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; 2NT 5+/5+ minors
Responses to 2NT opening	3♠ Muppet Stayman, 3♦ thru 5♠ TRF, 4♠ range enquiry

5. PLAY CONVENTIONS

Versus Suit (or both)	Versus NoTrump (if different)
Overlead All	Underlead; A=unblock/REV count
Lowest=Odd, Second lowest=Even	4th highest
3rd highest	2nd highest
Bottom	Middle
As above, can be ATT if supported	As above, ATT if supported
Odd=ENCRG, Even=McKenney	
Low-High=Even	
Low Encourage, Suit Preference [1]	
REV Smith Peter [2], REV Count	
shortage in dummy.	
	Overlead All Lowest=Odd, Second lowest=Even 3rd highest Bottom As above, can be ATT if supported Odd=ENCRG, Even=McKenney Low-High=Even Low Encourage, Suit Preference ^[1] REV Smith Peter ^[2] , REV Count

^[2] Low card in declarer's suit by either hand = like the opening lead

 6. SLAM CONVENTIONS
 4♣ Gerber

 4NT: Blackwood
 ✓
 RKCB
 3041
 Minorwood (1st step = minimum); Exclusion KCB

 Asking Bids
 ✓
 Cue Bids
 ✓
 1st or 2nd

7. OTHER CONVENTIONS

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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Splinters
(1♣)-2♦=5+♥/5+♠
(1M)-3 ♣ =5oM/5♦



AUSTRALIAN BRIDGE FEDERATION LTD. STANDARD SYSTEM CARD

ABF Nos.	24732	Pauline Gumby					
& Names:	35238	Warren Lazer					
Basic System:	Standard (2	over 1 FG)					
Brown Sticker	Class	ification: Green		Blue]	Red X Yell	ow
1. OPE	NING BI	Describe stre	ngth, n	nin.length, o	or spec	ific meaning Ca	napé
1 4 2+, 11+ n	atural or 17-20) bal	1♥	11+, 5+♥			
1 \ 2+, 11+ n	atural or 11-13	6 (12-14 in 3/4) bal	1♠	11+, 5+♠			
1NT 14-16						may contain 5 card M	ajor 🗸
1NT Responses	24 Simple	Stayman					
2 TFR 🕈			2	5+♣/5+♦			
2 💙 TFR 🛧			2NT	TFR 🛧			
(Dbl) Same;	XX rescue to	a minor	other	3 ♣ TFR ♦;	3♦ 5	/5♠ INV+; 3M Fr	agment;
2 ♣ FG							
2 6-10, both	n majors; 4+/4+	NV, 5+/5+ VUL					
2 ♥ Weak, 6 ♥	VUL, 5-6♥ NV						
2 4 Weak, 6 4	VUL, 5-6♠ NV						
2NT 21-23 BA	\L		3NT	Gambling			
other							
2. PRE-	ALERTS	3					
1 /M response	e to 1 & can be	very weak	Trar	nsfers after	1M/2♦	/2M overcalls of 1	•
Pass of 1 pro	omises 5+ &						
3. COMPE	ETITIVE BI	DS / OVERCA	LLS				
Doubles Gene	erally T/O at low	v levels; Lead Direc	ting an	d Deflecting	j	Negative DBL thru	4♥
1 ♦ -(X)-XX=4+	♦, 6+hcp, <4M					Responsive DBL thru	4♥

Doubles Generally T/O at low levels; Lead Directing and Deflecting	Negative DBL thru	4♥
1♦-(X)-XX=4+♦, 6+hcp, <4M	Responsive DBL thru	4♥
Jump overcalls Weak, except 2 level VUL, (1M)-3. (1.)-2. Unusual NT Lowe	r unbid suits	
1NT overcall: (immediate) 15-18 (re-opening) 11-14	4	
Immediate cue: (minor) 2♠ Natural, 2♦ 5+♥/5+♠ (Major) 5+oM/5	+♣	
Over: Weak Twos X with REV LEB, Michaels Opening Threes X for taken	out, Michaels	
Opponent's transfers At 1 level X=T/O of shown suit, cue=natural		
Opponent's 1NT Canape Transfers, DONT by passed hand		
Canape Transfers: 2♣=majors (not 5/5 strong) or ♣/♦ or ♦ ; 2♦=♥ or ♦	•/♥; 2♥=♠ or ♥/♠;	
2♠=♠/♣; 2NT=♣; 3♣=♣/♥; 3♦=♦/♠		

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

	Describe stre	ngui,	minimum lengui, er opeenk		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+ ♠	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	34	PRE	4	PRE
other	Pass promises 5+&				
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+ ♦	34	FG, 4+♥	3NT	16-17 Flat
other	4 ♣ /4♦ SPL				
1 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 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	5+/5+ Minors	3 💙	1 loser ♥ suit, 6+
2♥	KQxxx or better in 💙	34	Good 6 card 🕭 suit	3♠	1 loser 🛦 suit, 6+
2♠	KQxxx or better in ቋ	3�	Good 6 card 🔶 suit	3NT	Any solid suit, 6+
other					
2 2 2	To play	3♣	NF	3	INV
	To play		INV		To play
	Enquiry		INV	4	
other					
Notes					

