#### 4. BASIC RESPONSES Jump raises - minors 1♦ -3♦ = 5+♦ and 16+ HCP Jump raises - Majors Weak distributional raise 1♦ - 2♥/2♠/3♣/3♦ = natural 16+HCP Jump shifts after minor opening 3♠: 16+ points, 5+ clubs 3♦: Distributional invitational raise Jump shifts after Major opening Responses to strong 2 suit open. 3♣/3♦ & 3NT to play, 3♥/3♠ = Natural 1RF, 4♣/4♦ = Minor RKCB Responses to 2NT opening 5. PLAY CONVENTIONS Show priorities Versus **NoTrump** (if different) Versus Suit (or both) Sequences: Overlead, A-Attitude K-Count Overlead, A-Attitude K-Count Leads Four or more with an honour 3rd/5th Attitude leads against NT see2# Usually highest card From 4 small 2nd highest From 3 cards (no honour) Middle Usually highest card If supported 3rd and 5th In partner's suit Odd/Even, see 1# Odd/Even, see 1# Discards High-Low = Even High-Low = Even Count Low Encourage (but count on K) **Signal** on partner's lead: Signal on declarer's lead: Natural count (optional) Notes 1# Odd encourage, Even McKenney, 6 = No clear preference 2# Attitude leads against NT, small = good suit, high = bad or short suit 6. SLAM CONVENTIONS RKCB 3014 4♣ Gerber 4NT: Blackwood when? **Slam Notes** After we have agreed a suit in GF sequence, 1st round control up the line Cue Bids X Asking Bids X See below, 3NT opening is Ace Ask 7. OTHER CONVENTIONS 1♣ - 1♥ - 2♥ Trump Ask (Gamma Ask) 1♣ -1♦ -2NT (or similar) - 3♣ = Baron 1♣ - 1♠ - 2♠ Trump Ask (Gamma Ask) 1 → - 1 ♥ - 1NT - 2 ♣ Checkback Stayman 1 - 1 - 1NT - 2 Checkback Stayman Followed by control ask in new suit 1♣ - 1♦ - 1♥ = 19+ HCP artificial Attitude leads against NT 1♣ -1♦ -1♥ - 2♣,2♦,2♥,2♠ = Transfers

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2♣ - 2NT = puppet to 3♣ Weak with club support
OR weak with long ◆ OR strong 5/5 in 2 suits (not clubs)
Transfer bids after our 1NT is doubled
Cue raises



# AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD											
ABF Nos.	121797										
& Names: 121789 Jay Steer											
Basic System: PRECISION											
Brown Sticker	Clas	sification: Gr	een [		Blue ]	K	Red	Yellow			
1. OPENING BIDS											
Describe strength, minimum length, or specific meaning  Canape											
1♣ STRONG	6, 16+ HCP,	artificial	1♥	10-15 H	CP	5+♥					
1♦ 11-15 HC	P 0+ <b>♦</b>		1♠	10-15 H	CP	5+♠					
1NT BALAN	CED,13-15 1	st, 2nd, 14-15	th; occ 5422 may contain 5 card Major								
1NT Responses	2♣ Simple	Stayman									
2 <b>♦</b> Trans	fer 💙			2	Transfe	er 🍨					
2 <b>♥</b> Trans	fer 🛧			2NT	Transfe	er 🔷					
other 3♣, 3	<b>♦</b> , 3 <b>♥</b> , 3 <b>♠</b> =	Natural slam i	nteres	st							
2♣ 10-15 HC	CP 6+ <b>♣</b>										
2♦ 5+♥ / 5+•	, 7 or less	losers, forcing	J								
2 <b>♥</b> Natural w	veak two in 🛚	6-10 HCP	6+♥								
2♠ Natural w	/eak two in <b></b>	6-10 HCP,	6+♠								
<b>2NT</b> 5+♣/ 5+	♦, 7 or less l	osers, oth. op	tions	3NT	Ace ask	ing, St	rong sing	suiter w/o void			
other											
		2. PF	RE-A	<b>\LE</b>	ERTS						
Negative free	e bids at the	2 level		2♦ =	= 5/5 in N	/lajors	2NT = 5	5/5 in Minors			
1♣ - 1♦ - 1♥ = 19+ HCP artificial 1♥ - 1♠ 5+ spades											
2♣ always 6+♣, 1♦ open may have no ♦ 3NT opening , Ace ask with single suiter											
3. COMPETITIVE BIDS / OVERCALLS											
Negative doubles through 4♥ Jump overcalls Weak											
Responsive doubles through 3♠ Unusual NT Lower unbid suits											
1NT overcall - imm	ediate 15-18	B HCP	diate cu	ie of minor	minor 5+♥/5+♠						
1NT overcall - re-o	diate cu	e of Major	or 5+ other MAJOR & 5+MINOR								
Over weak twos	2NT 15-18, 2	K = T/O with le	b. Ove	er oper	ning threes	X = Tc	0				
Over opponent's 1NT $X = \text{penalty}, 2 = 5/4 + \text{in Majors}, 2 = \text{single suited Major}, 3 = \text{Nat}$											
<b>2♥</b> = 5 <b>+♥</b> / 4	+ Minor, 2♠	= 5+ <b>♠</b> / 4+ Mir	or								

