

4. BASIC RESPONSES

Jump raises - minors	ART over 1C, 1D - 3D to play
Jump raises - Majors	Weak, preemptive
Jump shifts after minor opening	ART over 1C, 1D - 2M = 5S, 4+H NF/INV
Jump shifts after Major opening	3C bal raise GF, 3D INV raise, OM = suit setting
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Simple Stayman, 2 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 from even, lowest from odd	4th
From 4 small	3rd	2nd
From 3 cards (no honour)	3rd	Top usually
In partner's suit	High from xxx if supported	Low from xx 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 vs 4M opener or overcall		
(2) Can underlead to force honour unblock e.g. KQ109x		
At action moments, suit preference can overrule all other signals.		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?

Slam Notes

Cue Bids 1st/2nd

Asking Bids

7. OTHER CONVENTIONS

Cue Raises	Support Dbls and Redbls
Reverse Drury	some Neg Free Bids of 2H or 2S
Lasker Asker and Fischer Ask after our 1C	1x X 1y X t/o
1NT (X) system on and XX ---> 2C	Light openings in 3rd seat
1D (1M) 2C may be 4 card suit	

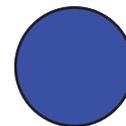
www.abf.com.au

PDF Form Rev. 15F06 by RoL
MyRev.

Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	291269	Andrew Peake
& Names:	22381	Peter Gill
Basic System:	Modified 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, 0+ clubs	1♥	5+H, 10-15
1♦	2+D, 10-15	1♠	5+S, 10-15
1NT	14-16 in 12, 15-17 in 3/4		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ hearts	2♠ puppet to 2NT
2♥ spades	2NT invite
other	3x shortage, 4C hearts, 4D spades,

2♣	6+ clubs, 10-16, can have 4M
2♦	2 suited, short diamond, 10-15, 4414, 4315, 3415, 4405
2♥	Weak, depends on vul and position. 1st seat fav 0-6 points, can be five cards
2♠	Weak, depends on vul and position, 1st seat fav 0-6 points, can be five cards
2NT	19+ to 21- in 1/2, 20-21 in 3/4
3NT	Solid m + A or K in 1/2. to play in 3/4
other	4NT specific ace ask

2. PRE-ALERTS

HCP are only a guide - judgement rules	Light actions
Support Dbls and Redbls	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Intermediate
Responsive doubles through	4S	Unusual NT	Lower Unbid Suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	14-16	Immediate cue of Major	Michaels
Over weak twos	T/O Dbl + Lebensohl	Over opening threes	T/O Dbl
Over opponent's 1NT	X = pen, 2C = majors, 2D = 1 M, 2M = 5M and 4+m		

