### **4. BASIC RESPONSES**

Jump raises - minors 3♣=PRE; 3♦=INV

#### Jump raises - Majors Preempt

Sequences:

Leads

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

# Second Control Show priorities Versus Suit (or both) Versus NoTrump (if different) Overlead All Underlead; A=unblock/REV count

Four or r	nore with an honour	Lowest=Odd, Second lowest=Even	4th highest
From 4	small	3rd highest	2nd highest
From 3 c	ards (no honour)	Bottom	Middle
In part	ner's suit	As above, can be ATT if supported	As above, ATT if supported
Discard	Is	Odd=ENCRG, Even=McKenney	
Count		Low-High=Even	
Signal	on partner's lead:	Low Encourage, Suit Preference [1]	
Signal	on declarer's lead:	REV Smith Peter [2], REV Count	
Notes			

#### <sup>[1]</sup> Suit preference when shortage in dummy.

<sup>[2]</sup> Low card in declarer's suit by either hand = like the opening lead

	6. SLAM	CONVE	NTIONS
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 4NT: Blackwood X
 RKCB 3041
 44 Gerber when?

 Slam Notes
 Minorwood (1st step = minimum); Exclusion Key Card Blackwood

 Cue Bids X
 1st or 2nd

Asking Bids

MyRev.

## 7. OTHER CONVENTIONS

Splinters

Good/Bad 2NT in competition
Many low level take out doubles
Fit showing jumps in competition
Fit showing jumps by passed hand
Puppet Stayman after 2NT overcall
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15 Nov 19

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(1♣)-2♦=5+♥/5+♠
(1M)-3 <b>♣</b> =50M/5♦
Transfers after 1 (natural 2 )
Transfers after 1 (weak 2M)



# 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	Class	sification: Green	Blue	Red X	Yellow
		1. OPEN	ING BIDS		
Describe stren	gth, minimum l	ength, or specific me	eaning		Canape
1 <b>♣</b> 2+, 11+ n	natural or 17-20	) bal	1♥ 11+, 5+♥		
1 <b>4</b> 2+, 11+ n	natural or 11-13	8 (12-14 in 3/4) bal	1♠ 11+, 5+♠		
<b>1NT</b> 14-16				may contain 5 ca	ard Major 🛛 🗙
1NT Responses	2 Simple	Stayman			
20 TFR •			2 5+/5+ minors	i	
2 TFR			2NT TFR 秦		
other 3 🛧 TF	FR 🔶; 3🔶 5/5 m	ajors INV +; 3M Fra	igment; 4♣/4♦ TRF t	o 4♥/4♠	
2 <b>♣</b> FG					
2🔶 6-10, both	n majors; 4+/4+	NV, 5+/5+ VUL			
2 <b>V</b> Weak, 6 <b>V</b>	VUL, 5-6♥ NV	,			
2 🔶 Weak, 6	VUL, 5-6 NV				
2NT 21-23 BA	AL.		3NT Gambling		
other					
		2. PRE-	ALERTS		
1 /M respons	e to 1秦 can be	very weak	1 <b>♦</b> -(X)-XX=4+ <b>♦</b> , 6+	-hcp, <4M	
Pass of 1 & pr	omises 5+秦		Transfers after 1M	overcall of 1+	
	3. C	OMPETITIVE E	BIDS / OVERCA	LLS	
Negative doubles t	hrough 4	Jump overcalls	Veak except 2 Level VU	L strong, (1M)-3	•, (1♠)-2♦

Negative doubles through	4♥ Jump overc	alls Weak except 2 Lev	/el VUL strong, (1M)-3♣, (1♣)-2♦
Responsive doubles through	4 Unusual	NT Lower unbid suits	
1NT overcall - immediate 1	15-18	Immediate cue of minor	2 <b></b> ♣=Natural, 2 <b></b> ♦=5+♥/5+♠
1NT overcall - re-opening 1	1-14	Immediate cue of Major	5+oM/5+ <b>*</b>
Over weak twos X with RE	V LEB, Michaels	Over opening threes	X for takeout, Michaels
Over opponent's 1NT Can	ape Transfers, DON	T by passed hand	
Canape Transfers: 24=	=majors not 5/5 stror	ng or ♣/♦ or ♦ ; 2♦=	♥ or ♦/♥; 2♥=♠ or ♥/♠;
2 <b>♠=♠/</b> ♣; 2NT=♣;	3 <b>♣=</b> ♣/♥; 3♦	=•/*	

