

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	Splinter: 0-1 cards, 4+ card support
Jump shifts after Major opening	Splinter: 0-1 cards, 4+ card support
Responses to strong 2 suit open.	
Responses to 2NT opening	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when? After 1 NT

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

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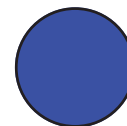
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. _____ Andy Babiszewski
 & Names: _____ Peter Popp
 Basic System: Precision
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ Strong 16+ HCP, any shape 1♥ 11-15 HCP 5+♥ (or 4♠, 4♥, 1♦, 4♣)

1♦ 11-15 HCP 4+♦ 1♠ 11-15 HCP 5+♠

1NT 12-15 HCP Balanced may contain 5 card Major

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ Game Force, Minors
2♥ Transfer ♠	2NT Transfer to ♣ (strong or weak minors)
other	See Response to Opening Bids

2♣ 11-15 HCP 6+♣ or 5+♣ & 4Major

2♦ 5-9 HCP 4+♥ & 4+♠

2♥ 5-9 HCP 5+♥ & 4+ minor

2♠ 5-9 HCP 5+♠ & 4+ minor

2NT 6-9 HCP Minors: 5+♣ & 5+♦ 3NT Gambling, solid minor, no side A or K

other _____

2. PRE-ALERTS

Weak NT 12-15 HCP Natural 1♦ 4+♦, Unbalanced

Strong Club 16+ HCP

Weak 2♦, 2♥, 2♠, 2NT

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♠ Jump overcalls Weak

Responsive doubles through 4♠ Unusual NT Other suits

1NT overcall - immediate 15-18 HCP BAL Immediate cue of minor 5 other Minor & 5 major 6-10

1NT overcall - re-opening 15-18 HCP BAL Immediate cue of Major 5 other Major & 5 minor 6-10

