

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; xxX/xxxX if unsupported	
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	

Interf over 4NT/MW, PORI/P0DI if <5 of agreed trump suit, PEDO if >5 of agreed trump suit. 0=Even

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 0314 4♣ Gerber when? Return to Trumpsuit no Q

Slam Notes 4♠ Kickback in ♥, RKCB [X] P=no control, Other Normal.

Cue Bids 1st/2nd. Q ask: **Step=Q no K**, 5NT=Q and K step suit, other Q and K suit

Asking Bids 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
Transfer 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

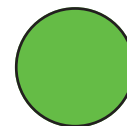
1M-2M; Step=short suit trial; New suit=Long suit trial

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

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

Notes 3 lvl Pre-empts: 4 of cheapest minor=RKCB with 1st step = bad hand. 4NT=Ace ask
 3♣-[P]-4♦ KC: 4♥ bad hand(4♠ KC), 4♠=0, 4NT=1, 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 2NT Shortage ask ** 3♣ NAT F1 other ** 3♥=min (may inc shortage). 3♣/3♦/3♠=shortage non min. 4♠=To play, KC via 2NT	3♦ NAT F1 3♥ To play 3♠ NAT, GF 3♥ NAT F1 3♠ To play 3NT To play 3♠ Minor suit Stayman 3NT To play 4♣ 6+♥. To play or KC 3♣-3♦(1+ M); now 4♦=both M and 4♣=M/W. 3♣-3♥=5♥, 3♠=5♠. 3♣-3NT=No major	3NT To play 4♣ /♦ MW 4♥ To play 4♠ To play 4♦ 6+♠. To play or KC 4♥ 6+♣ KC. 4NT-Disc 4♠ 6+♦ KC. 4NT-Disc
2♠ 2NT Shortage ask ** 3♣ NAT F1 3♦ NAT F1 other ** 3♠=min (may inc shortage). 3♣/3♦/3♥=shortage non min	3♥ NAT F1 3♠ To play 3NT To play 3♠ To play 3NT To play 3♠ Minor suit Stayman 3NT To play 4♣ 6+♥. To play or KC	4♣ /♦ MW 4♥ To play 4♠ To play 4♦ 6+♠. To play or KC 4♥ 6+♣ KC. 4NT-Disc 4♠ 6+♦ KC. 4NT-Disc
2NT 3♣ Puppet Stayman 3♦ ♥s (3♥=<4♥) 3♥ ♠s (3♠=<4♠) other 3♣-3♦(1+ M); now 4♦=both M and 4♣=M/W. 3♣-3♥=5♥, 3♠=5♠. 3♣-3NT=No major	3♠ Minor suit Stayman 3NT To play 4♣ 6+♥. To play or KC	4♦ 6+♠. To play or KC 4♥ 6+♣ KC. 4NT-Disc 4♠ 6+♦ KC. 4NT-Disc

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=12: Step=10-13 then responder's step=GF enq, no shortage; other=shortage. 2nt/3M=NF

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