

4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	(1♦) 2♥ = 5♠ & 4♥ weak, 2♠ = weak
Jump shifts after Major opening	bergen
Responses to strong 2 suit open.	N/a
Responses to 2NT opening	3♥ = strong enquiry (forcing)

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A,Q,J =Attitude, K=Count	A,Q &J=Attitude, K=count
Four or more with an honour	3rd	3rd
From 4 small	3rd	3rd
From 3 cards (no honour)	3rd	3rd
In partner's suit	doubletons, 3rd & 5ths	doubleton, 3rds & 5ths
Discards	Low encourage	Low encourage
Count	reverse	reverse
Signal on partner's lead:	attitude	attitude
Signal on declarer's lead:	reverse	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 14/30	4♣ Gerber <input checked="" type="checkbox"/>	when? after NT(modified)
Slam Notes	4♦=1or4, 4♥=0or3, 4♠=2 without outside K, 4NT=2with outside K		
Cue Bids <input type="checkbox"/>			
Asking Bids <input type="checkbox"/>	CAB control asking bid, TAB trump asking bid		

7. OTHER CONVENTIONS

4th suit forcing	scrambling 2NT
Jacoby	Lebensohl
Fit showing jumps	double Drury
Bromad	cue raise
Raptor	Support X's & XX's

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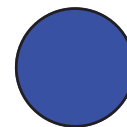
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negative free bid

maximal X



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	97535	Charles HOWARD
& Names:	196339	Kerry WOOD
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

1♣ 16+ (0 ♣)	1♥ 11-15 hcp 5+♥
1♦ 11-15, 2+♦	1♠ 11-15 hcp 5+♠
1NT 10-12 (13) NV, 14-16 Vul	may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ Non Forcing Stayman

2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
other pseudo Stayman, garbage stayman	

2♣ 11-15 6+♣	
2♦ 11-15 hcp 0-1 ♦	
2♥ 6-10 with 6 ♥	
2♠ 6-10 with 6♠	
2NT 5/5 in minors (4-8 NV) (8-12 VUL)	3NT 6/5 in Majors 4-8 hcp
other	

