

4. BASIC RESPONSES

Jump raises - minors	(5)6-9, 5+ support
Jump raises - Majors	6-9, 4+ support
Jump shifts after minor opening	2M=6 card suit, 3-7 1♣-2♦ and 1♦-3♣ = (4)5 card supp INV
Jump shifts after Major opening	1♥-2♠ NPH=6♠ 3-7; 1M-3♣/♦ 1♠-3♥ NPH=6card suit INV. FS by PH
Responses to strong 2 suit open.	2♦= Waiting, Others natural +ve
Responses to 2NT opening	3♣=Puppet Stayman, 3♦/3♥=TRF, 3♠=MSS, 4♣/4♦=MW (step disc)

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A/Q-Attitude	K-Count
	K=Unblock or count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	Middle	
In partner's suit	Att if support else as above	
Discards	Low encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Reverse Count if appropriate	
Notes	Suit preference if shortage in dummy or known shortage in declarer's hand	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 0314	4♣ Gerber <input type="checkbox"/>	when? Return to Trumpsuit no Q
Slam Notes	4♠ Kickback in ♥, RKCB [X] P=no control, Other Normal.		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd. Q ask: Step=Q no K , 5NT=Q and K step suit, other Q and K suit		
Asking Bids <input checked="" type="checkbox"/>	King ask, trump suit=no, otherwise lowest K and 5NT being K of ask suit		

7. OTHER CONVENTIONS

2 way checkback over 1NT rebid	Fit Showing Jumps in competition
Transfers over 2NT rebid - accept = Support	1NT-(Xpen)- 2♦♥/♠ To play
M super accepts (3suit=wk +4, 2nt=max +4)	1NT-(Xpen)-XX=♣s or 2 suits not ♣s
♦ support accept = 3♦	1NT-(Xpen)-2♣=♣s and a higher suit
Equal level conversion after T/O double of 1M	2♣ - 2♦; 3♦-4♦; 4♥(KC)-4♠=0/3 etc

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1m-1M-2M-2NT=F1, 3NT=Choice of contract

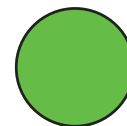
1M-2M; Step=short suit trial; New suit=Long suit trial

Minorwood: step=disc, step 2=0/3 ie 2NT4♣ 4♦=disc 4♥=0/3

2NT - 4♦; 4♥=disc - 4♠=KC; 4NT=0/3 etc



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264997	Pele Rankin
& Names:	158291	George Kozakos
Basic System:	2/1 GF, 5 card Majors, 15-17 NT	
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+ HCP, 3+♣	1♥	11+ HCP 5+♥
1♦	11+ HCP, 3+♦ 4432 (4♦,4♣=open 1♦)	1♠	11+ HCP 5+♠
1NT	15-17 Balanced	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣ Simple Stayman (Smolen)
2♦ TRF ♥	2♠ TRF ♣ or Range Probe
2♥ TRF ♠	2NT TRF ♦ (3♦=support)
other 1NT-3♣=Puppet Stayman. 4♣=TRF ♥, 4♦=TRF ♠	

2♣	23+ BAL or any game force
2♦	6♦ 5-(10)
2♥	6♥ 5-(10)
2♠	6♠ 5-(10)
2NT	20-22 Bal
3NT	AKQxxxx ♣ or ♦ (3rd seat may be good)
other	

2. PRE-ALERTS

1NT - 3 & 4 level responses	1/2 seat 1M-2♣=♣s/NT GF or 3M INV raise
Walsh style (e.g. 1♣-1♥-1♠ = (4)5+♣/4+♠)	3/4 seat 1M - 2♣=9-11 3+M (Drury)
	Support X/XX

