

4. BASIC RESPONSES

Jump raises - minors 1♦-3♣ = weak both minors, 1♦-3♦ = natural, 6+♦, NF
 Jump raises - Majors Natural, NF (Vulnerability Dependent)
 Jump shifts after minor opening 1♦-2♥/2♠ = 5+♠ and 4+♥, NF/INV
 Jump shifts after Major opening 1M-3♣ = 3M GF raise, 3♦ = INV raise, Jump oM = natural invite
 Responses to strong 2 suit open. N/A
 Responses to 2NT opening Simple Stayman, Smolen, Transfers, 2-under Slam-Try Transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead*	Overlead (King Asks Count/UB)
Four or more with an honour	3rd from Even, Low from Odd	4th best
From 4 small	3rd	2nd or Top
From 3 cards (no honour)	3rd	2nd or Top
In partner's suit	3rd From Even, Low from Odd	4th Best
Discards	Reverse Count + Attitude	Reverse Attitude (+ Count)
Count	Reverse	Reverse
Signal on partner's lead:	Reverse Count + Attitude	Reverse Attitude (+ Count)
Signal on declarer's lead:	reverse count, frequent suit preference	

Notes At the 5-level or higher, or versus an opening preempt, we lead Ace for attitude and King for count. We can lead Q from KQ sequences against NT as King is strong.
 Against suit contracts we try to combine count and attitude signals.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when?
Slam Notes Non-serious 3NT when major-suit agreed, 01122 Exclusion RKCB
 Cue Bids 1st/2nd round controls shown equally
 Asking Bids

7. OTHER CONVENTIONS

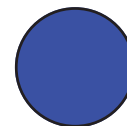
Scrambling 2NT	Pass-Double Inversion in many 1♣ auctions
Support doubles	Hampson redouble after our preempt
"Non-serious" 3NT in slam-try auctions	Mini 1NT (Dbl) 2♣ = clubs or not clubs
"Last Train" in slam-try auctions	"Serious" 4-minor when suit agreed
Modified Lebensohl (Slow Shows 4oM)	

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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. Liam Milne
 & Names: Nye Griffiths
 Basic System: Precision
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 16+ Any Shape (judgement based) 0+♣ 1♥ 5+♥ 10-15
 1♦ 2+♦ 10-15 1♠ 5+♠ 10-15
 1NT 14-16 1st/2nd, 15-17 3rd/4th (9-12 1st/2nd NV/V) may contain 5 card Major
 1NT Responses 2♣ Stayman
 2♦ Transfer to ♥s 2♠ Transfer to ♣s or invite to 3NT
 2♥ Transfer to ♠s 2NT Transfer to ♦s
 other 3♣ = Asking for 5M, 3♦ = Minors, 3♥/♠ = splinter, 4♣/♦ = Texas transfer

2♣ 6+♣ 10-15, can be 5♣ in third seat
 2♦ 0-1♦, 10-15; 4414/4315/3415/4405
 2♥ Weak two in ♥s, vulnerability dependent
 2♠ Weak two in ♠s, vulnerability dependent
 2NT 19-21ish BAL, dependent on seat 3NT 5♠+6♥ 9-13
 other Aggressive preempts when non-vul

2. PRE-ALERTS

1NT = 9-12 @ 1st/2nd seat NV vs V 2♦ opening = short diamonds (Precision)
 Frequent transfers in competition incl. X/XX

