4. BASIC RESPONSES

Jump raises - minors	1D-3D = 6-9, (5)6 D
Jump raises - Majors	Preemptive
Jump shifts after minor opening	1D-2M = weak 6M. 1D-3C = 9-12, 6+ C
Jump shifts after Major opening	1M-3C = 6-9 4M. 1M-3D = 10-12 4M. 1M-JoM = 10-12 3M.
Responses to strong 2 suit open.	
Responses to 2NT opening	3C Puppet Stayman, 3D 3H transfers, 3S minor stayman

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Overlead all	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
Discards	Low encourage	
Count	Reverse count	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐	RKCB	1430	4♣ Gerber ☐	when?	

Slam Notes

Cue Bids [X] 1st/2nd

Asking Bids ☐

7. OTHER CONVENTIONS

Two-way checkback

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ABF
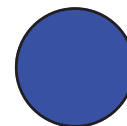
STANDARD SYSTEM CARD

ABF Nos.	874736	Andrew Spooner
& Names:	1082051	Josh Tomlin

Basic System: Precision

Brown Sticker ☐   Classification: Green ☐ Blue [X] Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣	ART, (15)16+ HCP (17+ if BAL)	1♥	10-15, 5+ H
1♦	10-15, 2+ D	1♠	10-15, 5+ S
1NT	14-16 BAL or semi-BAL		may contain 5 card Major [X]

1NT Responses	2♣ Simple Stayman		
2♦	Transfer H	2♠	Transfer C
2♥	Transfer S	2NT	Transfer D
other	3X = natural, slam interest		

2♣	10-15, 6+ C
2♦	10-15, 3-suited short D (4414/4315/3415/4405)
2♥	Weak, (5)6 H
2♠	Weak, (5)6 S
2NT	20-21 BAL **3NT** N/A
other	

2. PRE-ALERTS

^

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	Lowest unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Both majors
1NT overcall - re-opening	15-18	Immediate cue of Major	other major + a minor
Over weak twos	X = t/o, lebensohl	Over opening threes	X = t/o
Over opponent's 1NT	X = values; 2C = both majors; others natural		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣						
	1♦	0-7 HCP, any distribution	2♦	12+ HCP, 5+ D	3♦	
	1♥	8-11 HCP, any distribution	2♥	12+ HCP, 5+ H	3♥	
	1♠	12+ HCP, 5+ S	2♠	12+ HCP, any 4441	3♠	
	1NT	12+ HCP, balanced	2NT		3NT	
	2♣	12+ HCP, 5+ C	3♣		4♣	
	other					

1♦						
	1♥	4+ H	2♥	6+ H, ~0-6 HCP	3♥	
	1♠	4+ S	2♠	6+ S, ~0-6 HCP	3♠	
	1NT	(6)-9 HCP, not 4M	2NT	10-12, not 4M	3NT	
	2♣	4+ C, GF	3♣	6+ C, INV	4♣	
	2♦	5+ D, 10+ HCP	3♦	5+ D, 6-9	4♦	
	other					

1♥						
	1♠	4+ S	2♥	3 H, 5-9	3♦	4+ H, 10-12
	1NT	(6)-11 HCP, not 4S	2♠	3 H, 10-12	3♥	4+ H, preemptive
	2♣	4+ C, GF	2NT	4+ H, GF	3♠	Splinter
	2♦	4+ D, GF	3♣	4+ H, 6-9	3NT	To play
	other	4H = to play, but wide-ranging				

1♠						
	1NT	(6)-11 HCP	2♠	3 S, 6-9	3♥	3 S, 10-12
	2♣	4+ C, GF	2NT	4+ S, GF	3♠	4+ S, preemptive
	2♦	4+ D, GF	3♣	4+ S, 6-9	3NT	To play
	2♥	5+ H, GF	3♦	4+ S, 10-12	4♣	SPL
	other	4S = to play, but wide-ranging				

1NT						
	3♣	Natural slam try	3♠	Natural slam try	4♦	Transfer S
	3♦	Natural slam try	3NT		4♥	To play
	3♥	Natural slam try	4♣	Transfer H	4♠	To play
	other	^				

2♣						
	2♦	Enquiry	2NT	Puppet to 3C	3♥	6+ S, INV+
	2♥	Natural NF	3♣	6+ D, INV+	3♠	
	2♠	Natural NF	3♦	6+ H, INV+	3NT	To play
	other					

2♦						
	2♥	To play	3♣	To play	3♠	4+ S, ~7-9 HCP
	2♠	To play	3♦	NAT INV	3NT	To play
	2NT	Enquiry	3♥	4+ H, ~7-9 HCP	4♣	
	other					

2♥						
	2♠	NAT, forcing	3♦	NAT, forcing	3NT	To play
	2NT	Ogust enquiry	3♥	Preemptive	4♣	
	3♣	NAT, forcing	3♠		4♥	To play
	other					

2♠						
	2NT	Ogust enquiry	3♥	NAT, forcing	4♣	
	3♣	NAT, forcing	3♠	Preemptive	4♥	To play
	3♦	NAT, forcing	3NT	To play	4♠	To play
	other					

2NT						
	3♣	Puppet Stayman	3♠	Minor Stayman	4♦	Transfer S
	3♦	Transfer H	3NT	To play	4♥	To play
	3♥	Transfer S	4♣	Transfer H	4♠	To play
	other					

9. CONVENTIONS

Unusual NT: Lowest unbid suits

4th Suit Forcing One round ☐ forcing to game Game force ☐

NT Checkback ☐ Priorities: two-way checkback

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ natural overcalls, X = values

RCO style 2-s

Other 2-s

Defence to strong 1♣ / 2♣	
	(1C) : X = majors, 1NT = minors
	(2!C) : X = majors, 2NT = minors

Over 1NT Interference lebensohl

Lebensohl - other uses After we x a weak two

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X   4♠ X

10. OTHER NOTES

Notes