

## 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, (8-10)
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)
<b>Leads</b> 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	
<b>Discards</b>	Count, McKenney, see note	
<b>Count</b>	Reverse present count	
<b>Signal</b> on partner's lead:	reverse attitude, then count	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b> 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 odds enouraging / evens McKenny.		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when? never
<b>Slam Notes</b>	Kickback; With agreed major 3M+1=non-serious slam try;	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd equal	
Asking Bids <input checked="" type="checkbox"/>	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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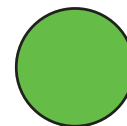
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If our artif overcall is X'd: P=nat; XX=bid step then pass.  
 2NT response over our X= scrambling in some cases.  
 After our M bid in comp, 2NT=4c raise 10+HCP  
 After opener's 13+ splinter, step asks for cue if 19+



# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	198218	David Middleton
& Names:	199291	George Smolanko
Basic System:	2/1=GF unless 2♣ limit raise + of 1M	
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"/>
<b>1NT Responses</b> 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 3♣=Relay, GF; 3♦=5/5ms, GF; 3♥/3♠=fragment, 3bidM & 5/4+ms, GF		
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; 2♦= (5)6+M; 2M= 5M & 4+m		
	2NT=5+/5+ ms; else=nat. Passed Hand X= 5m & 4M (then 2♣=P/C; 2♦=bid 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, 4+♣		
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, 4+♦		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-10 HCP, 3♥	3♦ 10-12 HCP, 4+♥
1NT 6-11 HCP, nat	2♠ 8-10 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 6-11 HCP, nat	2♠ 5-10 HCP, 3♠	3♥ 8-10HCP, 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♣ 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♦ 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♥ 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)		

**Notes** After 1M-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.

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 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♣ 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

**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 over nat 2♦

**Defence** 1♣ : X=Majors 5+/4+; 1NT=minors 5+/4+; 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, 8-10 HCP(approx)

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