

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-8 HCP, 5+ ♦ over 1♦ only
Jump raises - Majors	Forcing 15+ HCP
Jump shifts after minor opening	strong Zeta Roman ASK over 1♦ only
Jump shifts after Major opening	Splinter: 0-1 cards, 4+ card support
Responses to strong 2 suit open.	2♦ rebid 2NT. Puppet Stayman and TRFs
Responses to 2NT opening	3♥/3♠ forcing. 3NT to play:

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
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	Odd=ENCRG, Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Reverse Attitude or HELO	Reverse Attitude
Signal on declarer's lead:	reverse count	
Notes	1) Against NT lead Strong Journalist 10 (not in partner's suit) shows J or 9 & A, K or Q	
	2) Suit preference when singleton in Dummy	
	3) Order of play to trumps may signal suit preference	

6. SLAM CONVENTIONS

4NT: Blackwood ☒	RKCB 1430	4♣ Gerber ☒ when? over NT only
Slam Notes	KCask, Qask, 5NT specific Kask, Void → Even# KCs 5NT, Odd# lowest K	
Cue Bids ☒	Suit: 1st round control only, NTCue: A or K, not neither/both	
Asking Bids ☒	Minorwood 4♣/4♦, KeycardASK (1430) then *King ASK (0/3, 1, 2)	

7. OTHER CONVENTIONS

Modified Truscott, LEBENSOHL	
Splinters and Fit showing jumps (interference)	DOPI/ROPI after interference of ASKing bids
CUE raises and Negative frees at 2 level	Precision Asks. Support RomanJump Shift
Long and short suit trials	Support & controls ALPHA , Trump GAMMAa
GHESTEM, Reverse SWINE, Multi LANDY	sidesuit control EPSILON , (see extra sheet)

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RKCB show void. even# KCs 5NT odd# KCs 6 void suit

GERBER: 4♣ Aask (0/4, 1, 2, 3) 5♣ Kask (0/3, 1, 2)

BARON after 1♣ 3NT → 3♣ → 4+ suits up the line

Puppet Stayman after 2♦ 2NT → 3♣



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	137782	Franci Halmos
& Names:	115053	Jean Hall
Basic System:	Precision	
Brown Sticker ☐	Classification:	Green ☐ Blue ☒ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape ☐
1♣ ART STRONG, 16+ HCP, any shape	1♥ 11-15 HCP 5+♥
1♦ 11-15 HCP 2+♦	1♠ 11-15 HCP 5+♠
1NT 14-16 HCP balanced	may contain 5 card Major ☐
1NT Responses 2♣ Simple Stayman 2♦ TRF 2♥ (3), 3♥ (4) see below 2♠ TRF ♠ - 2NT (only 2♠), 3♠ (3+♠) 2♥ TRF 2♠ (3), 3♠ (4) see below 2NT TRF ♦ - 3♣ (only 2♦), 3♦ (3+♦) other MAJORS (4) 16 HCP superaccept bid NT or sidesuit.	
2♣ 11-15 HCP 6+♣ or 5♣ & 4♥/♠	
2♦ Multi : weak 6 Major or 22-23 BAL or 11-15 HCP with ♦ shortage 4414, 4405	
2♥ Multi : weak, 5+♥ & 5 another suit 6-10 HCP	
2♠ Multi : weak, 5+♠ & 5 in either minor 6-10 HCP	
2NT Both minors: (5+5+) ♣&♦ 6-10 HCP	3NT Solid 7m no side A/K, → 4♦ bid Void/sngltn
other NAMYATS , 4♣/4♦ stronger ♥/♠. → CUE cheapest Ace; 4♥/4♠ weaker	

2. PRE-ALERTS

transfer responses to 1♣ at 2 level	HELO signal on opening lead in suit contracts
1NT 14-16 HCP, 1♦ 11-15 HCP 2+♦s	low card default. High card suggests switch
overcalls raised on shape	Even to higher and Odd to lower suit

