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+c, (7-10)
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 McKenny 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 reverse attitude.

6. SLAM CONVENTIONS

4NT: Blackwood [X]   RKCB 3041   4♣ Gerber [ ] when? never

Slam Notes Kickback; With agreed major 3M+1=non-serious slam try;

Cue Bids	[X]	1st/2nd equal
Asking Bids	[X]	Control Asks; Minorwood (conditional and unconditional)

7. OTHER CONVENTIONS

Step Blackout (1-over-1 then reverse).	DOPI / ROPI
Cue 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.	serious/non-serious slamtries after 3M

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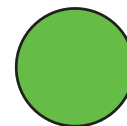PDF Form Rev. 15F06 by RoL

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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.

Our raise to 4m is never invite.

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	445002	Justin Williams
& Names:	199291	George Smolanko

Basic System: 2/1=GF unless 2♣ limit raise of 1M

Brown Sticker [ ]   Classification: Green [X]   Blue [ ]   Red [ ]   Yellow [ ]

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	may contain 5 card Major [X]

1NT Responses	2♣ Simple Stayman (then crisscross GF raise of 2M response)
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	

2♣	GF or 23+ BAL
2♦	Weak, <11 HCP, 4+/4+ ♥ & ♠.
2♥	Weak, 6-10 HCP, 5+♥ NV / 6+♥ V.
2♠	Weak, 6-10 HCP, 5+♠ NV / 6+♠ V.
2NT	20-22 HCP, BAL 3NT 1st/2nd: 9-13, 6♥ & 5♠. 3rd/4th: TP
other	4X=nat preempt. 4NT = both minors, preemptive (can be very weak)

2. PRE-ALERTS

2♦ opening.	ALL point ranges are a guide only
In some cases if our artif call is X'd, P=TP	Inverted minors(unless PH or in comp)

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	X= penalty, 15+HCP; 2♣= 5(4)/4+ Majors; Else = nat		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 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♥

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♣	12+HCP, 4+♣, GF.	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♠

1♠	5+ HCP, 4+♠	2♥	5-10 HCP, 3♥	3♦	10-12 HCP, 4+♥
1NT	6-11 HCP, nat	2♠	7-10 HCP, 6+♠	3♥	0-5 HCP, 4+♥
2♣	10+,3way(PH:9-11,3♥)	2NT	12+HCP, GF, 4+♥	3♠	10 -14 HCP, splinter
2♦	12+, 5+♦, GF	3♣	6-9 HCP, 4+♥	3NT	13-15 HCP, bal, 3♥
other	4♣/4♦= 10-14 HCP splinter; 4♠= RKBW				

1♠ 1NT

1NT	6-11 HCP, nat	2♠	5-10 HCP, 3♠	3♥	7-10HCP, 6+♥
2♣	10+,3way(PH:9-11,3♠)	2NT	12+ HCP, GF, 4+♠	3♠	0-5 HCP, 4+♠
2♦	12+ HCP, 5+♦, GF	3♣	6-9 HCP, 4+♠	3NT	13-15 HCP, bal, 3♠
2♥	11+ HCP, 5+♥, GF	3♦	10-12 HCP, 4+♠	4♣	10-14 HCP, splinter
other	4♦/4♥= 10-14 HCP, splinter; 4NT=RKBW				

1NT 3♣

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, distributional
3♥	3♥ 54+ minors, GF	4♣	Texas Transfer to 4♥	4♠	nat, TP, distributional
other	4NT= quantitative. After Texas Transfer play Kickback RKBW				

2♣ 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♥=forces 2♠, then: 2NT=bal 25+; anything else includes long ♥s.				

2♦ 2♥

2♥	TP	3♣	nat, NF	3♠	TP, as is 4♠
2♠	TP	3♦	nat, NF	3NT	TP
2NT	inv+, Enquiry	3♥	TP, as is 4♥	4♣	good 6+ suit, GF
other	After any response to 2NT enquiry, 4♣/♦ sets ♥/♠ (then can Kickback)				

2♥ 2♠

2♠	nat, NF	3♦	nat, NF	3NT	TP
2NT	inv+, ask for shortage	3♥	inv only on 6c suit.	4♣	good 6+ suit, GF
3♣	nat, NF	3♠	nat, GF	4♥	TP
other	4♠=Kickback. Must bid 3♠ first if wanting to play 4♠.				

2♠ 2NT

2NT	inv+, ask for shortage	3♥	nat, NF	4♣	good 6+ suit, GF
3♣	nat, NF	3♠	inv only on 6c suit	4♥	TP
3♦	nat, NF	3NT	TP	4♠	TP
other	4NT=RKBW				

2NT 3♣

3♣	Puppet Stayman	3♠	minors Stayman, 44m	4♦	nat, uncon Minorwood
3♦	Transfer to ♥	3NT	TP	4♥	Nat., mild slam try
3♥	Transfer to ♠	4♣	nat, uncon Minorwood	4♠	Nat., mild slam try
other	4NT=quantitative				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round [ ]   Game force [X]

NT Checkback [X]   Priorities: 2♣=force2♦ 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 over nat 2♦

Defence to strong ♣
- 1♣ : X=Majors 5+/4+; 1NT=minors 5+/4+; jumps weak
- 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, 7-10 HCP(approx)

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

Notes

After1M-2M-NS = long suit gametry

Respond 1M to 1♣ with 4M &4(5)♦ unless inv+.

Rebid 1M after 1m - 1X - with 44+, can be bal.