# 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, of specing		annig
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+ <del>¢</del>	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+ <b>*</b>	3♣	NAT NF, INV	4♣	
2�	FG, 5+ <b></b>	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+ <b>*</b>	2NT	BAL, 12-15 or 18+	3♠	SPL
2♦	FG, (4)5+ <b></b>	3♣	FG, 4+♥	3NT	16-17 Flat
other	4 <b>♣</b> /4♦ SPL				
1 <b>♠</b> 1NT	5-12 hcp, SF	2♠	6-9, 3+♠	3♥	BAL 13-15, 4+
2♣	FG, (4)5+ <b>*</b>	2NT	BAL, 12-15 or 18+	3♠	PRE
2�	FG, (4)5+ <b></b>	3♣	FG, 4+ <b></b>	3NT	16-17 Flat
2 💙	FG, 5+♥	3�	4+, 8 losers	4	SPL
other	4 <b>♦/♥</b> SPL				
1NT 3♣	TFR to 🔶	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 秦 suit	3♠	1 loser 🛧 suit, 6+
2♠	KQxxx or better in 秦	3�	Good 6 card 🔶 suit	3NT	Any solid suit, 6+
other					
2 2 2	To play	3♣	NF	3♠	INV
2♠	To play	3♦	INV	3NT	To play
2NT	Enquiry	3♥	INV	4	
other					
Notes					