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through	4♠	Unusual NT	5/5 Lower 2 unbid suits unlimited
1NT overcall - immediate	15-18 BAL	Immediate cue of minor	5/5 ♥/♠ unlimited
1NT overcall - re-opening	11-15 BAL	Immediate cue of Major	5/5 oM/m unlimited
Over weak twos	2NT 16-18, XXX with Leb.	Over opening threes	T/O X
Over opponent's 1NT	X= PEN over Weak NT (max 15), X over Strong NT=4M/5+m		
2♣=Majors, 2♦= single suit, 2M= 5Major/4+minor, 2NT= ♣/♦ 5/5, 3 level = NAT			
1NT [X]: XX = ♣s or 2 suits not ♣s. 2♣=♣s and higher suit. 2 suit=To play			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP, 4+♦	2♦ INV 5+♣. P/H=FS	3♦ SPL GF
1♥ 5+ HCP, 4+♥	2♥ 3-7 6+♥. P/H=FS	3♥ SPL GF
1♠ 5+ HCP, 4+♠	2♠ 3-7 6+♠. P/H=FS	3♠ SPL GF
1NT 5-10 HCP	2NT 11(12) HCP, 3334	3NT 12-15 HCP, 33(34)
2♣ 12+ 5+♣ no major	3♣ (5)6-9, 5+♣	4♣
other 1♣-2♣; 2♦=min, other NT probe GF. 1♣-1M, 4♣=4M/Good 6♣. 1♣-4M=To play.		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 3-7 6+♥. P/H=FS	3♥ SPL GF
1♠ 5+ HCP, 4+♠	2♠ 3-7 6+♠. P/H=FS	3♠ SPL GF
1NT 5-10 HCP	2NT 11-(12) HCP, 33(34)	3NT 12-15 HCP, 33(34)
2♣ GF 5+(4)♣	3♣ INV 5+♦. P/H=FS	4♣ SPL GF
2♦ 12+ 5+♦ no major	3♦ (5)6-9, 5+♦	4♦
other 1♦-2♦; 2♥=min, other NT probe GF. 1♦-1M, 4♦=4M/Good 6♦. 1♦-4M=To play.		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 6-9, 3♥	3♦ INV 6+♦. P/H=FS
1NT 5-11 HCP	2♠ 3-7 6+♠; P/H max/a shtg	3♥ 6-9, 4+♥
2♣ GF ♣/BAL or Inv+ 3♥	2NT INV+ 4+♥. P/H=FS♠	3♠ SPL 10-12 HCP
2♦ GF 5+♦	3♣ INV 6+♣. P/H=FS	3NT 12-14 HCP, 33(34)
other 4♣/4♦=SPL 10-12 HCP; 4♠=To play		
1♠ 1NT 5-11HCP	2♠ 6-9,3♠	3♥ INV 6+♥. P/H=FS
2♣ GF ♣/BAL or Inv+ 3♠	2NT INV+4+♠. P/H max & shtg	3♠ 6-9, 4+♠
2♦ GF, 5+♦	3♣ INV 6+♣. P/H=FS	3NT 12-14 HCP, 33(34)
2♥ GF, 5+♥	3♦ INV 6+♦. P/H=FS	4♣ SPL 10-12 HCP
other 1♠ - 4♦/4♥ = SPL 10-12 HCP		
1NT 3♣ Mod. Puppet Stayman	3♠ 31(5/4); opener 4♥=5♠	4♦ TRF ♠
3♦ 5/5 ♣/♦ GF	3NT To play	4♥ To play
3♥ 13(4/5); opener 3♠=5♥	4♣ TRF ♥	4♠ To play
other 1NT-[X]-XX=BID 2♣ either ♣ or 2 suits not ♣s. 2♣=♣+another.2♦/♥/♠=to play		
2♣ 2♦ Waiting	2NT +ve 5/5 ♣/♦	3♥
2♥ +ve 5+♥ KJ+	3♣ +ve 6+♣ KJ+	3♠
2♠ +ve 5+♠ KJ+	3♦ +ve 6+♦ KJ+	3NT
other Kokish i.e. 2♣-2♦; 2♥-2♠; 2NT=25+. 2♣-2♦-2NT=23-24		
2♦ 2♥ NAT F1	3♣ NAT F1	3♠
2♠ NAT F1	3♦ To play	3NT To play
2NT Shortage ask**	3♥	4♣
other ** 3♦=min (may inc shortage). 3♣/3♥/3♠=shortage non min		

Notes 3 lvl Pre-empts: 4 of cheapest minor=RKCB with 1st step = bad hand.

3♣-[P]-4♦ KC: 4♥ bad hand(4♠ KC), 4♠=1, 4NT=0, 5♣=2 etc. Off after Interfer, 4 cue=KC
System off (exception 2 way checkback) over interference but generally, ignore X's.

2♥ 2♠ NAT F1	3♦ NAT F1	3NT To play
2NT Shortage ask **	3♥ To play	4♣
3♣ NAT F1	3♠	4♥ To play
other ** 3♥=min (may inc shortage). 3♣/3♦/3♠=shortage non min. 4♠=To play, KC via 2NT		
2♠ 2NT Shortage ask **	3♥ NAT F1	4♣
3♣ NAT F1	3♠ To play	4♥ To play
3♦ NAT F1	3NT To play	4♠ To play
other ** 3♠=min (may inc shortage). 3♣/3♦/3♥=shortage non min		
2NT 3♣ Puppet Stayman	3♠ Minor suit Stayman	4♦ M/wood (step disc, 0/3..)
3♦ ♥s (3♥=<4♥)	3NT To play	4♥ 6+♥ mild slam try
3♥ ♠s (3♠=<4♠)	4♣ M/wood (step disc, 0/3..)	4♠ 6+♠ mild slam try
other 3♣-3♦(1+ M); now 4♦=both M and 4♣=M/W. 3♣-3♥=5♥, 3♠=5♠. 3♣-3NT=No major		

9. CONVENTIONS

Unusual NT: 2 Lower unbid suits, unlimited

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣=puppet to 2♦ then INV, 2♦=GF, 2NT=Puppet to 3♣

Defence to 3NT opening

Defence to Opening Twos 2NT=16-18 BAL, Michaels

Multi 2♦ XXX. 1st X=13+. Lebensohl

RCO style 2-s XXX. 1st X=13+. Lebensohl

Other 2-s Over natural weak 2s: Leaping Michaels in both 2nd/4th chair

Defence 1♣ : X=Majors; 1NT=Minors

to

strong Over [1♣]-P-[1♦]-X=Majors; 1NT=Minors

♣

Same method used over strong 2♣ opening.

Over 1NT Interference Lebensohl 2NT, Slow Shows. X=T/O of anchor suit otherwise XXX

Lebensohl - other uses After double of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, 4nt minors 4♠ X=values, 4NT=At least 2 places to play

10. OTHER NOTES

1♣ -1♥; -1NT- 2♠ = 6♥/4♠ GF. 1♣ -1♥;-1NT - 2♣; - 2♦ - 2♠ = 4♥/4♠ INV

1♣ -1♥;-1NT - 2♣; - 2♦ - 2♥ = 5♥+/may have 4♠ INV

Jacoby: 3♣=min or 18+with shortage; 3♦=15-17 with shortage; 3OM=bal non min;

3M=6M non min; 3NT=17-19; 4x=Good 5 card suit, non min

Inverted GF: Step=min then repsonder bids NT probe GF; other NT probe; jump=shortage

1M-1NT; 2NT=FG: 3♣/♦=5+ if M=♥ 3♥/♠=♣/♦ longer corresp M. If M=♠ 3♥=5+ 3♠=4♥ bal/1444

Blackout (Reverse): Rebid of Major=5+ F1, 4th suit, CUE or 2NT - cheapest is weak