

4. BASIC RESPONSES

Jump raises - minors		Other: Art @ 1C; 1D - 3D = to play
Jump raises - Majors		Other: to play, preemptive
Jump shifts after minor opening	ART@ ♣; 1D - 2M = 5S,4+H NF/INV	
Jump shifts after Major opening	3C = bal gf, 3D = INV, OM = suit setting	
Responses to strong 2 suit open.		
Responses to 2NT opening	stimple stayman, transfers, 3s minors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (1)	Overlead All (1) (2)
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest or highest
From 3 cards (no honour)	Middle	Top
In partner's suit	high from xxx supported possible	low from xxx unsupported
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	reverse count, suit preference	
Notes (1) K for count at 5 level or open/overcall 4M		
(2) Can underlead to force honour unblock		
At action moments, S/P can override all others		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	first/second	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Cue raises	Drury
Lasker asker, fischer ask	

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	711470	Sophie Ashton
& Names:	774596	Liam Milne
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 <input type="checkbox"/>
1♣ 16+ ART		1♥ 5+H, 10-15
1♦ 2+D, 10-15		1♠ 5+S, 10-15
1NT 14-16 in 1/2; 15-17 in 3/4		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ stayman Other:		
2♦ hearts		2♠ puppet 2NT
2♥ spades		2NT invite
other 3x = short		
2♣ 6+ Clubs, 10-15, can have 4M		
2♦ 3 suited, short diamond, 10-15, 4414,(43)15,4405		
2♥ Weak, depends on vul and position		
2♠ Weak, depends on vul and position		
2NT 19+ to 21-in 1/2; 20-21 in 3/4		3NT Solid +A/K in 1/2; to play in 3/4
other		

2. PRE-ALERTS

HCP are only a guide, judgement rules	Light action, esp 1st seat fav and 3rd seat
Support doubles and Redoubles	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Intermediate
Responsive doubles through	4S	Unusual NT	Lower suits
1NT overcall - immediate	Strong	Immediate cue of minor	Michaels
1NT overcall - re-opening	14-16	Immediate cue of Major	Michaels
Over weak twos	Leb	Over opening threes	Natural
Over opponent's 1NT	X = pen, 2C = 2M, 2D = 1M, 2M = M+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7	2♦ 8-10 bal	3♦ 4414 8-10
1♥ 8+, 5+S	2♥ 11-13 bal	3♥ 4144 8-10
1♠ 8+,5+H	2♠ 14+bal	3♠ 1444,8-10
1NT 8+, 5+C	2NT Any 4441, 11+	3NT Solid suit
2♣ 8+,5+D	3♣ 8+,4441	4♣
other		
1♦ 1♥ natural	2♥ 4+H,5S, NF	3♥ splinter
1♠ natural	2♠ 4+H,5S, INV	3♠ splinter
1NT natural	2NT invite, about 12 HCP	3NT to play
2♣ 2+C, F1	3♣ minors, NF	4♣ to play
2♦ 5+D, F1	3♦ to play	4♦ to play
other		
1♥ 1♠ natural	2♥ natural	3♦ ART, invite, 3+H
1NT natural	2♠ sets spades	3♥ preemptive
2♣ 2+C,F1	2NT GF raise	3♠ splinter
2♦ natural	3♣ M fit, suggests 3NT	3NT M fit, 3NT offer
other		
1♠ 1NT natural	2♠ natural	3♥ sets hearts
2♣ 2+C,F1	2NT GF raise	3♠ preemptive
2♦ natural	3♣ M fit, suggests 3NT	3NT M fit, 3NT offer
2♥ natural	3♦ ART, inviate 3+S	4♣ splinter
other		
1NT 3♣ short C	3♠ Short S, promise 4H	4♦ spades
3♦ short D	3NT to play	4♥ to play
3♥ short C	4♣ hearts	4♠ to play
other		
2♣ 2♦ asking	2NT natural	3♥ natural, F, 6H
2♥ natural, F, 5+H	3♣ natural	3♠ natural, F, 6S
2♠ natural, F, 5+S	3♦ natural, F, 6+D	3NT natural
other		
2♦ 2♥ to play	3♣ to play	3♠ to play, ok to raise
2♠ to play	3♦ INV	3NT to play
2NT asking	3♥ to play, ok to raise	4♣ to play
other		

Notes

2♥ 2♠ F V, NF NV	3♦ F V, NF NV	3NT to play
2NT asking	3♥ to play	4♣ splinter
3♣ F V, NF NV	3♠ natural, F	4♥ to play
other		
2♠ 2NT asking	3♥ F V, NF NV	4♣ splinter
3♣ F V, NF NV	3♠ to play	4♥ to play
3♦ F V, NF NV	3NT to play	4♠ to play
other		
2NT 3♣ stayman	3♠ minors	4♦ natural, mild slam try
3♦ hearts	3NT to play	4♥ nat, mild slam try
3♥ spades	4♣ natural, mild slam try	4♠ nat, mild slam try
other		

9. CONVENTIONS

Unusual NT: _____ Lower two suits

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: up the line, 2 way c/b

Defence to 3NT opening 4C = takeout, 4D = longer spades, X values

Defence to Opening Twos _____

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s _____

Defence 1♣ : Natural bidding

to _____

strong 2♣ : natural

♣ _____

Over 1NT Interference lebensohl _____

Lebensohl - other uses over weak two, after limited opening and 2 level interference

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES