

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

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	3rds/5ths	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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**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	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

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

1♣ 2+, 11+ (2+ if 17-20 bal)	1♥ 11+, 5+♥
1♦ 2+, 11+ (2+ if 11-13 bal -12-14/3rd/4th)	1♠ 11+, 5+♠
1NT 14-16	may contain 5 card Major <input checked="" type="checkbox"/>
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, 4+♥/4+♠ NV, 5+♥/5+♠ VUL	
2♥ Weak, 6♥ VUL, occasionally 5♥ NV	
2♠ Weak, 6♠ VUL, occasionally 5♠ NV	
2NT 21-23 BAL	3NT Gambling
other	

2. PRE-ALERTS

Other minor can be longer in bal 1♣/♦ openings	Transfers after 1M/2♦/2M overcalls of 1♦
1♦/1M response to 1♣ can be very weak	
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, except 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 Canape Transfers, DONT by passed hand		
Canape Transfers: 2♣=majors (not 5/5 strong) or ♣/♦ or ♦;	2♦=♥ or ♦/♥;	2♥=♠ or ♥/♠;
2♠=♠/♣;	2NT=♣;	3♣=♣/♥;
3♦=♦/♠		

