

4. BASIC RESPONSES

Jump raises - minors	1♣-3♣ = ART 8-10 4441; 1♦-3♦ = to play
Jump raises - Majors	To play, preemptive
Jump shifts after minor opening	1♣-2x = ART; 1♦-3♣ = ♣+♦; 1♦-2M = 5♠ 4+♥ NF/INV
Jump shifts after Major opening	1M-3♣ = bal GF with 3M; 1M-3♦ = INV; oM = GF suit setting
Responses to strong 2 suit open.	N/A
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 (1)	Overlead (1) (2)
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	2nd	2nd
In partner's suit	Low unless supported with xxx	Low unless supported with xxx
Discards	Low encourage	Low encourage
Count	Low-high = even, original	Low-high = even, original
Signal on partner's lead:	Low encourage	Low encourage
Signal on declarer's lead:	Count, suit preference	
Notes (1) A att K count vs 5+ level or preempts		
(2) Can underlead for unblock		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Exclusion = 0/1/1+Q/2/2+Q; with void make response at 6-level	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Cue raises	Long suit game tries
Drury	Lasker asker
Fischer ask	Minor asker
Support X + XX	2NT in competition is rarely natural
Delayed DONT over 1x-1y-1NT when NV	Cuebids can be choice of game in comp

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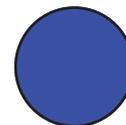
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5NT is always pick a slam



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	711470	Sophie Ashton
& Names:	701815	Lauren Travis
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+ ART	1♥ 10-15, 5+♥	
1♦ 10-15, 2+♦	1♠ 10-15, 5+♠	
1NT 14-16 (1st/2nd), 15-17 (3rd/4th)	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses 2♣ Simple Stayman		
2♦ ♥	2♠ Puppet to 2NT	
2♥ ♠	2NT Invite	
other 3x = shortage		
2♣ 10-15, 6+♣, can have 4M		
2♦ 10-15, 3 suited, short ♦ (4414, 4405, 4315, 3415)		
2♥ Weak, strength/length depends on vul and position		
2♠ Weak, strength/length depends on vul and position		
2NT 19+-21 (1st/2nd), 20-21 (3rd/4th)	3NT Solid suit + A/K (1st/2nd), to play (3/4)	
other		

2. PRE-ALERTS

HCP are a guide only	Light action
Respond on all hands when favourable	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Intermediate
Responsive doubles through	4♠	Unusual NT	LUBS
1NT overcall - immediate	15-18	Immediate cue of minor	♥+♠
1NT overcall - re-opening	14-16	Immediate cue of Major	oM+m
Over weak twos	Lebensohl	Over opening threes	Natural
Over opponent's 1NT	X = penalty, 2♣ = ♥+♠, 2♦ = single suited M, 2!M = M+m		

