4. BASIC RESPONSES ART over 1C, 1D - 3D to play Jump raises - minors Weak, preemptive Jump raises - Majors ART over 1C, 1D - 2M = 5S, 4+H NF/INV Jump shifts after minor opening 3C bal raise GF, 3D INV raise, OM = suit setting Jump shifts after Major opening Responses to strong 2 suit open. N/A Responses to 2NT opening Simple Stayman, 2 transfers, 3S minors 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: Overlead All (1) Overlead All (1) (2) Leads Four or more with an honour 3rd from even, lowest from odd 4th From 4 small 3rd 2nd 3rd From 3 cards (no honour) Top usually In partner's suit High from xxx if supported Low from xx unsupported Low Encourage Low Encourage **Discards** Low-High = Even Low-High = Even Count Reverse Attitude Reverse Attitude **Signal** on partner's lead: Signal on declarer's lead: Reverse Count, Suit Preference (1) K for count at 5+ level or vs 4M opener or overcall Notes (2) Can underlead to force honour unblock e.g. KQ109x At action moments, suit preference can overrule all other signals. 6. SLAM CONVENTIONS RKCB 1430 Blackwood 4♣ Gerber when? 4NT: **Slam Notes** X 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

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ABF No	os.	2912	269	Andrew Pea	ake						
& Nar	mes:	223	81	Peter Gill							
Basic System: Modified Precision											
Brown	Sticker		Classif	ication: Gr	een [Blue)	(Red]	Yellow
				1. OP	ENI	NG	BIDS	}			
Describ	e stren	gth, mir	nimum ler	ngth, or speci	ific mea	aning					Canape
1♣ 16+ ART, 0+ clubs							5+H, 10-	-15			
1 2-	+D, 10-	15				1♠	5+S, 10-	-15			
1NT	14-16 i	n 12, 1	5-17 in 3	3/4					may contain	5 car	rd Major 🗶
1NT Re	esponses	2♣	Stayma	n							
2	heart	:S				2♠ puppet to 2NT					
2	spad	es				2NT	invite				
other	3x sh	ortage	, 4C hea	arts, 4D spa	ides,						
2♣ 6-	+ clubs	, 10-16	s, can ha	ave 4M							
2 2	suited,	short	diamond	l, 10-15, 44	14, 43	15, 34	415, 440	5			
2 ♥ W	/eak, d	epends	s on vul	and positior	n. 1st s	eat fa	av 0-6 po	oints,	can be fiv	/е са	ards
2 ♠ W	/eak, d	epends	on vul	and positoo	n, 1st	seat t	fav 0-6 p	oints	, can be fi	ve c	cards
2NT 1	19+ to 2	21- in 1	/2, 20-2	1 in 3/4		3NT	Solid m	+ A	or K in 1/2	. to	play in 3/4
other 4	INT sp	ecific a	ce ask								
				2. PF	RE-A	\LE	RTS				
HCP	are onl	y a gui	ide - jud	gement rule	S	Ligh	nt actions	S			
Suppo	ort Dbls	and R	edbls								
			3. CO	MPETITI	VE B	IDS .	/ OVEF	RCA	LLS		
Negative	doubles tl	nrough	48	Jump overc	alls Ir	Intermediate					
Responsive doubles through 4S Unusual NT						Lower Unbid Suits					
1NT overcall - immediate 15-18 Imme					Immed	diate cue of minor Michaels					
1NT overcall - re-opening 14-16 Imme						liate cue	e of Major	Mic	haels		
Over weak twos T/O DbI + LebensohI 0					Ove	er open	ing threes	T/O	Dbl		
Over opp	onent's 11	NT X	= pen, 2	2C = majors	, 2D =	1 M,	2M = 5N	<i>I</i> and	l 4+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	20001150 0110	,	minimum length, or specifi		
1♣ 1♦	0-7 any	2	8-10 bal	3	8-10 4414
1♥	8+, 5+ spades	2	11-13 bal	3 Y	8-10 4144
1 🖍	8+, 5+ hearts	2♠	14+ bal	3 ♠	8-10 1444, short S
1NT	8+, 5+ clubs	2NT	11+, any 4441	3NT	Very solid suit
2	8+, 5+ diamonds	3	8-10 4441, short C	4	
other					
1♦ 1♥	Nat, can be light	2	4+H, 5S, NF	3	SPL
1♠	Nat, can be light	2	4+H, 5S, INV	3 ^	SPL
1NT	Nat, maybe light NV	2NT	invite, about 12 HCP	3NT	to play, can be light
2	2+C, F1, often GF	3	minors, NF	4	to play
2	5+D, F1, often GF	3◆	to play	4	to play
other					
1♥ 1♠	natural, can be light	2	mildly constructive	3	ART invite, 3+ hearts
1NT	natural, can be light	2	sets spades, GF	3 Y	preemptive, about 3-7
2	2+C, F1, often GF	2NT	Jacoby GF Raise	3 ♠	SPL
2	natural, F1, often GF	3	M fit, suggests 3NT	3NT	M fit, bal, NF
other					
1♠ 1NT	natural, can be light	2♠	mildly constructive	3	sets hearts, GF
2	2+C, F1, often GF	2NT	Jacoby GF Raise	3 ♠	preemptive, about 3-7
2	natural, F1, often GF	3 -	M fit, suggests 3NT	3NT	M fir, bal, NF
2	natural, F!, often GF	3◆	ART invite, 3+ spades	4	SPL
other					
1NT 3♣	short C	3 ♠	short S	4	spades
3◆	short D	3NT	to play	4	to play
3	short H	4	hearts	4	to play
other					
2♣ 2♦	asking	2NT	natural	3♥	nat 6+H GF
2	nat 5+H F	3 -	natural	3 ^	nat 6+S GF
2	nat 5+S F	3◆	nat 6+D GF	3NT	to play
other	Neg Dbls apply				
2 ♦ 2 ♥ 1	to play, convert 4315	3 -	to play	3	to play, ok to raise
2♠	to play	3◆	INV	3NT	to play
2NT	enquiry	3 Y	to play, ok to raise	4	to play, ok to raise

2	2	F vul, NF NV	3	F vul, NF NV	3NT	to play
	2NT	asking	3 Y	to play	4 ♣	SPL vul, nat F NV
	3 -	F vul, NF NV	3 ♠	natural, F	4	to play
(other					
2	2NT	asking	3	F vul, NF NV	4	SPL vul, nat F NV
	3 -	F Vul, NF NV	3 ♠	to play	4	to play, not a SPL
	3	F Vul, NF NV	3NT	to play	4	to play
(other					
2NT	3 -	Stayman	3♠	minors	4	S slam try
	3	hearts	3NT	to play	4	C slam try
	3 Y	spades	4	H slam try	4	D slam try
(other					
		9	. C	ONVENTIONS		
Unus	sual	NT: lowest unbid suits	3			
4th Suit Forcing One round Game force X						
NT Checkback Priorities: 2 way, 2C forces 2D, 2D Gf, 2Nt forces 3C						
Defence to 3NT opening 4C takeout, 4D takeout longer spades, X values						
Defence to Opening Twos X T/O plus Lebensohl						

Deletice to	opening iw	03 / 1/0 pic	do Edboridorii					
Multi 2	XXX firs	XXX first X values, 2nd t/o, 3rd pen						
RCO style 2	-s XXX							
Other 2-s	XXX							
Defence	natural, (1C) 2NT = D +H, (1C) 2C natural							
to								
strong								
•								
Over 1NT	Over 1NT Interference							

Lebensohl - other uses dbl of weak 2, after limited opening and 2 level interference

Take out of 4 level pre-empts

4**♥** X t/o

10. OTHER NOTES

4**♣**/4**♦** X t/o

4♠ X values, 4NT two sutied t/o