

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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If our artif overcall is X'd: P=nat; XX=bid step then pass.

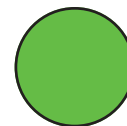
2NT response over our X= scrambling in some cases.

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 ☐

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.
 After 1NT(X); Pass forces XX-may pass or 2C=4c♣; XX=bid 2♣ then P, if P then XX=run

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)