

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak 4 card suit
Jump shifts after minor opening	16+ HCP
Jump shifts after Major opening	splinter
Responses to strong 2 suit open.	not avail
Responses to 2NT opening	3D forcing

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	overlead all	
Four or more with an honour	attitude	
From 4 small	2nd highest	
From 3 cards (no honour)	top	
In partner's suit	low encourage	
Discards	odds/even (1st only)	
Count	reverse	
Signal on partner's lead:	low encourage	
Signal on declarer's lead:	none	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber not used

4NT: Blackwood <input type="checkbox"/>	RKCB	30/41
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>	
used		
used		

7. OTHER CONVENTIONS

DONT:	
strong NT: X single suited, 2C: C+ above,	
2D: D and a M, 2H: H+S, 2S: S, 11-15 HCP	
weak NT: X penalty, 2C: single suited,	
2D: D and H or S or C, 2H: H and S or C	

www.abf.com.au

PDF Form Rev. 21E29 by RoL

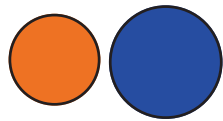
MyRev. 02 June 2021

Copyright © ABF 2021



AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	140422	Stan Klofa
& Names:	283861	George Lovrecz
Basic System:	modified Precision	
Brown Sticker	<input checked="" 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, min.length, or specific meaning Canapé

1♣	16+ HCP any shape	1♥	11-15 HCP 5+ H
1♦	11-15 HCP 4+ D	1♠	11-15 HCP 5+ S
1NT	12-15 HCP (flat)		may contain 5 card Major <input type="checkbox"/>

1NT Responses 2♣ extended Stayman

2♦	14-15 HCP	2♠	12-13 HCP 4 S
2♥	12-13 HCP 4H	2NT	12-13 HCP no 4 card major
(Dbl)		other	

2♣	11-15 HCP 6+ C or 5C with a 4 card major		
2♦	weak in H or S or 4414 shape 11-15 HCP		
2♥	weak either minors or majors		
2♠	weak reds or black		
2NT	weak odd C+H or D+S	3NT	preempt in C
other			

2. PRE-ALERTS

transfer preempts: 3C is D preempt	4H/S: to play in H/S, 8 tricks when vul
3S opening: any solid 7 card suit	4NT: 5C/D preempt with AKQxxxxx
4C/D: AQJxxxx + outside A in H/S	5C/D: is to play

3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	4D	
	Responsive DBL thru	4D	
Jump overcalls	good intermediate	Unusual NT	lowest unbid suits
1NT overcall: (immediate)	15-18 HCP	(re-opening)	15-18 HCP
Immediate cue: (minor)	majors	(Major)	other major and a minor
Over: Weak Twos	optional double	Opening Threes	optional double
Opponent's transfers			
Opponent's 1NT	DONT		
strong NT: X singles suited, other bids: suit and any above, 2S: S opening hand			
weak NT: X penalty, 2C single suiter, 2D: D and H,S or C, 2H: H+ S or C, 2S: S + C			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ <9 HCP any shape	2♦ 9-11 HCP 2+ controls	3♦ 9+ HCP 4144
1♥ 9+ HCP 5+♥	2♥ 12-14 HCP 3+ controls	3♥ 9+ HCP 1444
1♠ 9+ HCP 5+♠	2♠ 15+ HCP 4+ controls	3♠ any solid suit:7+S weak
1NT 9+ HCP 5+♣	2NT 9+ HCP 4441 shape	3NT not used
2♣ 9+ HCP 5+♦	3♣ 9+ HCP 4414	4♣ not used
other		
1♦ 1♥ 6+ HCP 4+ H	2♥ 16+ HCP 5+ H	3♥ splinter
1♠ 6+ HCP 4+ S	2♠ 16+ HCP 5+S	3♠ splinter
1NT 6-10(11) HCP no M	2NT 10-12 or 16+ with D	3NT to play
2♣ 10+ HCP 4+ C	3♣ splinter	4♣ not used
2♦ 10+ HCP no 4 card M	3♦ 6-9 HCP, 5+ D	4♦ not used
other		
1♥ 1♠ 6+ HCP 4+ S	2♥ 6-9 HCP 3+ H	3♦ splinter
1NT 6-9 HCP	2♠ 6-9 HCP 6+ S	3♥ 0-6 HCP 4+ H
2♣ 10+ HCP 4+ C	2NT 10-12 or 16+ 3+ H	3♠ splinter
2♦ 10+ HCP 4+ D	3♣ splinter	3NT 13-15 HCP 3+ H
other 4NT: RKC		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3+ S	3♥ splinter
2♣ 10+ HCP 4+ C	2NT 10-12 or 16+ 3+ S	3♠ 0-6 HCP 4+ S
2♦ 10+ HCP 4+ D	3♣ splinter	3NT 13-15 HCP 3+S
2♥ 10+ HCP 5+ H	3♦ splinter	4♣ void splinter
other 4NT: RKC		
1NT 3♣ slam interest, pls cue	3♠ slam interest, pls cue	4♦ not used
3♦ slam interest, pls cue	3NT to play	4♥ to play
3♥ slam interest, pls cue	4♣ not used	4♠ to play
other transfers are used		
2♣ 2♦ 10+ HCP relay	2NT 8-11 HCP, flat	3♥ H preempt
2♥ 5+ H to play (8-11HCP)	3♣ 6-10 HCP 3+ C	3♠ S preempt
2♠ 5+ S to play (8-11HCP)	3♦ 8-11 HCP 6+ D	3NT to play
other		
2♦ 2♥ pass or correct	3♣ 6+ C not forcing	3♠ pass or correct
2♠ pass or correct	3♦ 6+ D not forcing	3NT to play
2NT strong relay	3♥ pass or correct	4♣ preempt
other 4H is correctable, 4S is to play		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT to play
2NT strong relay	3♥ pass or correct	4♣ not used
3♣ pass or correct	3♠ pass or correct	4♥ not used
other		
2♠ 2NT strong relay	3♥ pass or correct	4♣ not used
3♣ pass or correct	3♠ pass or correct	4♥ not used
3♦ pass or correct	3NT to play	4♠ not used
other		
2NT 3♣ pass or correct	3♠ pass or correct	4♦ not used
3♦ strong relay	3NT to play	4♥ not used
3♥ pass or correct	4♣ not used	4♠ not used
other		

9. CONVENTIONS

Unusual NT: lowest unbid suits

4th Suit Forcing One round one round force Game force

NT Checkback Priorities: not used

Defence to 3NT opening X lead a S

Defence to Opening Twos bids are natural, X is takeout

Multi 2♦ X takeout of S, 2H takeout of H, 2NT is 15-18 HCP

RCO style 2-s X is takeout, natural bidding

Other 2-s X is takeout

Defence (1♣) : againts strong 1C: 1D/H/S are natural, 1NT is C and 2nd levels bids:

to DONT

strong (2♣) : natural

1♣ / 2♣

Over 1NT Interference transfers are off, X of artificial shows that suit, natural

Lebensohl - other uses no other uses

Take out of 4 level pre-empts 4♣/4♦ X: takeout

4♥ X: penalty oriented

4♠ X: penalty oriented

10. OTHER NOTES

1C (16+ HCP any shape), after positive response control ask where A=2 K=1

first step: 0-2 controls after semi positive responses