

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 nat, goodish 6+card, (7-9) |
| 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♣/♦=Minorwood |

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 | 4th highest | |
| From 4 small | 2nd highest | |
| From 3 cards (no honour) | middle | |
| In partner's suit | 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 Frequent McKenney suit preference when count known or giving ruff. | | |
| Overlead QJ/J10/109 but choose card with AK/KQ depending on signal desired. | | |
| On first discard only use O/E, odds=encouraging / evens=McKenney | | |

6. SLAM CONVENTIONS

| | | |
|--|---|--|
| 4NT: Blackwood <input checked="" type="checkbox"/> | RKCB 3041 | 4♣ Gerber <input type="checkbox"/> when? never |
| Slam Notes | Kickback; With agreed major 3M+1=non-serious slam try; DOPI | |
| Cue Bids <input checked="" type="checkbox"/> | 1st/2nd equal | |
| Asking Bids <input checked="" type="checkbox"/> | Control Asks; Exclusion RKBW; Minorwood (conditional & unconditional) | |

7. OTHER CONVENTIONS

| | |
|--|--|
| Step Blackout (1-over-1 then reverse). | DOPI |
| Cue Raises. Artificial Raises. | Leaping Michaels & non-leaping Michaels. |
| Support X & XX. | Last Train game & slam tries. |
| artificial shortage showing bids. | Forcing pass in some comp situations. |
| Unnecessary jumps are splinters. | Artificial bids after our 3NT overcall. |

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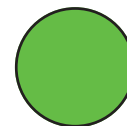
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If our artif overcall is X'd: P=nat; XX=bid step then pass.
 2NT response over our X= scrambling in some cases.
 If they save over game, X=doubleton, pass=not doubleton
 After our M bid, in comp 2NT= 4card raise, 10+ HCP



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

| | | |
|--|---|--|
| ABF Nos. | 158291 | George Kozakos |
| & Names: | 199291 | George Smolanko |
| Basic System: | Standard; 2/1=GF unless responder rebids their suit | |
| 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♣ | 11-20 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 | may contain 5 card Major <input checked="" type="checkbox"/> |

1NT Responses 2♣ Extended Stayman (invite +), asking for min/max and 5card suit
 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 system on after X, except 2♣=Simple Stayman, and XX=bid 2♣ then pass.

| | |
|-------|---|
| 2♣ | GF or 23+ BAL |
| 2♦ | Weak two in Major, 6-10 HCP |
| 2♥ | 5-Hearts and 4+minor, 6-10 HCP |
| 2♠ | 5-Spades and 4+minor, 6-10 HCP |
| 2NT | 20-22 HCP, BAL |
| 3NT | 1st/2nd: 9-13, 6♥ & 5♠. 3rd/4th: TP |
| other | 4suit = nat preempt. 4NT = both minors, preemptive (can be very weak) |

2. PRE-ALERTS

| | |
|--|---|
| 2♦/2♥/2♠ openings above do not apply in | ALL point ranges are a guide only. |
| 4th seat (now nat. 6+ suit, 10-13HCP). | Inverted minors(unless PH or in comp). |
| 1M - 2♣=3way bid, incl limit raise of M. | |

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; non-leaping Michaels |
| Over opponent's 1NT | 2♣= 5(4)/4+ Majors; 2♦= 6+M; 2M= 5+M & 4+m | | |
| | 2NT= ♣ (can be strong 5+/5+); 3♣=♦ (can be strong 5+/5+); 3♦=11-14, nat | | |
| | X weak 1NT(their min is <14)= PEN; X strong 1NT(14+)= 4M & 5+m | | |

