

4. BASIC RESPONSES

Jump raises - minors	2m = 10+, 3m = 3-6, Jump Other Minor = 7-9
Jump raises - Majors	Bergen (even from passed hand)
Jump shifts after minor opening	Weak 6c suit, ~4-7 (except 1♣ - 2♦; or 1♦ - 3♣ = crisscross)
Jump shifts after Major opening	Bergen 3H/S= 2-5, 3♣=6-9, 3♦=10-11
Responses to strong 2 suit open.	2D waiting, then kokish.
Responses to 2NT opening	Puppet Stayman (4D=Both M), Xfers, 4♣/4♦=KCB in that suit

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A/Q Att, K=Count	A, Q = Att, K=Count/Unblock
Four or more with an honour	3rd/Low	4th
From 4 small	3rd/Low	2nd
From 3 cards (no honour)	3rd/Low	2nd
In partner's suit	3rd/Low	Low from 3
Discards	ReverseAttitude on 1st disc only	ReverseAttitude on 1st disc only
Count	Reverse Count (Present)	Reverse Count (Present)
Signal on partner's lead:	ReverseAtt on openL then count	ReverseAtt on openL then count
Signal on declarer's lead:	Reverse Count (if given)	
Notes Suit preference on suspected shortage and vs singleton.		
Generally overlead, but on opening lead can lead K or Q from KQ depending on signal desired. On Q lead encourage only if holding an Honour.		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB	4♣ Gerber <input type="checkbox"/>	when?
Slam Notes Kickback in all 4 suits (0314)			
Cue Bids <input checked="" type="checkbox"/>	Exclusion KCB after Texas or after suit agreement		
Asking Bids <input type="checkbox"/>			

7. OTHER CONVENTIONS

5NT = Almost always pick a Slam.	1M - 2x - 2M = ART, catch-all.
First Step = Blackout after a reverse.	1M - 2x - 2M - 3x = NF, all others = G/F.
2C = Drury by a passed hand.	1M - 2x - 3x = Extras, 4c support.
Support X and XX	DOPI, DEPO.
Change of suit is forcing	splinters, but not after our overcall.

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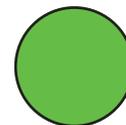
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After they double our ART first entry; e.g (1NT) - 2♣*,
 P=To Play, XX=Bid step then pass, Others=System On
 After our Overcall: 1/2 level NS advances N/F but raise
 with fit, & jump shift = natural, GF.



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	292291	David Parrott
& Names:	199291	George Smolanko
Basic System:	2/1 GF except m rebid, or 2♣ limit raise of M.	
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+♦ (only if 4432)	1♠ ~11+HCP 5+♠	
1NT 15-17 (inc. most good 14s with a 5c suit)	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman (After M response, 3oM slamtry, 2♠ = Nat Inv)		
2♦ 5+♥ transfer	2♠ 6+♣, (then step = superaccept)	
2♥ 5+♠ transfer	2NT 6+♦, (then step = superaccept)	
other 3♣=Both Minors(then 3♦ asks shortage). 4♣=6+♥: 4♦=6+♠. (& in comp LeapM)		
2♣ G/F + Kokish relay. Can be 10ish trick M with <18HCP.		
2♦ Weak, Hearts (5♥ possible NV) then 2NT = Enq (3♣=min, 3♦/3♥*/3♠ = shortage)		
2♥ Weak, Both Majors (4+/4+ NV) then 2NT = Enq (3♣=min, 3M Nat) & 4♣/♦ sets Maj		
2♠ Weak, Spades (5♠ possible NV) then 2NT = Enq (3♣=min, 3♦/3♥*/3♠* = shortage)		
2NT (19)20-21	3NT 6♥ & 5♠ - 8-12 (4♣/♦ sets Maj)	
other		

2. PRE-ALERTS

2♦ = Weak in Hearts.
 2♥ = Weak both Majors.

