

BASIC RESPONSES

Jump raises - minors limit ☐ forcing ☐ Other: **3♠ PRE, 3♦ INV**

Jump raises - majors limit ☐ forcing ☐ Other: **PRE**

Jump shifts after minor opening **2♦ ART GF raise, 1♠2M SPL, 1♦2M wk, 3♠ INV**

Jump shifts after major opening **3♠ GF 4+M, modified Bergen raises, 2NT NAT**

Responses to strong 2 suit opening **2♦ denies KQxxx+ (M) or good 6 card suit**

Responses to 2NT opening **3♠ maj enquiry, 3♦/♥/NT/4♠/♦/♥ xfrs, 3♠ pup to 3NT**

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit ✓ = Both

Sequence leads: Overlead all ☐ All except AK x (x) ☐

Underlead ☒ Other: **A vs NT asks for unblock or reverse count**

Four or more with an honour 4th highest ☐ attitude ☐

3rd/5th ☒ Other: ☐

From 4 small 2nd highest ☐ Other: **3rd**

From 3 cards (no honour) top ☐ middle ☐ bottom ☒

Signal on partner's lead: high encourage ☐ low encourage ☒

Other: **suit preference when singleton in dummy**

Signal on declarer's lead **reverse count**

Discards McKenney ☐ high encourage ☐ low encourage ☐

odd/even ☒ Other: **odd encourage, even suit preference**

Count natural ☐ reverse ☒

CONVENTIONS

4NT: Blackwood ☒ RKCB ☒ Other: ☐

4♣ Gerber ☐ when? ☐

Other Conventions

good/bad 2NT in competition minorwood

many low level takeout doubles transfers at 3 level after 1♦ (2M)

fit showing jumps in competition

fit showing jumps by passed hand

splinters



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PO Box 397
Fyshwick ACT 2609
Tel: 02 6239 2265
FAX: 02 6239 1816
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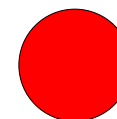
STANDARD SYSTEM CARD

