

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Preemptive
Jump shifts after minor opening	16+ solid suit		
Jump shifts after major opening	Mini or maxi splinters		
Responses to strong 2 suit opening			
Responses to 2NT opening	3C is correctible, 3D is an enquiry		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
Underlead <input type="checkbox"/>	Other:	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other: Could be 4th
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Count at NT	
Signal on declarer's lead	Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
odd/even <input checked="" type="checkbox"/>	Other:	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 14 30
4♣	Gerber <input checked="" type="checkbox"/>	when? Over 1NT only	

Other Conventions

Over our Gambling 3NT 4D asks for shortage and 4NT asks for length.	After 1C opening and weak response (1D X,XX, pass) and 2 level interference 2NT is Lebensohl style.
1D - 1Maj; 3D=6 card and 3 card support	After 1C opening and positive response
After 1C; 1NT= 9+ with Ds	X is penalty.
After 1C; 2D = bal 9-11 or 15+	



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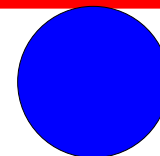


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Gary Ridgway	Arthur Robbins
ABF Nos:		
Basic System:	Precision	
Classification:	Green <input type="checkbox"/>	Blue <input checked="" type="checkbox"/>
	Red <input type="checkbox"/>	Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape		<input type="checkbox"/>						
1♣	16hcp	0	1♦	11-15	4(1in3/4	1♥	11-15	5(4)	1♠	11-15	5	<input type="checkbox"/>
1 NT		12-15 in 1st/2nd, 14-15 in 3rd/4th.				may contain 5 card major		<input type="checkbox"/>				
2♣ Stayman:		simple		<input type="checkbox"/>	extended		<input type="checkbox"/>	Other:		2NT to 2C is any max		<input type="checkbox"/>
Transfers		2♦	> H		2♥	> S		2♠	> C		<input type="checkbox"/>	
2 NT		> D		Other:		<input type="checkbox"/>						
2♣	10-15, 5 clubs + 4 major or 6+clubs. 2D enquiry.											
2♦	6-10, major - may be 5 card not vul. 2NT enquiry.											
2♥	6-10, 5+H and 4+S. 2NT enquiry.											
2♠	6-10, 5+S and 4+ minor. 2NT enquiry.											
2 NT	6-10, 5/5 H and minor. 3D enquiry.											
3 NT	Gambling, long solid minor with no outside A or K											

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

Big Heart. After 1C - 1D; 1H shows 19+ unbalanced or 20+ balanced.	Jump shift over 1H/S is min/max splinters
2H opening shows both majors.	Jump shift over 1NT is 13+ 4441.
	In 3rd/4th 1NT is 14/15 and 1D is 1+ D.

COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	Wk NV/Int Vul	Unusual NT	Minors over M. Other m +M over m.
1NT overcall (immediate)	15(14)-18	(re-opening)	11-14 stopper.
Immed cue of minor	Both Majors 5/4 6-11	or	17+
Immed cue of major	Other M + m 5/5 6-11	or	17+
Over opponent's 1NT (weak)	X=S+another, 2C=C+D/H, 2D=D/H, 2H nat. All 10+.		
Over opponent's 1NT (strong)	As above.		
Over weak twos	X=takeout. Lebensohl.		
Over opening threes	X=takeout		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	Negative 0-8 (0)	2NT	12-14 balanced
	1♥/♠	9+ (5)	3♣	9+ 4414 dist.
	1NT	9+ (5 diamonds)	3♦	9+ 4144 dist.
	2♣	9+ (5)	3♥	9+ 1444 dist.
	2♦	Balanced 9-11 or 15+	3♠	9+ 4441 dist.
	2♥	5-8 (6)	3NT	
	2♠	5-8 (6)	4 bids	

1♦	1♥/♠	7+ (4)	3♣	16+ (6)
	1NT	7-10	3♦	<11 (4) preemptive
	2♣	11+ (4)	3♥	12+ splinter
	2♦	6-10 (4)	3♠	12+ splinter
	2♥	16+ (6)	3NT	RKC Step1 response is weak
	2♠	16+ (6)	4♦	<11 (5)
	2NT	11+ (4+D) & no 4 card M	4 Other	4C = 12+ splinter

1♥/♠	1NT	7-10	3♣	Splinter. Mini or maxi.
	2♣	11+ (4)	3♦	Splinter. Mini or maxi.
	2♦	11+ (4)	3♥/♠	<10 (4) preemptive.
	2♥/♠	6-9 (10) (3)	3NT	RKC Step1 response is weak
	2NT	10-15 raise	4♣/♦	12+ splinter with 6 LTC.

2♣	2♦	Ask. Usually 12+	2♥/♠	One round force (5)
other		3NT is RKC Step1 response is weak		

2♦	2♥	Correctible	3♣/♦	Forcing & natural
	2♠	Good H raise	3♥/♠	3H correctible, 3S nat, forcing
	2NT	Ask. Usually 13+	3NT	To play

2♥/♠	2NT	Ask. Usually 13+	3NT	17+ 5/5 minors
	3♣/♦	16+ over 2H. Correct over 2S	4♣/♦	RKC for H/S resp over 2H
	3♥/♠	To play over 2H.	4♥/♠	To play over 2H.

2NT	3♣	Correctible	4♣	Preemptive, correctible
	3♦	Asking	4♦	Invite to 6H if <2 losers in D.
	3♥	To play	4♥	To play
	3♠	Forcing & natural	4♠	Invite to 6H if <2 losers in S.
	3NT	To play.	other	

CONVENTIONS

Additional responses to 1NT

3♣/3♦	13+ 4441. Bid suit below singleton.
3♥/3♠	13+ 4441. Bid suit below singleton.
4♣	Gerber - normal
4♦	To play
4♥	To play
4♠	To play

Unusual NT: minors ☐ other suits ☐ lower 2 unbid suits ☐
 other Both minors over a major. Other minor and a major over a minor.

Other slam bidding	Cue Bids <input checked="" type="checkbox"/>	Asking Bids <input checked="" type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input type="checkbox"/>	Priorities	
Defence to 3NT opening	4C=H> or =S, 4D=S>H	
Defence to opening Two's:	Multi 2♦ X=16+ 2H,S show 4+ with 12-15.	
	Lebensohl after X and 2H/S overcall.	
RCO style 2-s	X=16+ Lebensohl	
Other 2-s	Over 2NT (minors) 3C/3D for majors 3C=11-14, 3D=15+	
Defence to strong ♣	X= good 1/2 suiter. 1NT=C/H or D/S. 1D,H,S & 2C natural	
	Jumps show that suit and the suit above 5/4. 2NT=minors.	
Lebensohl	Over NT interference <input checked="" type="checkbox"/> After interference over our 1C and	
Other uses	weak response. Over weak 2s inc multi and RCOs. (1S) X (2S)	
Take out of 4 level pre-empts	4♣/4♦ X=TO Cue =2 suiter	
	4♥ X=T/O 4N=m 4♠ X=Pts 4NT=2 suiter	

OTHER NOTES

Vs 2NT (minors) opening - 3D is stronger than 3C - both are T/O for majors.
 After 2NT (minors) interference; 3C= GF other major, 3D= GF bid major, X=3/3+ mins
 and 4 other major, pass followed by X is penalties, 3H/S are invites.