2♥ 2♠ 5	5+♠, F1 VUL, NF NV	3♦ 5+♦, F1 VUL, NF VUL	3NT To play
2NT C	Game interest enquiry	3♥ To play	44 SPL
34 5	5+♣, F1 VUL, NF NV	3 SPL	4♥ To play
other			
2 🛧 2NT 🤇	Game interest enquiry	3♥ 5+♥, F1 VUL, NF NV	44 SPL
34 5	5+♣, F1 VUL, NF NV	3♠ To play	4 SPL
3 🔶 5	5+♦, F1 VUL, NF NV	3NT To play	4♠ To play
other			
2NT 3 🗣 🛚 🛚	Muppet Stayman	3 Puppet to 3NT	4♦ TRF to ♥
3 1	TRF to 🎔	3NT TRF to 🜩	4♥ TRF to ♠
•••	TRF to 🛧	4♣ TRF to ♦	4 Range enquiry
other	4NT/5♣ TRF to ♣/♦		
9. CC	ONVENTIONS		
	NT: Lower 2 unbid suits		
Jnusual N			
	orcing One round		Game force
th Suit F	orcing One round		
1th Suit F	Forcing One round Concing One round Concing Priorities: 2	Puppet to 2♦; 2♦ FG; 2NT pu	
4th Suit F NT Check Defence to	Forcing One round Aback Priorities: 2 Aback DBL for DB	Puppet to 2♦; 2♦ FG; 2NT pu	
4th Suit F NT Check Defence to	Forcing One round Sback Image: Priorities: 0 3NT opening DBL for 0 Opening Twos	Puppet to 2♦; 2♦ FG; 2NT pu	ppet to 3♠
Ath Suit F NT Check Defence to Defence to Multi 2	Forcing One round Image: Second S	● Puppet to 2♦; 2♦ FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with	ppet to 3 ♣ Puppet Stayman
Ith Suit F NT Check Defence to Defence to Multi 2◆ RCO style 2	Forcing One round Stack Priorities: 24 o 3NT opening DBL for o Opening Twos X=12+-15 BAL or good 2-s X=12+-15 BAL or good	Puppet to 2♦; 2♦ FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with	ppet to 3 ♠ Puppet Stayman Puppet Stayman
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s	Forcing One round	● Puppet to 2♦; 2♦ FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with	ppet to 3 ♣ Puppet Stayman Puppet Stayman pod hand; 2NT=16-18 BAL
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s	orcing One round back o 3NT opening DBL for o Opening Twos X=12+-15 BAL or good X=12+-15 BAL or good X=takeout if suit bid i 1♣ : X=Good hand;	Puppet to 2♦; 2♦ FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with is 5+ else X=12+-15 BAL or go	ppet to 3 ♣ Puppet Stayman Puppet Stayman pod hand; 2NT=16-18 BAL
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s Defence to	iorcing One round	Puppet to 2♦; 2♦ FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with is 5+ else X=12+-15 BAL or go 1NT=♣; 2♣=♦ or ♠/♥ or ♠/₽	ppet to 3 ♣ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL ∳;
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s Defence to strong	orcing One round back o 3NT opening DBL for o Opening Twos X=12+-15 BAL or good X=12+-15 BAL or good X=takeout if suit bid i 1♣ : X=Good hand;	Puppet to 2♦; 2♦ FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with is 5+ else X=12+-15 BAL or go 1NT=♣; 2♣=♦ or ♠/♥ or ♠/₽	ppet to 3 ♣ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL ∳;
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s Defence to strong 1♣ / 2♣	Forcing One round	Puppet to 2 \diamond ; 2 \diamond FG; 2NT pu or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with is 5+ else X=12+-15 BAL or go 1NT= \diamond ; 2 \diamond = \diamond or \diamond/\heartsuit or \diamond/\bigstar 2 \heartsuit = \diamond or $\heartsuit/\circlearrowright$ or \diamond/\blacklozenge	ppet to 3♠ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL ∳; 2NT=♠/♠
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s Defence to strong 1♣ / 2♣ Dver 1NT	Forcing One round	Puppet to 2•; 2• FG; 2NT pup or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with is 5+ else X=12+-15 BAL or go $1NT=\Phi$; 2 Φ =• or Φ/Ψ or Φ/Φ 2 Ψ =• or Ψ /minor; 2 Φ =•; 3, Transfers X =	ppet to 3♠ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL €; 2NT=♣/♠
Ith Suit F NT Check Defence to Defence to Multi 2 ◆ RCO style 2 Other 2-s Defence to strong 1♣ / 2♣ Dver 1NT _ebensoh	Forcing One round	Puppet to 2•; 2• FG; 2NT pup or takeout od hand; 2NT=16-18 BAL with od hand; 2NT=16-18 BAL with is 5+ else X=12+-15 BAL or go 1NT=; 2 $=$ or $=/=$ or $=/=$ or $=/=2= or =/= or =/= or =/=2= or =/= or =/= or =/=$	ppet to 3♠ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL €; 2NT=♣/♠
Ith Suit F NT Check Defence to Defence to Multi 2 RCO style 2 Other 2-s Defence to strong 1♣ / 2♣ Dver 1NT Lebensoh Take out o	Forcing One round	 Puppet to 2♦; 2♦ FG; 2NT puppet to 2♦; 2♦ FG; 2NT puppet to 2♦; 2♦ FG; 2NT puppet to an and a second sec	ppet to 3♠ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL ∳; 2NT=♣/♠ T/O or Values 1-P-2M-X
Ath Suit F NT Check Defence to Defence to Multi 2 RCO style 3 Other 2-s Defence to strong 1 / 2 / 2 Dver 1NT Lebensoh Take out of 4 X	Forcing One round	 Puppet to 2♦; 2♦ FG; 2NT puppet to 2♦; 2♦ FG; 2NT puppet to 2♦; 2♦ FG; 2NT puppet to an an	ppet to 3♠ Puppet Stayman Puppet Stayman bod hand; 2NT=16-18 BAL ∳; 2NT=♣/♠ T/O or Values 1-P-2M-X

Notes