Names: **Pauline GUMBY** **Warren LAZER**

ABF Nos: **24732** **35238**

Basic System: **Standard (2/1 GF)** Brown Sticker ☐

Classification: Green ☐ Blue ☐ Red ☒ Yellow ☐



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape ☐

1♣ **11+, 2+♣*** 1♦ **11+, 2+♦*** 1♥ **11+, 5+♥** 1♠ **11+, 5+♠**

1 NT **14-16** may contain 5 card major ☒

2♣ Stayman: simple ☐ extended ☐ Other: **game force relay**

Transfers 2♦ **artificial, invite** 2♥ **5+♥, NF** 2♠ **5+♠, NF**

2 NT **puppet to 3♣** Other: **3M=3M, shortage in other major**

2♣ **game force**

2♦ **6-10, both majors, 4+♥ and 4+♠**

2♥ **6-10, weak, 5 or 6♥ non vul, 6♥ vul, but in 4th seat 8 playing tricks in♥**

2♠ **6-10, weak 5 or 6♠ non vul, 6♠ vul, but in 4th seat 8 playing tricks in♠**

2 NT **21-23 balanced**

3 NT **gambling**

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

* 1♣ = 17-20 bal 2+♣ or 11+ and 4+♣ 2♦ weak both majors

* 1♦ = 11-13 bal 2+♦ or 11+ and 4+♦ optimal 2's over strong 1♣

COMPETITIVE BIDDING

Negative doubles through **4♥** Responsive doubles through **4♥**

Jump overcalls **see inside** Unusual NT **lower unbid suits**

1NT overcall (immediate) **15-18** (re-opening) **11-14**

Immed cue of minor **Michaels 5♥ & 5♠**

Immed cue of major **5 other major & 5+♣ (3♣ = 5 other major & 5♦)**

Over opponent's 1NT (weak) **canape transfers, DONT by passed hand**

Over opponent's 1NT (strong) **canape transfers, DONT by passed hand**

Over weak twos **X for takeout, Michaels, leaping Michaels**

Over opening threes **X for takeout, Michaels**

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	0+ hcp, 4+♦	2NT	12-15 or 18+ balanced
	1♥/♠	0+ hcp, 4+ ♥/♠	3♣	preemptive
	1NT	9-11 hcp, denies major	3♦	splinter
	2♣	6-9, 4+♣	3♥	splinter
	2♦	ART GF raise in ♣	3♠	splinter
	2♥	splinter, 5+ ♣, 6-9 hcp	3NT	16-17 flat
	2♠	splinter, 5+ ♣, 6-9 hcp	4 bids	preemptive
1♦	1♥/♠	5+ hcp, 4+ ♥/♠	3♣	natural NF, constructive
	1NT	5-12 hcp, denies major	3♦	natural NF, constructive
	2♣	game forcing 5+(4) ♣	3♥	preemptive
	2♦	5+♦, game forcing	3♠	preemptive
	2♥	very weak, 0-5 hcp, 6+♥	3NT	16-17 flat
	2♠	very weak, 0-5 hcp, 6+♠	4♦	preemptive
	2NT	13-15 or 18+ balanced	4 Other♣	splinter, ♥/♠ preempt
1♥/♠	1NT	5-12 hcp, semi forcing	3♣	ART GF raise in ♥/♠
	2♣	game forcing, 4+♣	3♦	4+ raise, 8 losers
	2♦	game forcing, 4+♦	3♥/♠	preemptive raise
	2♥/♠	6-9, 3+ ♥/♠	3NT	16-17 flat, <4 card support
	2NT	13-15 or 18+ balanced (<4M)	4♠/♦	splinter (1♠ 4♥ splinter)
2♣	2♦	denies KQxxx or better in ♥/♠2♥/♠		KQxxx or better
	other	2NT=minors, 3 suit=one loser suit, 3NT= solid suit		
2♦	2♥	to play	3♠/♦	natural, non forcing
	2♠	to play	3♥/♠	invitational
	2NT	game interest relay	3NT	to play
2♥/♠	2NT	enquiry if weak, neg if str	3NT	to play if weak, minors if str
	3♠/♦		4♠/♦	
	3♥/♠		4♥/♠	
2NT	3♣	major enquiry	4♣	transfer to ♦
	3♦	transfer to ♥	4♦	transfer to ♥
	3♥	transfer to ♠	4♥	transfer to ♠
	3♠	puppet to 3NT	4♠	10-11, balanced
	3NT	transfer to ♣	other	4NT 12+ hcp, bal, forcing

CONVENTIONS

Additional responses to 1NT

3♣/3♦	3♣ puppet Stayman, 3♦ to play
3♥/3♠	3♥/♠, shortage in other major
4♣	transfer to ♥
4♦	transfer to ♠
4♥	to play
4♠	to play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☒

other

Other slam bidding

Cue Bids ☒

Asking Bids ☒

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback

☒

Priorities

2♣ forces 2♦, 2♦ GF, 2NT puppet to 3♠

Defence to 3NT opening

double for takeout

Defence to opening Two's: Multi 2♦ double=13-15 balanced or good hand

2NT = 16-18 balanced with 5 card Stayman

RCO style 2-s

double=13-15 balanced or good hand

2NT = 16-18 balanced with 5 card Stayman

Other 2-s

double for takeout if suit bid is natural otherwise

double=13-15 balanced or good hand, 2NT=16-18 BAL

Defence to strong ♣

double=good hand, 1NT = ♣, optimal 2's

1 level bids natural, obstructive

Lebensohl

Over NT interference ☒ reverse

Other uses

over weak 2's (or equivalent); after (1M) P (2M) X

Take out of 4 level pre-empt

4♠/4♦ double

4♥ double

4♣ double, 4NT = 2 suited

OTHER NOTES

1♦ can be 2 cards when 11-13 balanced

1♥ 2♠, 1♠ 3♥ 4+ card support, 13-15 balanced

rarely pass 1♠ opening - responses can be less than 6 hcp when short(ish) in ♣

weak jump overcalls at 2 level not vulnerable and 3 level except 3♣ over 1M

intermediate jump overcalls at 2 level vulnerable