

4. BASIC RESPONSES

Jump raises - minors		Other: Art @ 1C; 1D - 3D = to play
Jump raises - Majors		Other: to play, preemptive
Jump shifts after minor opening	ART@ ♣; 1D - 2M = 5S,4+H NF/INV	
Jump shifts after Major opening	3C = bal gf, 3D = INV, OM = suit setting	
Responses to strong 2 suit open.		
Responses to 2NT opening	stimple stayman, transfers, 3s minors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (1)	Overlead All (1) (2)
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	high from xxx supported possible	low from xxx unsupported
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	reverse count, suit preference	
Notes (1) K for count at 5 level or open/overcall 4M		
(2) Can underlead to force honour unblock		
At action moments, S/P can override all others		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids first/second

Asking Bids

7. OTHER CONVENTIONS

Cue raises	Drury
Lasker asker, fischer ask	

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	561789	Sartaj Hans
& Names:	22381	Peter Gill
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

1♣ 16+ ART	1♥ 5+H, 10-15
1♦ 2+D, 10-15	1♠ 5+S,10-15
1NT 14-16 in 1/2; 15-17 in 3/4	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ stayman	Other:
2♦ hearts	2♠ puppet 2NT
2♥ spades	2NT invite
other 3x = short	

2♣ 6+ Clubs, 10-15, can have 4M	
2♦ 3 suited, short diamond, 10-15, 4414,(43)15,4405	
2♥ Weak, depends on vul and position	
2♠ Weak, depends on vul and position	
2NT 19+ to 21-in 1/2; 20-21 in 3/4	3NT Solid +A/K in 1/2; to play in 3/4
other	

2. PRE-ALERTS

HCP are only a guide, judgement rules	Light action

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Intermediate
Responsive doubles through	4S	Unusual NT	Lower suits
1NT overcall - immediate	Strong	Immediate cue of minor	Michaels
1NT overcall - re-opening	14-16	Immediate cue of Major	Michaels
Over weak twos	Leb	Over opening threes	Natural
Over opponent's 1NT	X = pen, 2C = 2M, 2D = 1M, 2M = M+m		

