

4. BASIC RESPONSES

Jump raises - minors	1♦ - 3♦ = 5+♦ and 16+ HCP
Jump raises - Majors	Weak distributional raise
Jump shifts after minor opening	1♦ - 2♥/2♠/3♣/3♦ = natural 16+HCP
Jump shifts after Major opening	3♣: 16+ points, 5+ clubs 3♦: Distributional invitational raise
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣/3♦ & 3NT to play, 3♥/3♠ = Natural 1RF, 4♣/4♦ = Minor RKCB

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/5th	4th
From 4 small	2nd highest	Usually highest card
From 3 cards (no honour)	Middle	Usually highest card
In partner's suit	If supported 3rd and 5th	
Discards	Odd/Even, see 1#	Odd/Even, see 1#
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Low Encourage (but count on K)	
Signal on declarer's lead:	Natural count (optional)	
Notes	1# Odd encourage, Even McKenney, 6 = No clear preference	

6. SLAM CONVENTIONS

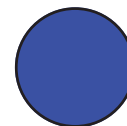
4NT: Blackwood <input type="checkbox"/>	RKCB 3014	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	After we have agreed a suit in GF sequence, 1st round control up the line	
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

	1♣ - 1♦ - 2NT (or similar) - 3♣ = Baron
	1♦ - 1♥ - 1NT - 2♣ Checkback Stayman
Followed by control ask in new suit	1♦ - 1♠ - 1NT - 2♣ Checkback Stayman
1♣ - 1♦ - 1♥ = 19+ HCP artificial	Attitude leads against NT
1♣ - 1♦ - 1♥ - 2♣, 2♦, 2♥, 2♠ = Transfers	
www.abf.com.au	2♣ - 2NT = puppet to 3♣ Weak with club support
PDF Form Rev. 17D23 by RoL	OR weak with long ♦ OR strong 5/5 in 2 suits (not clubs)
MyRev.	Transfer bids after our 1NT is doubled
Copyright © ABF 2017	Cue raises



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	121797	Stella Steer
& Names:	121789	Jay Steer
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♣	STRONG, 16+ HCP, artificial	1♥ 10-15 HCP	5+♥
1♦	11-15 HCP 0+♦	1♠ 10-15 HCP	5+♠
1NT	BALANCED, 13-15 1st, 2nd; 14-15 3rd, 4th. Occ 5422	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Simple Stayman			
2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
other 3♣, 3♦, 3♥, 3♠ = Natural slam interest			
2♣	10-15 HCP	6+♣	
2♦	5+♥ / 5+♠, 7 or less losers, forcing		
2♥	Natural weak two in ♥	6-10 HCP, 6+♥	
2♠	Natural weak two in ♠	6-10 HCP, 6+♠	
2NT	5+♣/ 5+♦, 7 or less losers, oth. options	3NT	Ace asking, Strong sing suiter w/o void
other			

2. PRE-ALERTS

Some responses to 1♣ are transfer	2♦ = 5/5 in Majors	2NT = 5/5 in Minors
1♣ - 1♦ - 1♥ = 19+ HCP artificial	1♥ - 1♠	5+ spades
2♣ always 6+♣, 1♦ open may have no ♦	3NT opening, Ace ask with single suiter	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5+♥/5+♠
1NT overcall - re-opening	15-18 HCP	Immediate cue of Major	5+ other MAJOR & 5+MINOR
Over weak twos	2NT 15-18, X = T/O with leb.	Over opening threes	X = TO
Over opponent's 1NT	X = penalty, 2♣ = 5/4+ in Majors, 2♦ = single suited Major, 3♣/♦ = Nat		
	2♥ = 5+♥ / 4+ Minor, 2♠ = 5+♠ / 4+ Minor		