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	13-16	Immediate cue of Major	Highest Unbid Suits
Over weak twos	X = T/O then Scramble	Over opening threes	Leaping/NonLeaping Michaels
Over opponent's 1NT	2♣ = Both Majors, 2♦ = 6cM, 2M = 5M, 4+m, X = Values		
Takeout/negative doubles apply in almost all competitive situations. But not 1X - (X) - XX vs Artificial, 1st X = Values, 2nd X = T/O, 3rd X = Pen.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦ Criss Cross, 7-9	3♦ Spl
1♥	2♥ Weak (3-6)	3♥ Spl
1♠	2♠ Weak (3-6)	3♠ Spl
1NT 6-11	2NT 11-12 bal, only ♦	3NT 13-15 bal, only ♦
2♣ Inverted, 10+	3♣ 5♣, 3-6	4♣
other	for PH or after opp overcall; 2♣=5-8, 2♦=9-11(crisscross)	
1♦ 1♥	2♥ Weak (3-6)	3♥ Spl
1♠	2♠ Weak (3-6)	3♠ Spl
1NT 6-11	2NT 11-12 bal, only ♣	3NT 13-15 bal, only ♣
2♣	3♣ Criss Cross, 7-9	4♣ Spl
2♦ Inverted, 10+	3♦ 5♦, 3-6	4♦
other	for PH or after opp overcall; 2♦=5-8, 3♣=9-11(crisscross)	
1♥ 1♠	2♥ 3♥, 5-10	3♦
1NT 6-11	2♠ 6+♠, 8-10	3♥
2♣ 3-way	2NT 4+♥, GF	3♠ Spl
2♦	3♣	3NT 13-15, bal, 3♥, NF
other	After 3NT (13-15) response, NS=splinter.	
1♠ 1NT 6-11	2♠ 3♠, 5-10	3♥ 6+♥, 8-10
2♣ 3-way	2NT 4+♠, GF	3♠
2♦	3♣	3NT 13-15, bal, 3♠, NF
2♥ 5+♥, GF	3♦	4♣ Spl
other	After 3NT (13-15) response, NS=splinter	
1NT 3♣ Both Minors	3♠ 5+♠, GF	4♦ S
3♦ 5+♦, GF	3NT TP	4♥ TP
3♥ 5+♥, GF	4♣ H	4♠ TP
other		
2♣ 2♦ waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ TP	3♣ TP	3♠ 5+♠, GF
2♠ TP	3♦ NF	3NT TP
2NT Enquiry, game interest	3♥ inv only on 6c suit.	4♣
other		

Notes After opp overcall, jump NS=6+card goodish suit 8-10 HCP.

After 1x: 1M: 2M: 2NT=Enquiry, invite plus.

After 1-level suit response; single JS= splinter 13-15 or 19+, double JS=splinter 16-18.

2♥ 2♠ TP	3♦ TP	3NT TP
2NT Enquiry, game interest	3♥ TP	4♣
3♣ TP	3♠ TP	4♥
other		
2♠ 2NT Enquiry, game interest	3♥ TP	4♣
3♣ TP	3♠ inv only on 6c suit.	4♥
3♦ TP	3NT TP	4♠
other		
2NT 3♣ puppet stayman	3♠ both ms, 4+/4+	4♦ minorwood KCB
3♦ ♥	3NT	4♥
3♥ ♠	4♣ minorwood KCB	4♠
other		

9. CONVENTIONS

Unusual NT: LUBS

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way c/back, (2♣-2♦-3NT = 5M choice of G), 3x = 5/5GF

Defence to 3NT opening

Defence to Opening Twos X=T/O then 2NT = Scramble if Passed hand, others Nat.

Multi 2♦ CTP (if scrambling over Spades, direct ♥ = Constructive)

RCO style 2-s CTP

Other 2-s CTP

Defence 1♣ : X = Majors

to

strong 2♣ : X = Majors

♣

Over 1NT Interference After 1NT (X), xx=Strong, NS=To Play, Pass=bid 5card suit or XX.

Lebensohl - other uses Rubensohl after opps overcall our 1NT (see below).

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES

After all strong raises, (e.g. 1m-2m & 1M-2NT), first step is ART Minimum.

After 1M - 2NT, None/Low/Middle/High applies from both sides.

After 1m - 2m, 2NT = 13-14 happy to declare, New Suits = Natural Shortage.

Leaping Michaels after their weak twos or their overcall of our 1NT.

After our M bid opening or overcall, an in-comp 2NT response= 4card raise, 10+.

Rubensohl: vs 2level interference; 2NT+ = comp+ Xfer.

vs above 2S interference; all suits=natural,GF.