

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 especially versus NT	
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 reverse count and attitude signals.	

6. SLAM CONVENTIONS

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

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)	

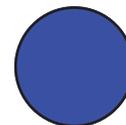
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	Liam Milne
& Names:	Nye Griffiths
Basic System:	Precision
Brown Sticker <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 <input type="checkbox"/>
1♣ 16+ any shape (judgement based) 0+♣	1♥ 5+♥ 10-15 (can be light first seat fav.)
1♦ 2+♦ 10-15	1♠ 5+♠ 10-15 (can be light first seat fav.)
1NT 14-16 1st/2nd, 15-17 3rd/4th (9-12 1st/2nd fav.)	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman	
2♦ Transfer to ♥	2♠ Transfer to ♣ or invite to 3NT
2♥ Transfer to ♠	2NT Transfer to ♦
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 ♥, vulnerability dependent	
2♠ Weak two in ♠, 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	HCP are only a guideline. Judgement rules
Some 'suit-switches' in competition	

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 = t/o, Lebensohl		Over opening threes X = t/o	
Over opponent's 1NT X = values, 2♣ = majors, 2♦ = 6+ card major, 2M = 5M (usually 4m)			

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+♠ GF	2♥ 11-13 balanced	3♥ 8-10, 4144
1♠ 5+♥ GF	2♠ 14+ balanced	3♠ 8-10, 1444
1NT 5+♣ GF	2NT 11+, any 4441 shape	3NT any solid suit
2♣ 5+♦ GF	3♣ 8-10, 4441	4♣
other		
1♦ 1♥ natural 4+♥	2♥ 5+♠ 4+♥ NF	3♥ Splinter, 31(54)
1♠ natural 4+♠	2♠ 5+♠ 4+♥ INV	3♠ Splinter, 13(54)
1NT 5-11 usually no 4M	2NT 12 HCP	3NT to play
2♣ INV+ 4+♣	3♣ (5/4)+ minors NF	4♣
2♦ INV+ 4+♦	3♦ 6+♦ NF	4♦
other 4M = to play		
1♥ 1♠ natural 4+	2♥ 7-11, constructive raise	3♦ 3+♥ INV
1NT 0-12 semi-forcing	2♠ natural invitational 6+♠	3♥ 4+♥ preemptive
2♣ GF, 2+♣ ART	2NT 4+♥, GF raise	3♠ Splinter 9-13
2♦ GF, 5+♦	3♣ 3+♥, GF raise, bal	3NT 3+♥, 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+♠, GF raise	3♠ 4+♠ preemptive
2♦ GF, 5+♦	3♣ 3+♠, GF raise, bal	3NT 3+♠, offer to play
2♥ GF, 5+♥	3♦ 3+♠ 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 ♥	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, inquiry	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, inquiry	3♥ preemptive	4♣ splinter
3♣ vul = F, non-vul = NF	3♠ vul = SPL, NV = nat F	4♥ to play
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥ to play
3♦	3NT	4♠
other Same style as over 2♥		
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 an 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 suit bid

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