

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	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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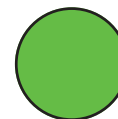
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	24732	Pauline Gumbly
& 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♣ 11+, 4+♣ or 17-20 bal, 2+♣	1♥ 11+, 5+♥
1♦ 11+, 4+♦ or 11-13 (12-14 in 3/4) bal, 2+♦	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, 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♦=♦/♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0+ hcp, 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 10-11 hcp bal, <4M	2NT BAL, 12-15 or 18+	3NT 16-17 Flat
2♣ 8-11, 4+♣, <4M	3♣ 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+♦	3♣ FG, 4+♥	3NT 16-17 Flat
other 4♣/4♦ SPL		
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 ♥	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		
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	3♦ 5+♦, F1	3NT To play
2NT Game interest enquiry	3♥ To play	4♣ SPL
3♣ 5+♣, F1	3♠ SPL	4♥ To play
other		
2♠ 2NT Game interest enquiry	3♥ 5+♥, F1	4♣ SPL
3♣ 5+♣, F1	3♠ To play	4♥ SPL
3♦ 5+♦, F1	3NT To play	4♠ To play
other		
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