

4. BASIC RESPONSES

Jump raises - minors	inverted	Other:
Jump raises - Majors	limit	Other:
Jump shifts after minor opening	(1D) 2H = 5S/4H weak 2S = 5S/4H invitational	
Jump shifts after Major opening	mini-mega splinter	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	3H = strong enquiry	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	3rd	3rd
From 4 small	3rd	3rd highest
From 3 cards (no honour)	3rd	3rd
In partner's suit	D'tons 3rd's 5th's	
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	reverse count or low encourage	
Signal on declarer's lead:	reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> when? NT
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4th suit forcing	Scrambling 2NT
Jacoby	Lebensohl
Fit Showing Jumps	X Drury
Good/Bad NT	Jordan
Raptor	Support X's

2 way checkback

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	97535	Charlie Howard
& Names:	196339	Kerry Wood
Basic System:	Precision	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	16+ 0	1♥ 11-15 5+
1♦	11-15 2+	1♠ 11-15 5+
1NT	11-13 N/V 14-16 V	may contain 5 card Major <input type="checkbox"/>
1NT Responses 2♣ N/F stayman Other: pseudo		
2♦	Transfer to H	2♠ 5S/4H invitational
2♥	Transfer to S	2NT transfer to a Minor
other 3C3D 8/9HCP good suit. 3H/3S singleton		
2♣	11-15 6+	
2♦	11-15 0/1	
2♥	6-9/10 6	
2♠	6-9/10 6	
2NT	4-8 N/V 8-12 V 5+x5+ minors	3NT 5x5+ majors 4-9
other		

2. PRE-ALERTS

2/1 principles over Major	
support X's	
variable NT	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	variable
Responsive doubles through	4H	Unusual NT	lowest 2
1NT overcall - immediate	15-18	Immediate cue of minor	S and another weak/strong
1NT overcall - re-opening	11-13	Immediate cue of Major	other Major and minor w/s
Over weak twos X = T/O		Over opening threes	X = T/O
Over opponent's 1NT	rev.cappalletti X=penalties	2C=both majors2D=singlemajor	
2H=h/minor 2S=S/minor 2NT= minors 3C/3D = single suit			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 0	2♦ 8+ 5+H	3♦ 8+ singleton D/H
1♥ 8+ 5+S	2♥ 4-6 6+H	3♥ 14+ singleton S
1♠ 8+ 5+ C	2♠ 4-6 6+S	3♠ solid 7-card suit
1NT 8-13	2NT 14+	3NT 14+ singleton C
2♣ 8+ 5+ D	3♣ 8+ singleton C/S	4♣ 14+ singleton D
other 4D = singleton H 14+		
1♦ 1♥ 4+ 4+	2♥ 5S/4H weak	3♥ splinter
1♠ 4+ 4+	2♠ 5S/4H invitational	3♠ splinter
1NT 8-10	2NT 11-12 3-3-4-3	3NT 13-15 3-3-4-3
2♣ 11+ 4+	3♣	4♣
2♦ 11/12+ 6+	3♦ 6-10 6+	4♦ invitational
other		
1♥ 1♠ 5+ 4+	2♥ 8-9/10 3+	3♦ mini-mga splinter
1NT 3-12 forcing	2♠ mini-mega splinter	3♥ limit raise w/4+
2♣ G/F 4+	2NT Jacoby	3♠ maxi splinter
2♦ G/F 4+	3♣ mini-mega splinter	3NT void
other 4C/4D = maxi splinter		
1♠ 1NT 3-12 forcing	2♠ 8-9/10 3+	3♥ mini-mega splinter
2♣ G/F 4+	2NT Jacoby	3♠ limit raise w/4+
2♦ G/F 4+	3♣ mini-mega splinter	3NT void
2♥ GF 5+	3♦ mini-mega splinter	4♣ maxi splinter
other 4D = maxi splinter		
1NT 3♣ N/V 9/10 6+ V 7/8 6+	3♠ singleton 5/4 minors	4♦ -
3♦ N/V 9/10 6+ V 7/8 6+	3NT to play	4♥
3♥ singleton 5/4 minors	4♣ Gerber	4♠
other		
2♣ 2♦ 8+ 0	2NT 10-11	3♥ G/F 6+
2♥ 8-10 5+	3♣ invitational	3♠ G/F 6+
2♠ 8-10 5+	3♦ G/F 6+	3NT 13-15
other		
2♦ 2♥ to play	3♣ to play	3♠ -
2♠ to play	3♦ control ask	3NT -
2NT enquiry	3♥ -	4♣ -
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT competitive/strong	3♥ invitational	4♣ /4D slam interest splinter
3♣ to play	3♠ slam interest splinter	4♥ to play
other		
2♠ 2NT competitive/strong	3♥ to play	4♣ splinter
3♣ to play	3♠ invitational	4♥ splinter
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦ preemptive
3♦ to play	3NT to play	4♥ to play
3♥ strong enquiry	4♣ preemptive	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 3C= tom asking for 3-card support

Defence to 3NT opening

Defence to Opening Twos X=16+ /3C=12-15 general T/O

Multi 2♦ X = H, 2H = 16+, 2S = 10+ 6+, 3C/3D=10+ 6+, 2NT = 16+(can have 5-S's)

RCO style 2-s X = 16+, suit bid is natural, opening values

Other 2-s

Defence	Cappalletti X = 16+ general T/O, 1D = both majors, 1H = H and minor,
to	1S = S and minor, 1NT = both minors, 2 of suit is single suiter
strong	Over strong 2C: X = 2 suits same colour, 2D = 2 suits same rank,
♣	2NT = 2 odd suits

Over 1NT Interference Lebensohl

Lebensohl - other uses Response to T/O over weak 2 Major

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=T/O, 4NT = minors 4♠ X=3 suits, 4NT = any 2 suits (5x5)

10. OTHER NOTES