2. PRE-ALERTS

2 over 1 principles of Major opening	Support X and XX
variable NT opening	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	variable 6-9, 11-15
Responsive doubles through	4♥	Unusual NT	lowest 2 suits
1NT overcall - immediate	15-18	Immediate cue of minor	♠/other (weak or strong)
1NT overcall - re-opening	11-14	Immediate cue of Major	other Major/minor (Weak or S+)
Over weak twos	X= 16+ , 3♣=t/o 11-15	Over opening threes	X = takeout
Over opponent's 1NT	X = S/S minor, or both Majors, 2♣=♣ + M, 2♦=♦+M, 2♥ & 2♠= s/s		
2NT = minors			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 artificial	2♦ 8+hcp, 5+♥	3♦ 8+, singleton ♦ or ♥
1♥ 8+hcp 5+♠	2♥ 4-6hcp, 6+♥	3♥ 14+ singleton ♠, 4+cont
1♠ 8+hcp 5+♣	2♠ 4-6hcp, 6+♠	3♠ solid 7 card suit (AKQ)
1NT 8-13 balanced	2NT 14+ balanced	3NT 14+singleton♣, 4+cont
2♣ 8+hcp, 5+♦	3♣ 8+hcp, singleton ♣ or ♠	4♣ 14+ singleton ♦, 4+ cont
other 1♣/3♠, 3NT sign off. 4♣ asks control outside, 4♦ asks what is it		
1♦ 1♥ 4+hcp, 4+♥	2♥ 5+♠/4+♥ weak	3♥ splinter
1♠ 4+hcp, 4+♠	2♠ weak 3-6hcp (6♠)	3♠ splinter
1NT 8-10 bal	2NT 11hcp. 3-3-4-3 shape	3NT g/f 3-3-4-3 shape
2♣ 11+ hcp, 4+♣	3♣ invitation with 6+♦	4♣
2♦ g/f with 6+♦	3♦ 6-9 hcp, 6♦	4♦ minorwood
other		
1♥ 1♠ 5+hcp, 4+♠	2♥ 8/9-10 hcp, 3+♥	3♦ Bergen 4♥ 10-12
1NT 3-12hcp, forcing	2♠ 7-9 with any singleton	3♥ Pre-emptive
2♣ g/f 3+♣	2NT Jacoby	3♠ 10-12 with singleton
2♦ g/f, 5+♦	3♣ Bergen 4♥ (6-9)	3NT Spade void
other 4♣/4♦ = void		
1♠ 1NT 3-12 hcp, forcing	2♠ 8, 9/10 3♠	3♥ 10-11hcp, 6+♥
2♣ g/f 3+ ♣	2NT Jacoby (4+♠)	3♠ pre-emptive
2♦ G/F, 5+♦	3♣ Bergen	3NT singleton (4♣ asks)
2♥ g/f, 5+♥	3♦ Bergen	4♣ ♣ void
other 4♦/H = ♦/♥ void		
1NT 3♣ n/v 6♣, vul 7/8, 6♣	3♠ singleton 5/4 minors	4♦ n/a
3♦ n/v 6♦, vul 7/8, 6♦	3NT to play	4♥ n/a
3♥ singleton, 5/4 minors	4♣ Gerber(modified)	4♠ n/a
other over weak NT(10-12) 1NT-3♥/3♠ = weak with 6 card suit N/F		
2♣ 2♦ 8+ hcp enquiry	2NT 11-12 hcp bal	3♥ g/f with 6+♥
2♥ 5♥ 8-10hcp	3♣ non forcing	3♠ g/f, 6+♠
2♠ 8-10hcp, 5♠	3♦ n/a	3NT 13-15 bal
other in 3rd seat could be 5♣ and 4 other		
2♦ 2♥ to play	3♣ to play	3♠ n/a
2♠ to play	3♦ control ask	3NT n/a
2NT enquiry (strong)	3♥ n/a	4♣ n/a
other responses to enquiry = 3♣=min, 3♦ max 4,4,1,4, 3♥=3,4,1,5, 3♠=4,3,1,5		

Notes 3NT=4,4,0,5

2♥ 2♠ to play	3♦ to play	3NT to play
2NT strong enquiry	3♥ pre-emptive	4♣ n/a
3♣ to play	3♠ n/a	4♥ to play
other 4NT = RKCB		
2♠ 2NT strong enquiry	3♥ to play	4♣ n/a
3♣ to play	3♠ pre-emptive	4♥ n/a
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ to play	3♠ to play	4♦ pre-emptive
3♦ to play	3NT to play	4♥ to play
3♥ strong enquiry	4♣ pre-emptive	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits (weak or strong)

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way, 2♣=invitational, 2♦=game force

Defence to 3NT opening 4♥=♣, 4♠=♦, 4NT = both minors, X = penalty

Defence to Opening Twos X= 16+ hcp, 3♣ = 12-15 general take out

Multi 2♦ X=♥, 2♥=16+, 2♠=10+ 6+♠, 3♣/♦=10+ with 6♣/♦, 2NT=16+ can have 5♠

RCO style 2-s X=16+, suit bid is natural, opening values

Other 2-s

Defence (1♣) : Meckwell X= Majors or S/S minor, 2♣=♣+M, 2♦=♦+M, 2♥/♠=s/s

to 2NT for minors

strong over strong 2♣, X = 2 same colour, 2♦= same rank, 2NT=odd suits

1♣ / 2♣

Over 1NT Interference lebensohl

Lebensohl - other uses response to T/O over weak 2 in major

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ x = T/O, 4NT = minors 4♠ X= optional, 4NT = any 2 suits (5/5 or better)

10. OTHER NOTES

1NT X responses, XX= a 5 card minor, 2♣ = both majors, 2♦=5+♥, 2H=5+♠

pass forces a redouble then we scramble.