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Preemptive
 Responsive doubles through 4♠ Unusual NT Lowest Unbid Suits
 1NT overcall - immediate 15-18 System ON Immediate cue of minor Michaels except over short ♣
 1NT overcall - re-opening 11-15 System ON Immediate cue of Major Michaels, wide-ranging
 Over weak twos X = Takeout -> Lebensohl Over opening threes X = Takeout
 Over opponent's 1NT X = Values, 2♣ = Majors, Other Bids Natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 ART	2♦ 8-10 Balanced	3♦ 8-10, 4414
1♥ 5+♠s GF	2♥ 11-13 Balanced	3♥ 8-10, 4144
1♠ 5+♥s GF	2♠ 14+ Balanced	3♠ 8-10, 1444
1NT 5+♣s GF	2NT 11+, Any 4441 Shape	3NT Any Solid Suit
2♣ 5+♦s GF	3♣ 8-10, 4441	4♣
other		
1♦ 1♥ Natural 4+♥s	2♥ 5+♠s 4+♥s NF	3♥ Splinter, 31(54)
1♠ Natural 4+♠s	2♠ 5+♠s 4+♥s INV	3♠ Splinter, 13(54)
1NT 5-11 Usually no 4M	2NT 12 HCPs	3NT To Play
2♣ INV+ 4+♣s	3♣ (5/4)+ minors NF	4♣
2♦ INV+ 4+♦s	3♦ 6+♦s NF	4♦
other 4 Major = to play		
1♥ 1♠ Natural 4+ Suit	2♥ 7-11 Constructive Raise	3♦ 3+♥s INV
1NT 0-12 Semi-Forcing	2♠ Natural INV 6+♠s	3♥ 4+♥s preemptive
2♣ GF, 2+♣s ART	2NT 4+♥s GF raise	3♠ Splinter 9-13
2♦ GF, 5+♦s	3♣ 3+♥s, GF raise, bal	3NT 3+♥s, offer to play
other 4♣/4♦ = Splinters 9-13, 4♠ = To Play		
1♠ 1NT 0-12 Semi-Forcing	2♠ 7-11 Constructive Raise	3♥ Natural Invitational 6+♥
2♣ GF, 2+♣ ART	2NT 4+♠s, GF Raise	3♠ 4+♠s preemptive
2♦ GF, 5+♦s	3♣ 3+♠s, GF Bal Raise	3NT 3+♠s, Offer to Play
2♥ GF, 5+♥	3♦ 3+♠s INV	4♣ Splinter 9-13
other 4♦/♥ = Splinters 9-13		
1NT 3♣ 5M ask	3♠ Splinter 13(54)	4♦ Transfer to ♠
3♦ Minors GF	3NT To play	4♥ To Play
3♥ Splinter 31(54)	4♣ Transfer to ♥s	4♠ To Play
other 1NT-3♣-3♦ does not promise or deny a 4-card major		
2♣ 2♦ ART, inquiry	2NT Natural Invite	3♥ Splinter
2♥ Natural, Forcing	3♣ To Play	3♠ Splinter
2♠ Natural, Forcing	3♦ Natural, Forcing	3NT To Play
other		
2♦ 2♥ To Play	3♣ To Play	3♠ Natural, Raiseable
2♠ To Play	3♦ Natural, Invitational	3NT To Play
2NT ART, Enquiry	3♥ Natural, Raiseable	4♣ Natural, Raiseable
other		

Notes After MINI 1NT, responses are different. 2♦ = ART puppet to 2M, usually a strong hand with a major, 1NT-2M/3m = natural NF, and 1NT-2NT = ART puppet to 3m, usually a strong hand with a minor.

2♥ 2♠ Vul = F, Non-Vul = NF	3♦ Vul = F, Non-Vul = NF	3NT To Play
2NT ART, Enquiry	3♥ Pre-Emptive	4♣ Splinter
3♣ Vul = F, Non-Vul = NF	3♠ Vul = SPL, NV = Nat F	4♥ To Play
other		
2♠ 2NT ART, Enquiry	3♥ Vul = F, Non-Vul = NF	4♣ Splinter
3♣ Vul = F, Non-Vul = NF	3♠ Pre-Emptive	4♥ To Play
3♦ Vul = F, Non-Vul = NF	3NT To Play	4♠
other		
2NT 3♣ Stayman	3♠ Minor Stayman	4♦ Spades, Slam try
3♦ Transfer	3NT To Play	4♥ Clubs, Slam Try
3♥ Transfer	4♣ Hearts, Slam Try	4♠ Diamonds, Slam Try
other		

9. CONVENTIONS

Unusual NT: Lowest unbid suits, 5/5+

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = To Play 2♦ OR Invitational Hand, 2♦ = Art GF

Defence to 3NT opening Double = Values

Defence to Opening Twos Double = Values, 2nd Double = Takeout, 3rd Double = Penalty

Multi 2♦ Double = Good Hand or 13-15 Balanced

RCO style 2-s Double = Values, 2nd Double = Takeout, 3rd Double = Penalty

Other 2-s Double = Takeout if the opening shows the bid suit

Defence 1♣ : Double = Majors, 1NT = minors

to

strong 2♣ : Double = Majors, 2NT = minors

♣

Over 1NT Interference Double = Values of Artificial Bid, Takeout of Naturalish Bid

Lebensohl - other uses After T/O Double of 2-level Opening, Other Voluntary 2NT Bids

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

4♥ Double

4♠ Double (4NT = two-suiter)

10. OTHER NOTES