

#### 4. BASIC RESPONSES

Jump raises - minors	Pre-emptive (Diamonds only) 1C-3C Descriptive. See inside.
Jump raises - Majors	Limit
Jump shifts after minor opening	Descriptive. See inside. (Club open only)
Jump shifts after Major opening	Descriptive. See Inside
Responses to strong 2 suit open.	
Responses to 2NT opening	Stayman and Transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead except AKx(x)	Overlead except AKx(x)
Four or more with an honour	4ths	4ths
From 4 small	Top	Top
From 3 cards (no honour)	Mud	Mud
In partner's suit	Hon or top of dbltn or low if 3	Top
<b>Discards</b>	High encourage	High encourage
<b>Count</b>	High low for even	High low for 3 +
<b>Signal</b> on partner's lead:	High encourage.	High encourage
<b>Signal</b> on declarer's lead:	Natural count and reverse count in trumps	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB N/A	4♣ Gerber <input checked="" type="checkbox"/> when?	Mostly
<b>Slam Notes</b>	Over 1H(S) 3C or 3D is a slam try (see inside)		
Cue Bids <input type="checkbox"/>	N/A		
Asking Bids <input checked="" type="checkbox"/>	See inside at 1H(S) open and 3C&3D) query; and in Part 7,10, other notes		

#### 7. OTHER CONVENTIONS

PUPPET RESPONSES	2NT Enquiry Over Weak Two's
Next suit 0-6HCP. Suit: 7+HCP, 5+ Suit	3C: 6-8 No void or sgltn
Bid Opp suit:7+ no stop	3D: 6-8 void or sgltn somewhere.
NT: 7-10HCP with a stop.	3H: 9/10 No void or sgltn
	3S: 9/10 void or sgltn somewhere

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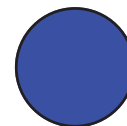
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1H(S): 3C asks for Q trumps and upper or lower range  
1H(S): 3D asks for any void or sgltn, upper or lower range.



## AUSTRALIAN BRIDGE FEDERATION INC.



### STANDARD SYSTEM CARD

ABF Nos.	3816	John Beddow
& Names:	168262	Egmont Melton
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+ HCP 0+ C	1♥ 11-15 5+H	
1♦ 11-15 2+ D	1♠ 11-15 5+S	
1NT 13-15	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ Tfr to Hearts	2♠	
2♥ Tfr to Spades	2NT Invitational	
other N/A		
2♣ 11-15. 5+ Clubs and 4 Major, or 6+ Clubs may have a 4 card Major		
2♦ 11-15. 4414 or 4405		
2♥ 6-10. 6 x Hearts		
2♠ 6-10. 6 x Spades		
2NT 22-23	3NT Kapel Ace Ask	
other N/A		

### 2. PRE-ALERTS

3 level pre-empt are weak Non Vul	1C x then pass - 0-4. xx = 5-7 both Majors
Puppet responses over TO dbles(See part 7)	1C x 1D = 5-7 any shape.

### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through	3S	Unusual NT	Minors or 2 x unbid suits
1NT overcall - immediate	13-15 NV, 16-18 V	Immediate cue of minor	Michaels
1NT overcall - re-opening		Immediate cue of Major	Michaels
Over weak twos X		Over opening threes X	
Over opponent's 1NT	Pin Point Astro (See part 10)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7HCP 2+ D	2♦ 11+HCP 5+ D	3♦ 8+ HCP 4414
1♥ 8+HCP 5+ H	2♥ 8+HCP 4144	3♥ 14/15HCP 4 x H
1♠ 8+HCP 5+ S	2♠ 8+HCP 1444	3♠ 14/15HCP 4 x S
1NT 8-10 HCP	2NT 11-13 or 16+ HCP	3NT 14/15 HCP
2♣ 11+HCP 5+ C	3♣ 8+HCP 4441	4♣ CRO Gerber
other N/A		
1♦ 1♥ 8+HCP 5+ H	2♥ N/A	3♥ N/A
1♠ 8+HCP 5+ S	2♠ N/A	3♠ N/A
1NT 8-12 HCP	2NT 13+HCP	3NT To Play
2♣ 13+HCP 5+ C	3♣ N/A	4♣ CRO Gerber
2♦ 8+HCP 5+ D	3♦ Pre-emptive	4♦ N/A
other N/A		
1♥ 1♠ 8+ 5+ S	2♥ weak raise	3♦ Any void or sglt n & rang
1NT 8-11 less than 3 H	2♠ N/A	3♥ 10-12 HCP 3+ H
2♣ 12+ 5+	2NT 12+	3♠ N/A
2♦ 12+ 5+	3♣ QH & range ask	3NT To Play
other N/A		
1♠ 1NT 8-11HCP less than 3S	2♠ weak raise	3♥ N/A
2♣ 12+HCP 5+ C	2NT 12+	3♠ 10-12 HCP 3+ S
2♦ 12+HCP 5+ D	3♣ QS & range ask	3NT To Play
2♥ 12+HCP 5+ H	3♦ Any void or sglt n & rang	4♣ CRO Gerber
other N/A		
1NT 3♣ N/A	3♠ N/A	4♦ N/A
3♦ N/A	3NT To Play	4♥ To Play
3♥ N/A	4♣ CRO Gerber	4♠ To Play
other N/A		
2♣ 2♦ 11+HCP relay	2NT N/A	3♥ N/A
2♥ Nat & Non forcing	3♣ To Play	3♠ N/A
2♠ Nat & Non forcing	3♦ N/A	3NT To Play
other N/A		
2♦ 2♥ Nat & Non Forcing	3♣ Nat & Non Forcing	3♠ Pre-Emptive
2♠ Nat & Non Forcing	3♦ Nat & Non Forcing	3NT To Play
2NT 8+HCP relay	3♥ Pre-Emptive	4♣ CRO Gerber
other N/A		

**Notes** After 1C-2H)(2S)(3C)(3D) then next suit up asks for HCP

1C-X then XX shows 5-7 both majors:1D shows 5-7 any shape:Pass shows 0-4 any sha

2♥ 2♠ N/A	3♦ N/A	3NT To Play
2NT Query	3♥ Weak Raise	4♣ CRO Gerber
3♣ N/A	3♠ N/A	4♥ To Play
other N/A		
2♠ 2NT Query	3♥ N/A	4♣ CRO Gerber
3♣ N/A	3♠ Weak Raise	4♥ To Play
3♦ N/A	3NT To Play	4♠ To Play
other N/A		
2NT 3♣ Stayman	3♠ N/A	4♦ N/A
3♦ Tfr to H	3NT To Play	4♥ Natural & Non forcing
3♥ Tfr to S	4♣ CRO Gerber	4♠ Natural & Non forcing
other N/A		

## 9. CONVENTIONS

**Unusual NT:** Minors or 2 x unbid suits

**4th Suit Forcing** One round  N/A Game force

**NT Checkback**  Priorities: N/A

**Defence to 3NT opening** Natural

**Defence to Opening Twos**

Multi 2♦ X=15+ otherwise natural

RCO style 2-s X=15+ otherwise natural

Other 2-s X=15+ otherwise natural

**Defence** 1C : 1 level natural, 2 level Pin Point Astro

to

**strong** 2C : Natural

♣

**Over 1NT Interference** Natural

**Lebensohl - other uses** N/A

**Take out of 4 level pre-empts** 4♣/4♦ X

4♥ X 4♠ 4NT

## 10. OTHER NOTES

**PIN POINT ASTRO:**

X: 10-17HCP & a sgle suited hand or 18+HCP

2C: 10-17HCP C & H at least 44

2D: 10-17HCP D & H at least 44

2H: 10-17HCP H & S at least 44

2S: 10=17HCP S & a longer minor