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	(6) weak NV, intermediate V
Responsive doubles through	4♥	Unusual NT	GHESTEM <11 or 16+HCP (5/5) 2 lowest suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	GHESTEM: (5/5) ♠ & other m
1NT overcall - re-opening	10-14 HCP	Immediate cue of Major	GHESTEM: (5/5) ♣ & other M
Over weak twos	DBL then LEBENSOHL	Over opening threes	optional DBL
Over opponent's 1NT	MULTILANDY → sec 10. OTHER 1) Over a TRF: DBL penalty, TFRsuit T/O.		
2) DOPI/ROPI 3) WJO 6-10 HCP 6+ NV, int.JO 11-14 HCP 6+ VUL 4) T/O 1 suit: GHESTEM → 10.			
5) T/O of 2 suits: DBL (same length), Cue (diff. length)			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ ART 0-7 or 8+ HCP 4414	2♦ 8-10 HCP BAL	3♦ 5-7 HCP 7+♦(AQ/KQ)
1♥ 8+ HCP 5+♥	2♥ 11-13 HCP BAL	3♥ 5-7 HCP 7+♥(AQ/KQ)
1♠ 8+ HCP 5+♠	2♠ 14-15 HCP BAL	3♠ 5-7 HCP 7+♠(AQ/KQ)
1NT 8+ HCP 5+♣	2NT 16+ HCP BAL	3NT
2♣ 8+ HCP 5+♦	3♣ 5-7 HCP 7+♣ (AQ/KQ)	4♣
other 1♣ → 1♠/1NT shows ♣/♦ → 2NT asks for other (4+) suit; Extra bids over interference sec 10		
1♦ 1♥ 6-15 HCP 4+♥ F1	2♥ 16+HCP 5+♥ Rom. ASK	3♥
1♠ 6-15 HCP 4+♠ F1	2♠ 16+HCP 5+♠ Rom.ASK	3♠
1NT 8-10 HCP no 4CM	2NT 16+HCP BAL → BARON	3NT NF
2♣ 10+HCP 4+ ♣ F1	3♣ 16+HCP 5+♣ Rom.ASK	4♣
2♦ 11+HCP <4♥/♠, 3+♦ ASK	3♦ <9 HCP 6+♦ Pre-emptive	4♦
other		
1♥ 1♠ 6-9 HCP 4+♠ F1	2♥ 6-9 HCP 3+♥	3♦ mini or mega SPL F1
1NT 6-9 HCP BAL NF	2♠ mini or mega SPL F1	3♥ 16+HCP 3+♥ FG
2♣ 10+ HCP 4+♣ F1	2NT 10-12 HCP 3+♥	3♠ Maxi Splinter FG
2♦ 10+ HCP 4+♦ F1	3♣ mini or mega SPL F1	3NT 13-14 HCP 3+♥
other 4♣/♦ maxi SPL F1		
1♠ 1NT 6-9 HCP NF	2♠ 6-9 HCP 3+♠	3♥ mini or mega SPL F1
2♣ 10+ HCP 4+♣ F1	2NT 10-12 HCP 3+♠	3♠ 16+HCP 3+♠ FG- CUE
2♦ 10+ HCP 4+♦ F1	3♣ mini or mega SPL F1	3NT 13-14 HCP 3+♠
2♥ 10+ HCP 5+♥ F1	3♦ mini or mega SPL F1	4♣
other 4♣/♦/♥ FG maxi SPL		
1NT 3♣ FG : → cueing sequence	3♠ FG : → cueing sequence	4♦
3♦ FG : → cueing sequence	3NT NF	4♥ NF
3♥ FG : → cueing sequence	4♣ GERBER	4♠ NF
other 4NT quantitative		
2♣ 2♦ 11+ HCP ASK	2NT 8-10 HCP NF	3♥ Splinter
2♥ 5+♥ NF	3♣ 3+♣ Pre-emptive	3♠ Splinter
2♠ 5+♠ NF	3♦ Splinter	3NT NF
other 4♣ MINORWOOD :1430. KeyCard and King ASK → section 6		
2♦ 2♥ P/C	3♣ 6+♣ NF	3♠ P/C pre-empt Longer ♥s
2♠ P/C longer ♥s	3♦ 6+♦ NF	3NT NF
2NT Asking bid see next line	3♥ P/C Pre-emptive	4♣
other 2♦ 2NT: 3♣/♦ shows 6+♥/♠ → next suit asks strength, 3♥ 4414, 3♠ 4405, 3NT 22-23 HCP.		

