

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 minors
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)
Leads Sequences:	Overlead All	Underlead; A=unblock/REV count
Four or more with an honour	Lowest=Odd, Second lowest=Even	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Middle
In partner's suit	As above, can be ATT if supported	As above, ATT if supported
Discards	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

^[1] Suit preference when shortage in dummy.

^[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	Splinters
Many low level take out doubles	(1♣)-2♦=5+♥/5+♠
Fit showing jumps in competition	(1M)-3♣=5oM/5♦
Fit showing jumps by passed hand	
Puppet Stayman after 2NT overcall	

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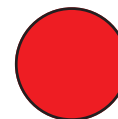
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. 24732 Pauline Gumby
 & Names: 35238 Warren Lazer
 Basic System: Standard (2 over 1 FG)
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 2+, 11+ natural or 17-20 bal 1♥ 11+, 5+♥
 1♦ 2+, 11+ natural or 11-13 (12-14 in 3/4) bal 1♠ 11+, 5+♠
1NT 14-16 may contain 5 card Major

1NT Responses 2♣ 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 Fragment;

2♣ FG
 2♦ 6-10, both majors; 4+/4+ NV, 5+/5+ VUL
 2♥ Weak, 6♥ VUL, 5-6♥ NV
 2♠ Weak, 6♠ VUL, 5-6♠ NV
2NT 21-23 BAL **3NT** Gambling
 other

2. PRE-ALERTS

1♦/M response to 1♣ can be very weak Transfers after 1M/2♦/2M overcalls of 1♦
 Pass of 1♣ promises 5+♣

3. COMPETITIVE BIDS / OVERCALLS

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, not 2 level VUL, (1M)-3♣, (1♠)-2♦ Unusual NT Lower unbid suits
 1NT overcall: (immediate) 15-18 (re-opening) 11-14
 Immediate cue: (minor) 2♣ Natural, 2♦ 5+♥/5+♠ (Major) 5+oM/5+♣
Over: Weak Twos X with REV LEB, Michaels Opening Threes X for takeout, Michaels
 Opponent's transfers At 1 level X=T/O of shown suit, cue=natural
 Opponent's 1NT Canapé Transfers, DONT by passed hand
 Canapé 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

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 Pass promises 5+♣		
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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		
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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		
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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		
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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		
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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		
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2♦ 2♥ To play	3♣ NF	3♠ INV
2♠ To play	3♦ INV	3NT To play
2NT Enquiry	3♥ INV	4♣
other		

Notes

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		
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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		
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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

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

Over 1NT Interference REV LEB, Transfers 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
