Majors; 2NT=minors

♣

Over 1NT Interference X=CTP (if art) or T/O (if nat); NF nat thru 3♦; GF from 3♥ up

Lebensohl - other uses NEVER USED

Take out of 4 level pre-empts 4♣/4♦ X=T/O ; 4NT=Nat

4♥ X=T/O ; 4NT= Nat 4♠ X=values; 4NT=T/O

10. OTHER NOTES

CTP X (1st=cards/2nd=Takeout/3rd=Penalty) over their weakish artificial open or overcall.

(1m) - 3m=natural intermediate jump (good 6c suit, 11-15HCP).

Inverted minor does not apply if passed hand or opps overcall - limit raises apply.

After 1m - 2m - step=11-14any, then step=art, GF.

After 1M-2NT- 3♣=any 11-14; 3♦=17+,bal; 3♥/3♠/3NT=15+,L/M/H shortage.

Tom - after 1m - (1NT) - 2other m=both Majors, 5/4+.