Notes 1♦ 2♦ ASK denies 4CM: 2♥/♠ stopper, 2NT ♥&♠ stopped, 3♣/♦ stopper

2♣ 2♦ ASK: 2/3♥ (4), 2/3♠ (4); 11-15 HCP/ 14-15 HCP; 2NT 6+♣ & 2 side stoppers;

3♦ which? → 3♥ ♥&♦, 3♠ ♠ &♦, 3NT ♥&♠; 3♣ 6+♣ & 1 side stopper → 3♦ which?

2♥ 2♠ P/C <3♥ 3+♠	3♦ NF <3♥ <3♠ <3♣ 7+♦	3NT to play
2NT ASK other suit	3♥ Pre-emptive	4♣
3♣ P/C <3♥ <3♠ 3+♠	3♠	4♥ Pre-emptive
other PASS 3+♥, only force 2NT		
2♠ 2NT ASK other suit	3♥ NF <3♠ <3♣ <3♦ 7+♥	4♣
3♣ P/C <3♠ 3+♠	3♠ Pre-emptive	4♥ to play
3♦ P/C <3♠ <3♣ 3+♦	3NT NF	4♠ Pre-emptive
other PASS 3+♠, only force 2NT		
2NT 3♣ to play	3♠	4♦ Pre-emptive
3♦ to play	3NT to play	4♥ to play
3♥ F1- show singleton	4♣ Pre-emptive	4♠ to play
other Only force 3♥. 5♣/♦ Pre-emptive		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☒ Priorities: 2 way Checkback over 1♦ 1♥/♠ 1NT: 2♣ F1 or 2♦ FG

Defence to 3NT opening **MULTI LANDY**

Defence to Opening Twos 2NT 16-18 HCP BAL also see below

Multi 2♦ Direct seat: pass with ♥, 2♥ T/O♥, 2♠ 5+ HCP NF, DBL 16+ HCP T/O

RCO style 2-s DBL of suit bid T/O of that suit, O/C natural

Other 2-s DBL then **LEBENSÖHL**

Defence Treat all strong artificial 1♣, 2♣ the same : jump with 6+ single suiter else with

to 2 suiter (5/5) bid: ♦ (♦&♥), ♥ (♥&♠), ♠ (♠&♣), ♣ (♣&♦), X (♣&♥), NT (♦&♠)

strong **Extra Abbreviations:** / or; **p** pass; **sec** section; **MWD** Minorwood; **int** intermediate

1♣ / 2♣ **4CM** four card major, **SNT** STR NT

Over 1NT Interference **LEBENSÖHL** quick arrival no stopper. Also applies to 1♣ p 1♦ 1NT

Lebensohl - other uses DBL over 6+ WK2 → 2NT <8 HCP relay 3♠ P/C. **CUE Staymatic**

Take out of 4 level pre-empts 4♣/4♦ DBL

4♥ DBL 4♠ 4NT two suiter. Respond lowest (3+) suit

10. OTHER NOTES

1) Interference over 1♣ : O/C: as section 8 plus : **pass** 0-4 HCP, **X** 5-7, **CUE** 8+ BAL no stopper

1NT 8-10 HCP, 2NT 11-12. HCP, 3NT 13-14 HCP. 1! X sec.8 plus PASS 0-4 HCP 1♦ 5-7 HCP,

2) **REVERSE SWINE** after 1NT DBL : **RDBL** 5+suit then **RELAY** via 2♣, **PASS** forces **RDBL** then relay to lowest non-touching suit (4), else lowest touching suit (4)

3) **MULTI LANDY** X PEN WKNT- ♣ SNT, 2♦ 6+M, rest all 5/4+: 2♣ **Ms**, 2♥ ♥&m, 2♠ ♠&m, 2NT ms

4) **GHESTEM**:(5+/5+) <11 or 16+ HCP. **CUE** extremes, or 2NT **Lowest** or 3♣ **highest**

5)ASK: Roman Jumpshift, Alpha Support, Beta Control, **Gamma** Trump, **Epsilon** CAB Side-suit