

4. BASIC RESPONSES

Jump raises - minors	Art over 1♣, 1♦-3♦ to play
Jump raises - Majors	Weak, preemptive
Jump shifts after minor opening	Art over 1♣, 1♦-2M = 5♠, 4+♥, NF/INV
Jump shifts after Major opening	3♣ bal raise GF, 3♦ inv raise, OM = suit setting
Responses to strong 2 suit open.	
Responses to 2NT opening	Simple Stayman, Transfers, 3♠ = minors

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (1)	Overlead All (2)
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	high from xxx supported possible	low from xxx unsupported
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes	(1) K for count at 5 level or vs 4M opener or overcall	
	(2) Can underlead to force honour unblock e.g. KQT9x	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

cue raises	Support dbls and redbls
reverse Drury	Some Neg Free bids of 2♥ or 2♠

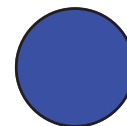
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	711128	Shane Harrison
& Names:	291269	Andrew Peake
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♣	STRONG, 16+ HCP, any shape	1♥	10-15 HCP	5+♥
1♦	10-15 HCP 2+♦	1♠	10-15 HCP	5+♠
1NT	14-16 in 1st/2nd, 15-17 in 3rd/4th			may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple Stayman				
2♦	Transfer ♥	2♠	puppet to 2NT - minor(s)	
2♥	Transfer ♠	2NT	invite	
other	3x shortage, 4♣ hearts, 4♦ spades			
2♣	6+ ♣, 10-15, can have 4M			
2♦	10-15 with 0-1 diamond. 4414, 4315, 3415, 4405			
2♥	weak, depends on vul and position. 1st seat fav 0-6 points, can be 5 cards			
2♠	weak, depends on vul and position. 1st seat fav 0-6 points, can be 5 cards			
2NT	19+-21- in 1st/2nd, 20-21 in 3rd/4th	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	Light actions

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	intermediate
Responsive doubles through	4♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	5/5 majors
1NT overcall - re-opening	14-16	Immediate cue of Major	5/5 OM + minor
Over weak twos	T/O Dbl + Lebensohl	Over opening threes	T/O Dbl
Over opponent's 1NT	X = pen, 2♣ = majors, 2♦ = 1M, 2M = 5M and 4+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 any	2♦ 8-10 bal	3♦ 8-10, 4414
1♥ 5+♠, 8+ HCP	2♥ 11-13 bal	3♥ 8-10, 4144
1♠ 5+♥, 8+ HCP	2♠ 14+ bal	3♠ 8-10, 1444
1NT 5+♣, 8+ HCP	2NT 11+, (4441)	3NT 7 solid, no A/K/void
2♣ 5+♦, 8+ HCP	3♣ 8-10, 4441	4♣
other		
1♦ 1♥ 4+♥, NV can be 0 HCP	2♥ 5♠, 4+♥, not inv	3♥ spl with both minors
1♠ 4+♣, NV can be 0 HCP	2♠ 5♠, 4+♥, inv	3♠ spl with both minors
1NT 6-11 Vul, 0-11 NV	2NT INV	3NT To play
2♣ 2+♣, GF unless 3♣ next	3♣ both minors NF	4♣ To play
2♦ 5+♦, GF unless 3♦ next	3♦ to play	4♦ To play
other		
1♥ 1♠ 4+♠, NV can be 0 HCP	2♥ 7+-11-, constructive	3♦ inv ♥ raise
1NT 6-11 Vul, 0-11 NV	2♠ sets ♠, GF	3♥ pre - depends on Vul
2♣ 2+♣, GF unless 3♣ next	2NT GF, 4+♥	3♠ splinter
2♦ Nat, GF unless 3♦ next	3♣ GF, 3♥ bal	3NT Bal, 3♥
other 4m = splinter		
1♠ 1NT 6-11 Vul, 0-11 NV	2♠ 7+-11-, constructive	3♥ sets ♥, GF
2♣ 2+♣, GF unless 3♣ next	2NT GF, 4+♠	3♠ pre - depends on vul
2♦ Nat, GF unless 3♦ next	3♣ GF, 3♠ bal	3NT Bal, 3♠
2♥ Nat, GF unless 3♥ next	3♦ inv ♠ raise	4♣ splinter
other 4♦, 4♥ splinter		
1NT 3♣ Shortage	3♠ Shortage with 4♥	4♦ ♠
3♦ Shortage	3NT To play	4♥ To play
3♥ Shortage	4♣ ♥	4♠ To play
other		
2♣ 2♦ Art Enq	2NT Inv	3♥ F, 6+♥
2♥ F1, 5+♥	3♣ To play	3♠ F, 6+♠
2♠ F1, 5+♠	3♦ F, 6+♦	3NT To play
other		
2♦ 2♥ To play	3♣ To play	3♠ To play
2♠ To play	3♦ Inv	3NT To play
2NT Enq	3♥ To play	4♣ To play
other		

Notes

2♥ 2♠ FV, NF NV	3♦ FV, NF NV	3NT To play
2NT Enq	3♥ To play	4♣ Natural, F
3♣ FV, NF NV	3♠ Natural, F	4♥ To play
other		
2♠ 2NT Enq	3♥ FV, NF NV	4♣ Natural, F
3♣ FV, NF NV	3♠ To play	4♥ To play
3♦ FV, NF NV	3NT To play	4♠ To play
other		
2NT 3♣ Simple Stayman	3♠ minors	4♦ Natural, mild slam try
3♦ ♥	3NT To play	4♥ Natural, mild slam try
3♥ ♠	4♣ Natural, mild slam try	4♠ Natural, mild slam try
other		

9. CONVENTIONS

Unusual NT: Low unbid 5/5

4th Suit Forcing One round Game force

NT Checkback Priorities: up the line

Defence to 3NT opening 4m = 5/5 majors

Defence to Opening Twos

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s

Defence (1♣) : X = majors, 1NT = minors, 2NT = 5/5 red suits

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses over their weak 2, and when they bid over our limited opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES