

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: Only over 1♦ opening
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	1♦-2M = 5♠/4♥ weak/invite, 1♦-3♣ = minors. ART over 1♣	
Jump shifts after Major opening	Artificial raises (except 1♥-2♠ and 1♠-3♥ natural invite)	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	Simple Stayman, transfers, 4X = two-under slam-try transfer	

#### 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead except AKx(+)	Overlead except strong King
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	Top or 2nd
From 3 cards (no honour)	Bottom	Top or 2nd
In partner's suit	3rd/low, occasionally attitude	4th highest, occasionally attitude
<b>Discards</b>	Combined attitude+count	Low Encourage
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Combined attitude+count	Low Encourage
<b>Signal</b> on declarer's lead:	Reverse count, sometimes suit preference	

**Notes** Versus suit contracts where declarer has preempted or 5+ level, we lead Ace for attitude and King for count. Our signals versus suit try to combine an attitude and count signal.

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	Non-serious 3NT, 01122 Exclusion RKC, Last Train	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd round controls	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

5NT = usually pick a slam	
Support doubles	
2NT often shows support in competition	
2NT = scrambling/LEB in response to t/o Dbl	

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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	325041	Nye Griffiths
& Names:	774596	Liam Milne
Basic System:	Precision with Mini 1NT at favourable	
Brown Sticker <input type="checkbox"/>	<b>Classification:</b>	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+ any shape (upgrades possible)	1♥ 5+♥ 10-15	
1♦ 2+♦ 10-15	1♠ 5+♠ 10-15	
1NT 9-12 1st/2nd NV vs V; 14-16 1st/2nd, 15-17 3rd-4th	may contain 5 card Major <input checked="" type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman	Other:	
2♦ TRF	2♠ TRF to ♣ or invite to 3NT	
2♥ TRF	2NT TRF to ♦	
other 3♣ = puppet Stayman, 3♦ = minors FG, 3M = splinter (usually 31(54)), 4m = Texas.		
2♣ 6+♣ 10-15		
2♦ 0-1♦ 10-15 (4415/4315/3415/4405)		
2♥ weak two, vulnerability dependent		
2♠ weak two, vulnerability dependent		
2NT (19)20-21, can have 5M	3NT 5♠ 6♥ 10-13	
other aggressive preempt style when NV		

#### 2. PRE-ALERTS

1♣ = strong, 1♦ = nebulous 10-15	2♦ = short diamonds, 10-15
Variable 1NT including 9-12 NV vs V 1st/2nd	Frequent transfers/suit switches in competition
HCP are a guideline only	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak, vulnerability dependent
Responsive doubles through	4♠	Unusual NT	Lowest unbid suits, wide-ranging
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels (both majors)
1NT overcall - re-opening	11-15ish	Immediate cue of Major	Michaels (oM+m)
Over weak twos	X = t/o, Leb, Leaping Michaels	Over opening threes	X = t/o
Over opponent's 1NT	Dbl = values, 2♣ = majors, others natural		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 any shape	2♦ 8-10 balanced	3♦ 4414 8-10
1♥ 5+♠ FG	2♥ 11-13 balanced	3♥ 4144 8-10
1♠ 5+♥ FG	2♠ 14+ balanced	3♠ 1444 8-10
1NT 5+♣ FG	2NT any 4441 11+	3NT some solid suit
2♣ 5+♦ FG	3♣ 4441 8-10	4♣
other		
1♦ 1♥ natural, can be weak	2♥ 5+♠ 4+♥ weak	3♥ 31(45) FG
1♠ natural, can be weak	2♠ 5+♠ 4+♥ invitational	3♠ 13(45) FG
1NT natural, can be weak	2NT invitational	3NT to play
2♣ 5+♣, INV+	3♣ minors, not invitational	4♣
2♦ 5+♦, INV+	3♦ 6+♦ preemptive	4♦
other game bids are to play		
1♥ 1♠ natural	2♥ usually 6-10	3♦ 3+♥ invitational raise
1NT semi-forcing 0-12	2♠ 6+♠ invitational	3♥ preemptive
2♣ ♣ or balanced, FG	2NT 4+♥ FG raise	3♠ splinter
2♦ 5+♦ FG	3♣ 3♥ FG usually bal	3NT 3♥, choice of games
other 4m = splinter, game bids are to play		
1♠ 1NT (all the same as over 1♥)	2♠	3♥ 6+♥ invitational
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣ Puppet Stayman	3♠ splinter, usually 31(54)	4♦ 6+♠
3♦ 5/5+ minors FG	3NT to play	4♥ to play
3♥ splinter, usually 31(54)	4♣ 6+♥	4♠ to play
other game bids are to play		
2♣ 2♦ ART inquiry	2NT invitational	3♥ splinter
2♥ 5+♥ F1	3♣ simple raise	3♠ splinter
2♠ 5+♠ F1	3♦ splinter	3NT to play
other 4♣ = pre-emptive, game bids are to play		
2♦ 2♥ to play (correctable)	3♣ to play	3♠ to play (raiseable)
2♠ to play	3♦ invitational	3NT to play
2NT ART inquiry	3♥ to play (raiseable)	4♣
other game bids are to play		

Notes

2♥ 2♠ F1 except NF at NV vs V	3♦ F1 except NF at NV vs V	3NT to play
2NT ART inquiry	3♥ pre-emptive	4♣ splinter
3♣ F1 except NF at NV vs V	3♠ splinter	4♥ splinter
other		
2♠ 2NT (all same as over 2♥)	3♥	4♣
3♣	3♠	4♥ to play
3♦	3NT	4♠
other		
2NT 3♣ Simple Stayman	3♠ Minor-suit Stayman	4♦ 6+♠, slam-try
3♦ TRF	3NT to play	4♥ 6+♣, slam-try
3♥ TRF	4♣ 6+♥, slam-try	4♠ 6+♦, slam-try
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2♣ forces 2♦ (invitational hands), 2♦ ART FG (up the line)

**Defence to 3NT opening** Over gambling, 4♣/4♦ = both majors with longer ♥/♠

**Defence to Opening Twos** Dbl = t/o if naturalish, otherwise Dbl = values

Multi 2♦ Dbl = values, next dbl = takeout, after that penalties

RCO style 2-s Same

Other 2-s Same

**Defence** 1♣ : Dbl = both majors, 1NT = both minors, pass then bid = strong action

to

**strong** 2♣ : Dbl = both majors, 2NT = both minors

♣

**Over 1NT Interference** lebensohl Going through 2NT shows 4oM

**Lebensohl - other uses** After we double a weak two

**Take out of 4 level pre-empts** 4♣/4♦ Dbl = t/o

4♥ Dbl = t/o 4♠ Dbl = t/o or values

## 10. OTHER NOTES

High level doubles are generally offense-orientated (takeoutish) more often than penalties