Over weak twos 2NT 15-18, X - Takeout Over opening threes X - Takeout

Over opponent's 1NT X - 15+HCP, 2♣ - Both Majors, 2♦ - Single Suit,

2♥ - 5+♥ & 4+Minor, 2♠ - 5+♠ & 4+Minor, 2NT - 5+♣ & 5+♦

3♣ - 6+♣ & 4 Major, 3♦ - 6+♦ & 4 Major, 3♥ 7- 10 HCP 7+♥, 3♠ 7- 10 HCP 7+♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 HCP, Any Shape	2♦ 8+ HCP, 5+♦	3♦ 8+ HCP, 4♠, 1♥, 4♦, 4!	
1♥ 8+ HCP, 5+♥	2♥ 8+ HCP, 1♠, 4♥, 4♦, 4♣	3♥ 4-7 HCP, good 6♥	
1♠ 8+ HCP, 5+♠	2♠ 8+ HCP, 4♠, 4♥, 4♦, 1♣	3♠ 4-7 HCP, good 6♠	
1NT 8-13 HCP, balanced	2NT 14-15 HCP, balanced	3NT 16-17 HCP, balanced	
2♣ 8+ HCP, 5+♣	3♣ 8+ HCP, 4♠, 4♥, 1♦, 4♣	4♣ Gerber	
other 1♣ - 1♦ - ♥ - 19+ HCP, 1♠ Second negative (0-4 HCP)			
1♦ 1♥ 5+ HCP, 4+♥	2♥ Splinter	3♥ Splinter, 9+ HCP, 4+♦	
1♠ 5+ HCP, 4+♠	2♠ Splinter	3♠ Splinter, 9+ HCP, 4+♦	
1NT 6-10 HCP, balanced	2NT 16+ HCP, 4+♦	3NT Play	
2♣ 10+ HCP, 5+♣	3♣ Splinter, 9+ HCP, 4+♦	4♣ Void, 11+ HCP, 4+♦	
2♦ 11-15 HCP, no Major	3♦ Weak, 4+♦	4♦ Weak, 5+♦	
other			
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9 HCP, 3+♥	3♦ Splinter, 8+ HCP, 4+♥	
1NT 6-9 HCP, No Fit in ♥	2♠ Splinter, 8+ HCP, 4+♥	3♥ Weak, 4+♥	
2♣ 10+ HCP, 3+♣	2NT 12+ HCP, 4+ ♥	3♠ Void, 11+ HCP, 4+♥	
2♦ 10+ HCP, 4+♦	3♣ Splinter, 8+ HCP, 4+♥	3NT 12-15 HCP, Flat, ♥ Fit	
other 5♥ - Bid 6♥ with Good ♥s (2 of top 3 minimum), cue (1 or 2) or 5NT with top 3♥			
1♠ 1NT 6-9 HCP, No Fit in ♠	2♠ 5-9 HCP, 3+♠	3♥ Splinter, 8+ HCP, 4+♠	
2♣ 10+ HCP, 3+♣	2NT 12+ HCP, 4+ ♠	3♠ Weak, 4+♠	
2♦ 10+ HCP, 4+♦	3♣ Splinter, 8+ HCP, 4+♠	3NT 12-15 HCP, Flat, ♠ Fit	
2♥ 10+ HCP, 5+♥	3♦ Splinter, 8+ HCP, 4+♠	4♣ Void, 11+ HCP, 4+♠	
other 5♠ - Bid 6♠ with Good ♠s (2 of top 3 minimum), cue (1 or 2) or 5NT with top 3♠			
1NT 3♣ 9-11 HCP, Good 6+♣	3♠ Slam Try in ♠	4♦ Play	
3♦ 9-11 HCP, Good 6+♦	3NT Play	4♥ Play	
3♥ Slam Try in ♥	4♣ Ace Ask	4♠ Play	
other 4NT - 18-19 HCP, balanced, quantitative			
2♣ 2♦ Forcing	2NT 12+ HCP, 3+♣	3♥ Splinter, 9+ HCP, 4+♣	
2♥ 5+♥, Invitational	3♣ 6-9 HCP, 3+♣	3♠ Splinter, 9+ HCP, 4+♣	
2♠ 5+♠, Invitational	3♦ 6+♦, Invitational	3NT Play	
other 2♣ - 2♦ - 2NT/3♣ - 3♦ is second force - bid 3 card ♥/♠, New Suit after 2♦ forcing			
2♦ 2♥ Play	3♣ Non Forcing, 6+♣	3♠ Play, 4+♠	
2♠ Play	3♦ Non Forcing, 6+♦	3NT Play	
2NT Forcing	3♥ Play, 4+♥	4♣	
other New Suit after 2NT forcing			

Notes

2♥ 2♠ Non Forcing, 5+♠	3♦ Non Forcing, 6+♦	3NT Play	
2NT Ask-One Round Force	3♥ Play	4♣ Splinter, Slam Interest	
3♣ Pass or Correct	3♠ Splinter, Slam Interest	4♥ Play	
other New Suit after 2NT forcing			
2♠ 2NT Ask-One Round Force	3♥ Non Forcing, 6+♥	4♣ Splinter	
3♣ Pass or Correct	3♠ Play	4♥ Play	
3♦ Non Forcing, 6+♦	3NT Play	4♠ Play	
other New Suit after 2NT forcing			
2NT 3♣ Play	3♠ Non-Forcing, 6+♠	4♦ Play	
3♦ Play	3NT Play	4♥ Play	
3♥ Non-Forcing, 6+♥	4♣ Play	4♠ Play	
other 4NT Slam Invitational in a Minor			

9. CONVENTIONS

Unusual NT: _____

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: _____

Defence to 3NT opening X - Values _____

Defence to Opening Twos 2NT=15-18 BAL, X - Takeout _____

Multi 2♦ _____

RCO style 2-s _____

Other 2-s _____

Defence	(1♣) : X for Colour (♥/♦ or ♠/♣), 1♦ for Rank (♠/♥ or ♦/♣),
to	1NT for Other (♠/♦ or ♥/♣)
strong	(2♣) : X for Colour (♥/♦ or ♠/♣), 2♦ for Rank (♠/♥ or ♦/♣),
1♣ / 2♣	2NT for Other (♠/♦ or ♥/♣)

Over 1NT Interference Lebensohl _____

Lebensohl - other uses Over opposition weak 2 and partner double _____

Take out of 4 level pre-empts 4♣/4♦ Double _____

4♥ 4 NT _____ 4♠ 4 NT _____

10. OTHER NOTES

SA Michaels _____

Asking Bids after 1♣ - Alpha, Beta, Gamma _____