		NV 3	▶ 5+♦. F1 \	/UL, NF VUL	3NT	To play		
2♥ 2♠ 🕴	5+♠, F1 VUL, NF			,	•	10 pluy		
2NT	Game interest en	quiry 3	🖊 To play		4♣	SPL		
34	5+♣, F1 VUL, NF	NV 3	SPL		4♥	To play		
other								
2 <b>4</b> 2NT (	Game interest en	quiry 3	♥ 5+♥, F1 \	/UL, NF NV	4♣	SPL		
3♣ :	5+♣, F1 VUL, NF	NV 3	To play		4 💙	SPL		
3 🔶 🕴	5+ <b>•</b> , F1 VUL, NF	NV 3N	To play		4♠	To play		
other								
2NT 3 <b>♣</b>	Muppet Stayman	34	Puppet to	3NT	4�	TRF to	¥	
3 🔶 📑	TRF to 💙	31	TRF to 秦		4 💙	TRF to	•	
3 💙 📑	TRF to 秦	4	TRF to 🔶		4♠	Range	enquiry	
other	4NT/5 TRF to	▶/♦						
		9. (	CONVE	NTION	S			
Inueual I	NT. Lower 2 uni	hid suits						
	NT: Lower 2 unl	_					0	
4th Suit F	Forcing One	e round					Game	orce X
	Forcing One	e round	Puppet to 2	?♦; 2♦ FG; 2N	Т рирре	t to 3♣	Game	orce X
4th Suit F NT Checl	Forcing One	e round 🔄 Priorities: 2🙅		!♦; 2♦ FG; 2N	T puppe	t to 3♣	Game	orce X
4th Suit F NT Checl Defence	Forcing One kback X	e round Driorities: 24 DBL for ta		?♦; 2♦ FG; 2N	T puppe	t to 3🌩	Game	orce 🔀
4th Suit F NT Checl Defence	Forcing One kback X to 3NT opening to Opening Two	e round Priorities: 2 DBL for ta s	akeout	!∳; 2♦ FG; 2N 16-18 BAL wit				orce X
4th Suit F NT Checl Defence Defence Multi 2	Forcing One kback X to 3NT opening to Opening Two	e round Priorities: 2 DBL for ta BAL or good	akeout hand; 2NT=	16-18 BAL wi	th Puppe	et Staym	an	orce X
4th Suit F NT Checl Defence Defence Multi 2	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E e 2-s X=12+-15 E	e round Priorities: 2 DBL for ta BAL or good BAL or good	akeout hand; 2NT= hand; 2NT=	16-18 BAL wi	th Puppe th Puppe	et Staym et Staym	an an	
4th Suit F NT Checl Defence Defence Multi 2 RCO style Other 2-s	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E e 2-s X=12+-15 E	e round Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5	hand; 2NT= hand; 2NT= hand; 2NT= 5+ else X=1:	16-18 BAL wit 16-18 BAL wit	th Puppe th Puppe good ha	et Staym et Staym	an an	
4th Suit F NT Checl Defence Defence Multi 2 RCO style Other 2-s	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E 2-s X=12+-15 E X=takeout in 1♣ : X=Good ha	e round Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=♠; 2♠=	16-18 BAL wi 16-18 BAL wi 2+-15 BAL or ♦ or ♠/♥ or ♠/	th Puppe th Puppe good ha	et Staym et Staym	an an =16-18 E	
4th Suit F NT Checl Defence Defence Multi 2 RCO style Other 2-s Defence to	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E 2-s X=12+-15 E X=takeout it 1♣ : X=Good ha 2♦=♥ or ◀	e round Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=♠; 2♠=	16-18 BAL wi 16-18 BAL wi 2+-15 BAL or ♦ or ♠/♥ or ♠/	th Puppe th Puppe good ha ∕∳;	et Staym et Staym nd; 2NT:	an an =16-18 E	
Ath Suit F NT Check Defence f Multi 2 RCO style Other 2-s Defence to strong	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E 2-s X=12+-15 E X=takeout in 1♣ : X=Good ha	e round Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=♠; 2♠=	16-18 BAL wi 16-18 BAL wi 2+-15 BAL or ♦ or ♠/♥ or ♠/	th Puppe th Puppe good ha ∕∳;	et Staym et Staym nd; 2NT:	an an =16-18 E	
4th Suit F NT Check Defence f Multi 2 RCO style Other 2-s Defence to strong 1& / 2&	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E 2-s X=12+-15 E X=takeout it 1♣ : X=Good ha 2♦=♥ or ◀ 2♣ : X=♣	e round Priorities: 2 Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT /* or */*;	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=♠; 2♠=	16-18 BAL wi 16-18 BAL wi 2+-15 BAL or ♦ or ♠/♥ or ♠/ r ♥/minor;	th Puppe th Puppe good ha (♣; 2♠=♠;	et Staym et Staym nd; 2NT:	an an =16-18 E	
Ath Suit F Ath Suit F NT Check Defence f Multi 2 RCO style Other 2-s Defence to strong 1 <sup>4</sup> / 2 <sup>4</sup> Over 1NT	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E X=12+-15 E X=takeout it 1 : X=Good ha 2 = ♥ or ♥ 2 : X= ♥	e round Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT /* or •/*; REV LEB	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=✿; 2♠= 2♥=♠ or	16-18 BAL wit 16-18 BAL wit 2+-15 BAL or ♦ or ♠/♥ or ♠/ r ♥/minor; X = T/O or Y	th Puppe good ha (♠; 2♠=♠; Values	et Staym et Staym nd; 2NT= 2NT=	an an =16-18 E	
4th Suit F NT Check Defence f Multi 2 RCO style Other 2-s Defence to strong 1 / 2 / 2 Vver 1NT Lebensol	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E X=12+-15 E X=takeout in 1 : X=Good ha 2 = V or 2 : X= Interference F hl - other uses	e round Priorities: 2 Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT /* or */*; REV LEB Over Wea	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=♠; 2♠= 2♥=♠ or k 2's or equi	16-18 BAL wit 16-18 BAL wit 2+-15 BAL or ♦ or ♠/♥ or ♠/ r ♥/minor; X = T/O or Y	th Puppe good ha (♠; 2♠=♠; Values	et Staym et Staym nd; 2NT= 2NT=	an an =16-18 E	
4th Suit F NT Check Defence f Multi 2 RCO style Other 2-s Defence to strong 1 / 2 / 2 Vver 1NT Lebensol	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E X=12+-15 E X=takeout it 1 : X=Good ha 2 = ♥ or ♥ 2 : X= ♥	e round Priorities: 2 Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT /* or */*; REV LEB Over Wea	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=✿; 2♠= 2♥=♠ or	16-18 BAL wit 16-18 BAL wit 2+-15 BAL or ♦ or ♠/♥ or ♠/ r ♥/minor; X = T/O or Y	th Puppe good ha (♠; 2♠=♠; Values	et Staym et Staym nd; 2NT= 2NT=	an an =16-18 E	
4th Suit F NT Check Defence f Multi 2 RCO style Other 2-s Defence to strong 1 / 2 / 2 Vver 1NT Lebensol	Forcing One kback X to 3NT opening to Opening Two X=12+-15 E X=takeout in 1 2 : X=Good ha 2 2 V C 2 2 : X=2 Interference F hl - other uses of 4 level pre-en	e round Priorities: 2 Priorities: 2 DBL for ta BAL or good BAL or good f suit bid is 5 and; 1NT /* or */*; REV LEB Over Wea	akeout hand; 2NT= hand; 2NT= 5+ else X=1: Γ=♠; 2♠= 2♥=♠ or k 2's or equi	16-18 BAL wi 16-18 BAL wi 2+-15 BAL or ♦ or ♠/♥ or ♠/ r ♥/minor; X = T/O or <sup>1</sup> valent; After 1 X	th Puppe th Puppe good ha (♠; 2♠=♠; Values M-P-2M	et Staym et Staym nd; 2NT= 2NT=	an an =16-18 E	

Notes