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | | |
|--|----------------------------|----------------------------|--|
| 1♣ 1♦ 5+ HCP, 4+♦ | 2♦ 7-9 HCP, 5+♣, no 4M | 3♦ 13-14 HCP, splinter | |
| 1♥ 5+ HCP, 4+♥ | 2♥ 3-6 HCP, 6+♥, weak | 3♥ 13-14 HCP, splinter | |
| 1♠ 5+ HCP, 4+♠ | 2♠ 3-6 HCP, 6+♠, weak | 3♠ 13-14 HCP, splinter | |
| 1NT 6-11 HCP, nat | 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 Passed hand: 2♣=5-8, 2♦=9-11 | | | |
| 1♦ 1♥ 5+ HCP, 4+♥ | 2♥ 3-6 HCP, 6+♥, weak | 3♥ 13-14 HCP, splinter | |
| 1♠ 5+ HCP, 4+♠ | 2♠ 3-6 HCP, 6+♠, weak | 3♠ 13-14 HCP, splinter | |
| 1NT 6-11 HCP, nat | 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 Passed hand: 2♦=5-8, 3♣=9-11 | | | |
| 1♥ 1♠ 5+ HCP, 4+♠ | 2♥ 5-10 HCP, 3♥ | 3♦ 10-12 HCP, 4+♥ | |
| 1NT 6-11 HCP, nat | 2♠ nat, 6+ card, (7)8-10 | 3♥ 0-5 HCP, 4+♥ | |
| 2♣ 10+3way(PH: 9-11, 3♥) | 2NT 12+HCP, GF, 4+♥ | 3♠ 10-14 HCP, splinter | |
| 2♦ 10+ nat(PH: 9-11, ♥Hx) | 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, nat | 2♠ 5-10 HCP, 3♠ | 3♥ nat, 6+card, (7)8-10 | |
| 2♣ 10+3way(PH:9-11, 3♠) | 2NT 12+ HCP, GF, 4+♠ | 3♠ 0-5 HCP, 4+♠ | |
| 2♦ 10+ nat(PH:9-11, ♠Hx) | 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♣ bid 3♦, slamtry any suit | 3♠ 3♠ 54+ minors, GF | 4♦ texas transfer to 4♠ | |
| 3♦ 5+5+ ms, GF | 3NT TP | 4♥ nat, TP | |
| 3♥ 3♥ 54+ minors, GF | 4♣ texas transfer to 4♥ | 4♠ nat, TP | |
| other 4NT= quantitative. After Texas play RKBW and Exclusion RKBW | | | |
| 2♣ 2♦ negative or 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♥=forces 2♠, then: 2NT=bal 25+; anything else includes long ♥s. | | | |
| 2♦ 2♥ P/C | 3♣ nat, 1-round force | 3♠ P/C | |
| 2♠ P/C | 3♦ nat, 1-round force | 3NT (& 4♠) to play | |
| 2NT strong enquiry | 3♥ P/C | 4♣ asks for transfer | |
| other 4♦=asks for Major; 4♥= P/C ; 4♠=to play | | | |

Notes After 2♦ - 2NT Enquiry; 3♣/3♦ = min hearts/spades; 3♥/3♠ = max hearts/spades.
 After 1M-2M-step=game try any shortage (0or1), then step asks for shortage L/M/H.
 Rebid 1M after 1m - 1X - with 44+, can be bal.

| | | | |
|---|------------------------|------------------------|--|
| 2♥ 2♠ Nat, NF | 3♦ to play | 3NT to play | |
| 2NT strong enquiry | 3♥ preemptive | 4♣ P/C | |
| 3♣ P/C | 3♠ natural, forcing | 4♥ to play | |
| other 4♠=Kickback. After 2NT enquiry, 3m =min; 3♥/3♠ = max (♣/♦) | | | |
| 2♠ 2NT strong enquiry | 3♥ nat, forcing | 4♣ P/C | |
| 3♣ P/C | 3♠ preemptive | 4♥ to play | |
| 3♦ to play | 3NT to play | 4♠ to play | |
| other After 2NT enquiry, 3m =min; 3♥/3♠ = max (♣/♦). 4NT asks for m if unknown. | | | |
| 2NT 3♣ Puppet Stayman | 3♠ minors Stayman, 44m | 4♦ nat, Unc Minorwood | |
| 3♦ Transfer to ♥ | 3NT TP | 4♥ Nat., mild slam try | |
| 3♥ Transfer to ♠ | 4♣ nat, Unc Minorwood | 4♠ Nat., mild slam try | |
| other 4NT=quantitative | | | |

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

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

Defence to 3NT opening CTP X; over gambling, 4♣ for majors.

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 4♦ 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) when they open/overcall weak & artificial
 (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.

After opp overcall, jump NS=6+c good suit, 7-9HCP(approx)

After our overcall, non-jump NS is NF except at 3 level (but must raise with 3+ support)