4. BASIC RESPONSES

Jump raises - minors	Art ove	er 1 ♣ , 1∢	-3♦ to	play			
Jump raises - Majors	Weak,	preemp	tive				
Jump shifts after minor	opening	Art ove	er 1 ♣ , 1	♦-2M = 5♠	, 4 +♥ , NF/INV		
Jump shifts after Major	ropening	3 ♣ bal	raise G	GF, 3♦ inv r	aise, OM = sui	it setting	
Responses to strong 2	suit open.						
Responses to 2NT ope	ening	Simple	Staym	an, Transfe	ers, 3 ≜ = minoi	rs	
		5. P	LAY	CONV	ENTIONS	S S	how priorities
		Versus	Suit	(or both)	Versus	s NoTrum	p (if different)

Overlead All (1)

Low Encourage Low-High = Even

Low Encourage

Notes (1) K for count at 5 level or vs 4M opener or overcall (2) Can underlead to force honour unblock e.g. KQT9x

RKCB 1430

3rd/Low

Bottom

3rd highest

ABF	

Overlead All (2)

4th highest

2nd highest

Тор

when?

Support dbls and redbls

Some Neg Free bids of 2♥ or 2♠

high from xxx supported possible low from xxx unsupported

AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	711128	Shane Harrison									
& Names											
Basic Syste	m: Precision										
Brown Stic	er <u>Clas</u>	sification: Green	Blue	e 🗙 Rec	Yellow						
		1. OPEN	ING BI	DS							
Describe st	rength, minimum	length, or specific me	eaning		Canape						
1♣ STRC	NG, 16+ HCP,	any shape	1♥ 10-15	HCP 5+♥							
1 10-15	HCP 2+♦		1♠ 10-15	HCP 5+♠							
1NT 14-1	6 in 1st/2nd, 15	-17 in 3rd/4th		may c	ontain 5 card Major 🛛 🗙						
1NT Respo	ses 2& Simpl	e Stayman									
2🔶 Tr	ansfer 💙		2🌲 pup	pet to 2NT - m	inor(s)						
2 ♥ Ta	nsfer 🛧		2NT invit	e							
other 3x	shortage, 4 ♣ h	nearts, 4♦ spades									
2 🗭 6+ 🛧,	10-15, can hav	e 4M									
2 10-15	with 0-1 diamo	nd. 4414, 4315, 34	415, 4405								
2 V weak	depends on vu	I and position. 1st	seat fav 0-6	points, can b	e 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, 2	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-	ALERT	2. PRE-ALERTS							

HCP are only a guide

Light actions

Asking Bids

Cue Bids X

cue	raises
	-

Leads Sequences:

From 4 small

In partner's suit

Discards

Count

Four or more with an honour

From 3 cards (no honour)

Signal on partner's lead:

4NT: Blackwood

Signal on declarer's lead: Count

Slam Notes

1st/2nd

reverse Drury

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6. SLAM CONVENTIONS

7. OTHER CONVENTIONS

44 Gerber

3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4♠ Jump overcalls intermediate Responsive doubles through 4♠ Unusual NT Lower unbid suits 15-18 1NT overcall - immediate 1NT overcall - re-opening 14-16

Immediate cue of minor 5/5 majors 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. RESPO	NS	ES TO OPENIN	١G	BIDS
		Describe strer	ngth,	minimum length, or specifi	c mea	aning
1♣ 1	•	0-7 any	2�	8-10 bal	3�	8-10, 4414
1	V	5+ ♠, 8+ HCP	2 💙	11-13 bal	3 🧡	8-10, 4144
14	♠	5+♥, 8+ HCP	2	14+ bal	3♠	8-10. 1444
11	NT	5+♣, 8+ HCP	2NT	11+, (4441)	3NT	7 solid, no A/K/void
2•	*	5+♦, 8+ HCP	3♣	8-10, 4441	4	
oth	her					
1 1	V	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
11	NT	6-11 Vul, 0-11 NV	2NT	INV	3NT	To play
2	*	2+♣, GF unless 3♣ ne>	34	both minors NF	4	To play
2	•	5+♦, GF unless 3♦ nex	3�	to play	4�	To play
oth	her					
1♥ 14	♠	4+♠, NV can be 0 HCP	2 💙	7+-11-, constructive	3♦	inv 💙 raise
11	NT	6-11 Vul, 0-11 NV	2	sets 🛦, GF	3 🧡	pre - depends on Vul
2•	*	2+♣, GF unless 3♣ ne>	2NT	GF, 4+♥	3♠	splinter
2	•	Nat, GF unless 3+ next	34	GF, 3♥ bal	3NT	Bal, 3 💙
oth	her	4m = splinter				
1 🛧 11	NT	6-11 Vul, 0-11 NV	2♠	7+-11-, constructive	3♥	sets ♥, GF
2	*	2+♣, GF unless 3♣ ne>	2NT	GF, 4+ ♠	3♠	pre - depends on vul
2	•	Nat, GF unless 3 next	3♣	GF, 3♠ bal	3NT	Bal, 3 ≜
2	V	Nat, GF unless 3♥ next	3�	inv 🛦 raise	4	splinter
oth	her	4♦, 4♥ splinter				
1NT 3	*	Shortage	3♠	Shortage with 4♥	4�	*
3•	•	Shortage	3NT	To play	4 💙	To play
3	V	Shortage	4	♥	4	To play
oth	her					
24 24	•	Art Enq	2NT	Inv	3♥	F, 6+♥
2	۷	F1, 5+♥	3♣	To play	3♠	F, 6+ ♠
20	♠	F1, 5+ ≜	3�	F, 6+ ♦	3NT	To play
	her					
2 2	V	To play	3♣	To play	3♠	To play
		To play		Inv	3NT	To play
		Enq		To play		To play
	her					
Notes						

2♥ 2	2	FV, NF NV	3�	FV, NF NV	3NT	To play		
2	2NT	Enq	3 💙	To play	4♣	Natural, F		
3	3	FV, NF NV	3♠	Natural, F	4 💙	To play		
0	ther							
2 🛧 2	2NT	Enq	3♥	FV, NF NV	4	Natural, F		
3	3	FV, NF NV	3♠	To play	4 💙	To play		
3	3	FV, NF NV	3NT	To play	4	To play		
0	ther							
2NT 3	3 ♣	Simple Stayman	3♠	minors	4�	Natural, mild slam try		
3	3	•	3NT	To play	4 💙	Natural, mild slam try		
3	3♥	A	4	Natural, mild slam try	4♠	Natural, mild slam try		
0	ther							
		9	. C	ONVENTIONS				
Unus	ual	NT: Low unbid 5/5						
4th S	Suit	Forcing One round	1			Game force		
		kback X Priorities:	up tl	ne line				
		to 3NT opening $4m = 3$	•					
		to Opening Twos		,				
Multi								
	-	le 2-s XXX						
Othe	-							
	-	. (1♠) : X = majors, 1N	[= n	pinors $2NT = 5/5$ red su	its			
to								
stro		(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 $4\frac{1}{2}/4$ X								
4	V			4 ♠ X				
10. OTHER NOTES								

Notes