

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Invitational - 8 losers and 4 card support
Jump shifts after minor opening	Weak 6 card suit
Jump shifts after Major opening	Mini/maxi splinters
Responses to strong 2 suit open.	Not played
Responses to 2NT opening	3♣/3♦ to play; 3♥ 5+ ♥s forcing - same for 3♠

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Roman Leads	Roman Leads
Four or more with an honour	Lowest	Lowest
From 4 small	Second top	Second Top
From 3 cards (no honour)	MUD	MUD
In partner's suit	Top; or low from K(Q), x, x	Top; or low from K(Q), x, x
Discards	Low encourage	Low encourage
Count	Reverse	Reverse
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Attitude	
Notes We underlead touching honours		
From Q,10,9,x,x sequence, we lead the 9.		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14/30 4♣ Gerber when? Over NT - 0,1,2,3 replies

Slam Notes 4♣ is a Minorwood ask over 1♣ opening

Cue Bids 1st round control

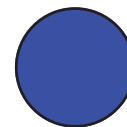
Asking Bids Next suit up in RKCB asks for Q of trump suit.

7. OTHER CONVENTIONS

RKCB in minors (4♣ or 4♦) (14/30 resp)	If no XX by partner, then a XX by opener
DOPI and ROPI	shows 5+ card suit somewhere.
Lebensohl over interference of our 1NT.	2♣ shows 4, 4, 1, 4 hand.
Over 1NT doubled - any bid is a transfer	Leaping Michaels (SA format)
to next suit up - except a XX = tsf to ♣s.	Opening bid of 4♥/4♠ is a suit with no
www.abf.com.au	outside entry based on rule of 2 and 3.
PDF Form Rev. 17D10 by RoL	4NT opening asks for Aces, bid 5♣ with none, 5♦/♥/♠
MyRev. Rev 15 - 18.06.2018	with that Ace, 5NT with Ace of ♣s. Any bid at 6 level
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	264768	Di Marler
& Names:	563064	Pam Morgan-King
Basic System:	Precision	Rev. 15
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

1♣	16+ any shape	1♥	5+ 10-15
1♦	4+ 11-15 -can be 3 but rarely	1♠	5+ 10-15
1NT	10-15 NV; 13-15 V (This hand may contain only 1♦) may contain 5 card Major <input type="checkbox"/>		

1NT Responses 2♣ NV Range Probe; V Simple Stayman	
2♦ Tsf to ♥s	2♠ NV Tsf to ♣s/V Baron 16+
2♥ Tsf to ♠s	2NT NV Invite 12-13; V - Tsf to a minor
other 3♠ = 2 suited minor hand.	

2♣	5+ ♣s & 4♦s/♥s or 4♠s; or 6 ♣s/4 ♦s; or 6♣s/3♥s/3♠s/1♦ or 6+ ♣s all with 11-15 pts
2♦	Weak 6 card major <10
2♥	5+ ♥s/5+ a minor - less than an opening hand
2♠	5+ ♠s/5+ a minor - less than an opening hand
2NT	5+/5+ minors <an opening hand
3NT	Strong ♥ hand or pre-empt in ♣s
other	4♣s = Strong ♠ hand or pre-empt in ♦s

2. PRE-ALERTS

1♣	may be <16 but with 5 losers	card major; 1♦ - 2♥/♠ = 11-15 5+ ♣s and
Roman Jumps of Oppo's opening bid:		4 card major of suit bid; 1♥/♠ - 3♣/♦ =
1♣ - 2♦ = 11-15 = 5 Card ♦ suit plus 4		5+ minor bid + 4 card other major - 11-15

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Roman Jumps - see above.
Responsive doubles through	3♠	Unusual NT	SA Michaels (+++ See below)
1NT overcall - immediate	15-18	Immediate cue of minor	Other minor and a major
1NT overcall - re-opening	10+	Immediate cue of Major	Other major and a minor
Over weak twos	X = 16+, others natural	Over opening threes	X = 16+, others natural
Over opponent's 1NT	Modified Cappilletti - 2♣ = majors; 2♦ = single suiter; 2♥ = ♥s and a minor; 2♠ = ♠s and a minor; 2NT = minors 5+/5+ - all anchor suits have 5+ cards		
+++ 2NT (majors or minors) over oppos opening may be either weak or 4 or less losers.			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7, any shape	2♦ 8+, 5+ ♦s	3♦ 8+ singleton ♥
1♥ 8+ balanced	2♥ 8+ singleton ♠	3♥ 8-12 5+/5+ majors
1♠ 8+ 5+ ♠s	2♠ 8+ singleton ♣	3♠ 13+ 5+/5+ majors
1NT 8+ 5+ ♥s	2NT 8-12 5+/5+ minors	3NT 13+ 5+/5+ minors
2♣ 8+ 5+ ♣s	3♣ 8+ singleton ♦	4♣ Minorwood ask
other 4♥ or 4♠ is to play with long suit with very few points.		
1♦ 1♥ 6+, 4+	2♥ Weak 6+ card suit	3♥ Splinter 4+ ♦s
1♠ 6+, 4+	2♠ Weak 6+ card suit	3♠ Splinter 4+ ♦s
1NT 8-10, no 4 card major	2NT 16+ no 4 card major	3NT 12-15 Balanced
2♣ 10+ 4+ ♣s	3♣ Weak 6 card suit	4♣ Splinter 4+ ♦s (GF)
2♦ Inverted 10+, 5+ ♦s	3♦ 6-9, 5+ ♦s	4♦ Minorwood
other		
1♥ 1♠ 6+, 4+ ♠s	2♥ 8-10, 3 ♥s	3♦ Splinter 11+ (Fit)
1NT 5-10 bal or 3 card ♥	2♠ Weak 6+ card suit	3♥ 4 cd support - 8 losers
2♣ 11+, 4+ ♣s	2NT 16+ 4+♥s (Gamma ?)	3♠ Splinter 11+ (Fit)
2♦ 11+, 4+ ♦s	3♣ Splinter 11+ (Fit)	3NT 12-15 & fit, balanced
other 4♣/4♦ Jump fit with good ♣s/♦s (semi-slam try); 4♥ = 10 card fit		
1♠ 1NT 5-10 bal or 3 card ♠	2♠ 8-10, 3 ♠s	3♥ Mini-splinter 11+ (Fit)
2♣ 11+, 4+ ♣s	2NT 16+ 4+♠s (Gamma ?)	3♠ 4 cd support - 8 losers
2♦ 11+, 4+ ♦s	3♣ Splinter 11+ (Fit)	3NT 12-15 & fit, balanced
2♥ 10+, 5+ ♥s	3♦ Splinter 11+ (Fit)	4♣ Jump fit - good clubs
other 4♣/4♦/4♥ Jump fit with good ♣s/♦s/♥s (semi-slam try); 4♠ = 10 card fit		
1NT 3♣ NV Tsf to ♦s/V see ##	3♠ 2 suited minor hand	4♦ Both majors - pick
3♦ NV Not bid/V see ##	3NT To play	4♥ To play
3♥ Slam try	4♣ Gerber	4♠ To play
other ## V 2 of top 3 honours invite to 3NT. Transfer and raise to 4 is a mild slam try		
2♣ 2♦ Enquiry 10+	2NT Not bid	3♥ Invitational - 6+ ♥s
2♥ To play	3♣ Pre-emptive	3♠ Invitational - 6+ ♠s
2♠ To play	3♦ To play	3NT To play
other Over 2♣/2♦/2♥ sequence, 2♠ is checking back for a 4 card ♠ suit.		
2♦ 2♥ Pass or correct	3♣ To play	3♠ Not bid
2♠ Pass or can play in 3♥	3♦ Not bid	3NT To play
2NT Forcing enquiry	3♥ Pre-emptive (P or C)	4♣ Not bid
other Over 2NT; 3♣/3♦ shows ♥s/♠s good hand; 3♥/3♠ = ♥s/♠s bad hand		

Notes Over 1♥ or 1♠ - 2NT triggers a Gamma query - 3♣ = 5/0; 3♦ = 5/1; 3♥ = 5/2; 3♠ = 6/0; 3NT = 6/1; 4♣ = 6/2; 4♦ = 5/6 with 3 top honours. Anything following response is a cue showing 1st or 2nd round control of that suit (1st round controls are bid first).

2♥ 2♠ To play 6+ in suit	3♦ To play	3NT To play
2NT Forcing enquiry	3♥ Pre-emptive	4♣ Pre-emptive (P or C)
3♣ Pass or correct	3♠ Not bid	4♥ Not bid
other		
2♠ 2NT Forcing enquiry	3♥ Not bid	4♣ Pre-emptive (P or C)
3♣ Pass or correct	3♠ Pre-emptive	4♥ To play
3♦ To play	3NT To play	4♠ To play
other 5♣ Pass or correct to 5♦		
2NT 3♣ To play	3♠ Forcing 5+ ♠	4♦ Invitational to 5♦
3♦ To play	3NT To play	4♥ To play
3♥ Forcing 5+ ♥	4♣ Invitational to 5♣	4♠ To play
other Over 3♥, 3♠ = 1♥; 3NT=2♥s; bid of minor = 0♥s (same applies for ♠s)		

9. CONVENTIONS

Unusual NT: 2 suits of the other rank

4th Suit Forcing One round Game force

NT Checkback Priorities: Not played

Defence to 3NT opening 4♣/4♦ both majors better ♥s/♠s; X = penalties

Defence to Opening Twos

Multi 2♦ X = ♥s; 2♥s = ♠s; 2♠s = 5+ ♠s; 2NT = 15-18; 3♣/3♦ 5+ (& maybe 4+ major)

RCO style 2-s X = general T/O - other bids are natural

Other 2-s

Defence (1♣) : Modified Cappilletti

to All bids at 2 level are natural with more points.

strong (2♣) : Natural

1♣ / 2♣

Over 1NT Interference Lebensohl responses

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = 16+

4♥ X = ♠s; 4NT = minors 4♠ X = penalties; 4NT = 2 suited hand

10. OTHER NOTES

Over our 1NT NV - following bidding sequences apply.

1NT/2♣/2♦/2♥ or 2♠ must be dropped and shows 5/4 in the majors.

1NT/2♣/2♦/3♥ or 3♠ is game force.

1NT/2♣/2♦/3♣ is a re-Stayman ask and is looking for game with 15+ points.

1NT/2♦/2♥/2♠ sequence shows 5/5 in the majors and is invitational.

Over any interference of our 1♣ opening - X = 5 to 7 or trapped hand; any bid is 8+;

a NT bid may or may not have stopper in suit bid by oppo.