#### 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe strei		minimum length, or specific		-
	0-7 HCP, any shape		8+ HCP, 5+ ◆	3◆	8+ HCP, 4 1 44
1♥	8+ HCP, 5+ ♥		8+ HCP, 1 444	<b>3♥</b>	
1♠	8+ HCP, 5+ ♠	2♠	8+ HCP, 444 1	<b>3♠</b>	
1NT	8-13 HCP, balanced	2NT	14+ HCP, balanced	3NT	
2	8+ HCP, 5+ ♣	3 <b>-</b>	8+ HCP, 44 1 4	4	
other					
1♦ 1♥	5+ HCP, 4+ ♥	2	16+ HCP, 5+♥	3 <b>Y</b>	
1♠	5+ HCP, 4+ ♠	2♠	16+ HCP, 5+♠	3 <b>♠</b>	
1NT	8-10 HCP, not 4♥ or ♠	2NT	16+ HCP, balanced	3NT	To play
2	11+HCP, 4+♣, ENQ	3 <b>-</b>	16+ HCP, 5+♣	4 <b>♣</b>	
2	11+HCP, 4+♦, ENQ	3	16+ HCP, 5+◆	4	
other	4 <b>♥</b> /4♠ = To play				
 1 <b>♥</b> 1♠	6+ HCP, 5+ spades	2	6-9 HCP, limit raise	3	7-9 HCP, 3+♥,shape
1NT	8-10 HCP	2	5+ ♠, Game force	<b>3</b>	Weak raise, to play
2♣	10+ HCP artificial ENQ	2NT	Game force with 3+♥	3 <b>♠</b>	
2	5+ ♦, Game force	3 <b>-</b>	16+HCP, 5+ ♣	3NT	14-15 HCP, 3♥, NF
other	4♣,4♦ Splinter				
1 <b>♠</b> 1NT	8-10 HCP, denies 3♠s	2	6-9 HCP, limit raise	3	
2♣	10+ HCP artificial ENQ	2NT	Game force with 3+♠	3 <b>♠</b>	Weak raise, to play
2	5+ ♦, Game force	3 <b>-</b>	16+HCP, 5+ ♣	3NT	14-15 HCP, 3♠, NF
2	5+ ♥, Game force	3	7-9 HCP, 3+♠, shape	4	Splinter
other	4♦ Splinter				
1NT 3♣	6(5)+ ♣, slam interest	3	6(5)+ ♠, slam interest	4	RKCB in diamonds
3	6(5)+ ♦, slam interest	3NT	To play	<b>4</b>	To play
3♥	6(5)+ ♥, slam interest	4 <b>♣</b>	RKCB in clubs		To play
other	Stayman and transfers				
2♣ 2♦	11+ HCP artificial ENQ	2NT	Puppet to 3♣ see 1#	3 🗸	16+ HCP, 5+♥
2	5+ ♥, invitational		Invitational to 4M or 5C		
2	5+ ♠, invitational	3	16+ HCP, 5+◆	3NT	To play
other	4♣ = Minor RKCB				
2♦ 2♥	To play	3♣	Game force, 5+♣	3	To play
	To play	_	Game force, 5+♦		To play
	Strong enquiry		To play		RKCB in hearts
				-	

Notes 1# 2♣ - 2NT = weak with club support or weak with long ◆ or strong 5/5 2♣- 2NT - 3♣ then 3♥ = diamonds and hearts, 3♠ = diamonds and spades, 3NT= hearts and spades

2	2	5+ ♠, Non forcing		Game force, 5+ ◆	3NT	To play
	2NT	Strong enquiry		To play	4♣	RKCB in hearts
	3 <b>-</b>	Game force, 5+ ♣	<b>3♠</b>	Game force, 5+ ♠	<b>4</b>	To Play
	other					
2	2NT	Strong enquiry	3 <b>Y</b>	Game force, 5+ ♥	4	RKCB in spades
	3 <b>-</b>	Game force, 5+ ♣	<b>3♠</b>	To play	<b>4</b>	To play
	3	Game force, 5+ ♦	3NT	To play	4	To play
	other					
2NT	3 <b>♣</b>	To play	3 <b>^</b>	Game force, 5+ ♠	4	Minor RKCB in ♦
	3	To play	3NT	To play	<b>4</b>	To play
	<b>3</b>	Game force, 5+ ♥	4 <b>♣</b>	Minor RKCB in ♣	4	To play
	other					

## 9. CONVENTIONS

Unusual N	T:	Lower t	wo unbi	it suits						
4th Suit Fo	orci	ng	One round	X	except	after	1♦ openi	ng		Game force
NT Check	bac	k X	Prioritie	es: Only	y after 1	<b>•</b> :	show 4♥	after 1♦ -	1 <b>♠</b> - 1	NT -2 <b>♣</b>
Defence to	o 3N	IT openi	ng X =	= PENA	LTY, 4	🌬 = bo	oth MAJO	DRS, Suits	natura	al
Defence to Opening Twos										
Multi 2♦ X = 16+ HCP then Lebensohl, 2NT = 16-18 balanced, Suits na								natural		
RCO style 2-s X = 16+ HCP, then Lebensohl										
Other 2-s		X = TO	or 16+	if anch	or suit k	nown	, 2NT = 1	6-18 natu	ral, Su	its natural
Defence	(14	•) : X = N	Иajors,	1NT =	minors,	Suits	natural	(may be w	eak)	
to										
strong	(2♣): X = Majors, other as for bidding over 1NT									
14/24										

 Over 1NT Interference
 Transfers after opponent's double, Lebensohl

 Lebensohl - other uses
 After double of weak 2, multi 2D and RCO 2 bids

 Take out of 4 level pre-empts
 4♣/4♦
 X = Take out

 4♥
 X = optional penalty w 4 spades
 4♠
 4NT 2 or 3 suited TO, X = Penalty

## **10. OTHER NOTES**