

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♣ Puppet Stayman, 3♦ thru 4♥ TRF, 4♠ range enquiry	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	Underlead*
Four or more with an honour	3rd/5th	4th highest
From 4 small	3rd/5th	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	same	same
Discards	Odd=Enc., Even=S/P	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	REV Smith Peter, REV Count	
Notes Suit preference when singleton in dummy		
*Ace against NT asks for unblock or reverse count		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
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	

www.abf.com.au

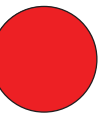
PDF Form Rev. 13F21 by RoL

MyRev. 2014-12-01 14:33

Copyright © ABF 2013



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	24732	Pauline Gumbly
& Names:	35238	Warren Lazer
Basic System:	Standard (2 over 1 FG)	
Brown Sticker <input type="checkbox"/>	Classification:	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+, 2+ (17-20 if balanced)		1♥ 11+, 5+♥
1♦ 11+, 2+ (includes all balanced 11-13 <5M)		1♠ 11+, 5+♠
1NT 14-16		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ 5 card Stayman Other:		
2♦ TFR ♥		2♠ TFR ♣
2♥ TFR ♠		2NT TFR ♦
other 3♣/♦ 6+♣/♦, INV; 3M = 3M and 9 cards in the minors; 4♣/4♦ TRF to 4♥/4♠		
2♣ FG		
2♦ 6-10, both majors, NV 4+♥-4+♠; VUL 5+♥-5+♠		
2♥ ACOL		
2♠ ACOL		
2NT 21-23		3NT Gambling
other		

2. PRE-ALERTS

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♣ 6+♣, INV	3♠ 3♠, 9 cards in minors	4♦ TRF to ♠
3♦ 6+♦, 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 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♣ Puppet 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		

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 ♦