

## 4. BASIC RESPONSES

Jump raises - minors		Other: 3♣=PRE; 3♦=INV
Jump raises - Majors	Preempt	Other:
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 card suit	
Responses to 2NT opening	3♣ major enquiry, 3♦ thru 4♥ TRF	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Underlead
Four or more with an honour	3rd/5th	
From 4 small	3rd/5th	
From 3 cards (no honour)	Bottom	
In partner's suit	same	
<b>Discards</b>	Odd=Enc., Even=S/P	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	REV Smith Peter, REV Count	
<b>Notes</b> 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"/>	NT = Trump Cue	
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	
Fit showing jumps by passed hand	
Splinters	

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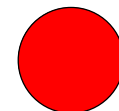
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	24732	Pauline Gumby
& Names:	35238	Warren Lazer
Basic System:	Standard (2 over 1 FG)	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	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♣	17-20 balanced and 2+♣ or 11+ and 4+♣	1♥ 11+, 5+♥
1♦	11-13 balanced and 2+♦ or 11+ and 4+♦	1♠ 11+, 5+♠
1NT	14-16	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ FG Relay Other:		
2♦ Artificial, INV or 5M BAL game values		2♠ 5+♠, NF
2♥ 5+♥, NF		2NT Puppet to 3♣, ♣ to play or (4441 FG)
other 3♦ 6+♦, NF; 3M = 3M and 9 cards in the minors; 4♣/4♦ TRF to 4♥/4♠		
2♣	FG	
2♦	NV 6-10, both majors, 4+♥-4♠; VUL 10-13 6+♦	
2♥	6-10, 5 or 6♥; Acol in 4th seat	
2♠	6-10, 5 or 6♠, Acol in 4th seat	
2NT	21-23	3NT Gambling
other		

## 2. PRE-ALERTS

No transfers over 1NT at 2-level	
Response to 1♣ is natural but may have 0 hcp	
Specific Michaels	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	See Note#1
Responsive doubles through	4♥	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18 (Lavings)	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 ♣/♦; 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 raise in ♣	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+♣	3♣ PRE	4♣ PRE
other		
1♦ 1♥ 5+ hcp, 4+♥	2♥ Very weak, 0-5 hcp, 6+♥	3♥ PRE
1♠ 5+ hcp, 4+♠	2♠ Very weak, 0-5 hcp, 6+♠	3♠ PRE
1NT 5-12 hcp	2NT BAL, 13-15 or 18+	3NT 16-17 Flat
2♣ FG (4)5+♣	3♣ NAT NF, CONST	4♣ SPL
2♦ FG, (4)5+♦	3♦ NAT NF, CONST	4♦ PRE
other 4♥/♠ to play		
1♥ 1♠ 5+ hcp, 4+♠	2♥ 6-9, 3+♥	3♦ 4+♥, 8 losers
1NT 5-12 hcp	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	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♣ Puppet Stayman	3♠ 3♠, 9 cards in minors	4♦ TRF to ♠
3♦ 6+♦ to play	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 NV, F1 VUL	3♣ NF NV, F1 VUL	3♠ INV NV, SPL VUL
2♠ To play NV, F1 VUL	3♦ INV	3NT To play
2NT Enquiry NV, NAT VUL	3♥ INV NV, SPL VUL	4♣
other		

### Notes

#1 Jump Overcalls: Weak at 2 level NV and 3 level except 1M - 3♣; Intermediate at 2 level VUL;  
1M - 3♣ = 5 OM and 5 ♦

2♥ 2♠ NAT NF	3♦ NAT NF	3NT To play
2NT Enquiry	3♥ NF	4♣ / ♦ SPL
3♣ NAT NF	3♠ NAT F	4♥ To play
other		
2♠ 2NT Enquiry	3♥ NAT NF	4♣ / ♦ SPL
3♣ NAT NF	3♠ NF	4♥ SPL
3♦ NAT NF	3NT To play	4♠ To play
other		
2NT 3♣ Major enquiry	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		

## 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)13-15 BAL or good hand; 2NT=16-18 with 5 card Stayman

RCO style 2-s X=(12)13-15 BAL or good hand; 2NT=16-18 with 5 card Stayman

Other 2-s X=takeout if suit bid is 5+ else X=(12)13-15 BAL or good hand; 2NT=16-18

**Defence to strong ♣**  
1♣ : X=Good hand; 1NT=♣; Optimal 2s: 2♣=♦ or ♠/♥ or ♠/♣; 2♦=♥ or ♦/♣ or ♦/♠  
2♥=♠ or ♥/minor; 2♠=♠; 2NT=!/♦  
2♣ : X=♣

**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

Specific Michaels over 1M: 2M = other major and ♣; 3♣ = other major and ♦