

## 4. BASIC RESPONSES

Jump raises - minors	3♣=PRE; 3♦=INV
Jump raises - Majors	Preempt
Jump shifts after minor opening	1♣-2♦ ART FG raise; 1♣-2M SPL; 1♦-2M WK; 1♦-3♣ NAT INV
Jump shifts after Major opening	1♥-2♠ / 1♠-3♥ 13-15 BAL 4M; 3♣ FG 4+M; 3♦ 8 losers 4+M
Responses to strong 2 suit open.	2♦ denies KQxxx+ (M) or good 6 minor card suit
Responses to 2NT opening	3♣ Muppet Stayman, 3♦ thru 5♣ TRF, 4♠ range enquiry

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Underlead; A=unblock/REV count
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	same	low if unsupported else top or MUD
<b>Discards</b>	Odd=Enc, Even=S/P	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage, S/P <sup>[1]</sup>	
<b>Signal</b> on declarer's lead:	REV Smith Peter, REV Count	
<b>Notes</b> <sup>[1]</sup> Suit preference when singleton in dummy.		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st or 2nd	
Asking Bids <input checked="" type="checkbox"/>		

## 7. OTHER CONVENTIONS

Good/Bad 2NT in competition	Minorwood (1st step = minimum)
Many low level take out doubles	TRF at 3 level after 1♦-2♦ NAT/2M
Fit showing jumps in competition	Puppet Stayman after 2NT overcall
Fit showing jumps by passed hand	
Splinters	

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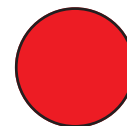
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MyRev. 08 Jun 17

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	24732	Pauline Gumby
& Names:	35238	Warren Lazer
Basic System:	Standard (2 over 1 FG)	
Brown Sticker <input type="checkbox"/>	<u>Classification:</u>	Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 11+, 4+♣ or 2+♣ 17-20 BAL	1♥ 11+, 5+♥	
1♦ 11+, 4+♦ or 2+♦ 11-13 BAL (12-14 in 3/4)	1♠ 11+, 5+♠	
1NT 14-16	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman		
2♦ TFR ♥	2♠ 5+/5+ minors	
2♥ TFR ♠	2NT TFR ♣	
other 3♣ TFR ♦; 3♦ 5/5 majors INV +; 3M Fragment; 4♣/4♦ TRF to 4♥/4♠		
2♣ FG		
2♦ 6-10, both majors; 4+/4+ NV, 5+/5+ VUL		
2♥ Weak, 6♥ VUL, usually 5♥ NV		
2♠ Weak, 6♠ VUL, usually 5♠ NV		
2NT 21-23 BAL	3NT Gambling	
other		

## 2. PRE-ALERTS

1♦/1M response to 1♣ is natural, 0+ hcp	1♦-X-XX=4+♦, 6+hcp, <4M
Specific Michaels (1M-3♣=5oM+5♦)	1♣-2♦=Michaels
Negative free bids over 1♦ opening	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak except 2 Level VUL strong, 1M-3♣, 1♣-2♦
Responsive doubles through	4♥	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	2♣=Natural, 2♦=Michaels
1NT overcall - re-opening	11-14	Immediate cue of Major	5 oM and 5♣
Over weak twos	X with REV LEB, Michaels	Over opening threes	X for takeout, Michaels
Over opponent's 1NT	Canape Transfers, DONT by passed hand		
Canape Transfers: 2♣=majors weak or ♣/♦ or ♦; 2♦=♥ or ♦/♥; 2♥=♠ or ♥/♠;			
2♠=♠/♣; 2NT=♣; 3♣=♣/♥; 3♦=♦/♠			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+ hcp, 4+♦ (3)	2♦ ART FG, 5+♣	3♦ SPL
1♥ 0+ hcp, 4+♥	2♥ SPL, 5+♣, 6-9 hcp	3♥ SPL
1♠ 0+ hcp, 4+♠	2♠ SPL, 5+♣, 6-9 hcp	3♠ SPL
1NT 9-11 hcp, denies major	2NT BAL, 12-15 or 18+	3NT 16-17 Flat
2♣ 6-9, 4+♣, denies major	3♣ PRE	4♣ PRE
other		
1♦ 1♥ 5+ hcp, 4+♥	2♥ Very weak, 0-4 hcp, 6+♥	3♥ PRE
1♠ 5+ hcp, 4+♠	2♠ Very weak, 0-4 hcp, 6+♠	3♠ PRE
1NT 5-12 hcp, denies major	2NT BAL, 13-15 or 18+	3NT 16-17 Flat
2♣ FG (4)5+♣	3♣ NAT NF, INV	4♣
2♦ FG, 5+♦	3♦ NAT NF, INV	4♦ PRE
other	4♥/♠ to play	
1♥ 1♠ 5+ hcp, 4+♠	2♥ 6-9, 3+♥	3♦ 4+♥, 8 losers
1NT 5-12 hcp, SF	2♠ BAL 13-15, 4+♥	3♥ PRE
2♣ FG, (4)5+♣	2NT BAL, 12-15 or 18+	3♠ SPL
2♦ FG, (4)5+♦	3♣ FG, 4+♥	3NT 16-17 Flat
other	4♣/4♦ SPL	
1♠ 1NT 5-12 hcp, SF	2♠ 6-9, 3+♠	3♥ BAL 13-15, 4+♠
2♣ FG, (4)5+♣	2NT BAL, 12-15 or 18+	3♠ PRE
2♦ FG, (4)5+♦	3♣ FG, 4+♠	3NT 16-17 Flat
2♥ FG, 5+♥	3♦ 4+♠, 8 losers	4♣ SPL
other	4♦/♥ SPL	
1NT 3♣ TFR ♦	3♠ 3♠, 9 cards in minors	4♦ TRF to ♠
3♦ 5/5 majors INV+	3NT To play	4♥ To play
3♥ 3♥, 9 cards in minors	4♣ TRF to ♥	4♠ To play
other		
2♣ 2♦ Denies good suit	2NT Minors	3♥ 1 loser ♥ suit, 6+
2♥ KQxxx or better in ♥	3♣ Good 6 card ♣ suit	3♠ 1 loser ♠ suit, 6+
2♠ KQxxx or better in ♠	3♦ Good 6 card ♦ suit	3NT Any solid suit, 6+
other		
2♦ 2♥ To play	3♣ NF	3♠ INV
2♠ To play	3♦ INV	3NT To play
2NT Enquiry	3♥ INV	4♣
other		

**Notes**

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2♥ 2♠ 5+♠, F1 VUL, NF NV	3♦ 5+♦, F1 VUL, NF VUL	3NT To play
2NT Game interest enquiry	3♥ To play	4♣ SPL
3♣ 5+♣, F1 VUL, NF NV	3♠ SPL	4♥ To play
other		
2♠ 2NT Game interest enquiry	3♥ 5+♥, F1 VUL, NF NV	4♣ SPL
3♣ 5+♣, F1 VUL, NF NV	3♠ To play	4♥ SPL
3♦ 5+♦, F1 VUL, NF NV	3NT To play	4♠ To play
other		
2NT 3♣ Muppet Stayman	3♠ Puppet to 3NT	4♦ TRF to ♥
3♦ TRF to ♥	3NT TRF to ♣	4♥ TRF to ♠
3♥ TRF to ♠	4♣ TRF to ♦	4♠ Range enquiry
other	4NT/5♣ TRF to ♣/♦	

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ Puppet to 2♦; 2♦ FG; 2NT puppet to 3♣

**Defence to 3NT opening** DBL for takeout

**Defence to Opening Twos**

Multi 2♦ X=12+-15 BAL or good hand; 2NT=16-18 BAL with Puppet Stayman

RCO style 2-s X=12+-15 BAL or good hand; 2NT=16-18 BAL with Puppet Stayman

Other 2-s X=takeout if suit bid is 5+ else X=12+-15 BAL or good hand; 2NT=16-18 BAL

<b>Defence</b>	1♣ : X=Good hand;	1NT=♣;	2♣=♦ or ♠/♥ or ♠/♣;
<b>to</b>	2♦=♥ or ♦/♣ or ♦/♠;		
<b>strong</b>	2♣ : X=♣		
<b>1♣ / 2♣</b>			

**Over 1NT Interference** REV LEB X = T/O or Values

**Lebensohl - other uses** Over Weak 2's or equivalent; After 1M-P-2M-X

**Take out of 4 level pre-empts** 4♣/4♦ X  
4♥ X 4♠ X, 4NT = 2 suited

## 10. OTHER NOTES

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