

4. BASIC RESPONSES

Jump raises - minors	1♦ - 3♦ = 5/4 either way in the minors, slam interest
Jump raises - Majors	Weak distributional raise
Jump shifts after minor opening	1♦ - 2♥/2♠/2NT = natural 16+HCP
Jump shifts after Major opening	3♣: 16+ points, 5+ clubs 3♦: Distributional invitational raise
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣/3♦ & 3NT to play, 3♥/3♠ = Natural 1RF, 4♣/4♦ = Minor RKCB

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead 1#, A-Att, K-Count	Overlead 1#, A-Att K-Count
Four or more with an honour	3rd/5th	4th
From 4 small	2nd highest	Usually highest card
From 3 cards (no honour)	Middle	Usually highest card
In partner's suit	3rd/5th if supported, MUD if not	
Discards	Odd/Even, see 2#	Odd/Even, see 2#
Count	High-Low = Even	High-Low = Even
Signal on partner's lead:	Low Encourage (but count on K)	
Signal on declarer's lead:	Natural count (optional)	
Notes 1#	From KJT, QT9, AT9 lead T (J denies a higher honour)	
2#	Odd encourage, Even McKenney, 6 = No clear preference	

6. SLAM CONVENTIONS

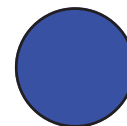
4NT: Blackwood <input type="checkbox"/>	RKCB 3014	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	After we have agreed a suit in GF sequence, 1st round control up the line	
Asking Bids <input checked="" type="checkbox"/>	1♣ - 1♥ - 2♥ and 1♣ - 1♠ - 2♠ - Trump ask	

7. OTHER CONVENTIONS

1♣ - 1♥ - 2♥ and 1♣ - 1♠ - 2♠ are trump asking bids	1♣ - 1♦ - 2NT (or similar) - 3♣ = Baron
Followed by control ask in new suit	1♦ - 1♥ - 1NT - 2♣ Checkback Stayman
1♣ - 1♦ - 1♥ = 19+ HCP artificial	1♦ - 1♠ - 1NT - 2♣ Checkback Stayman
1♣ - 1♦ - 1♥ - 2♣, 2♦, 2♥, 2♠ = Transfers	
www.abf.com.au	2♣ - 2NT = puppet to 3♣ Weak with club support
PDF Form Rev. 17D23 by RoL MyRev.	OR weak with long ♦ OR strong 5/5 in 2 suits (not clubs)
Copyright © ABF 2017	Exit Transfers (transfers after our 1NT is doubled)
	Cue raises



AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	121797	Stella Steer
& Names:	121789	Jay Steer
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♣	STRONG, 16+ HCP, artificial	1♥	10-15 HCP 5+♥
1♦	11-15 HCP 0+♦	1♠	10-15 HCP 5+♠
1NT	BALANCED, 13-15 1st, 2nd; 14-15 3rd, 4th. occ 5422	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Simple Stayman			
2♦	Transfer ♥	2♠	Transfer ♣
2♥	Transfer ♠	2NT	Transfer ♦
other 3♣, 3♦, 3♥, 3♠ = Natural slam interest			
2♣	10-15 HCP 6+♣		
2♦	5+♥ / 5+♠, 7 or less losers, forcing, unlimited		
2♥	Natural weak two in ♥ 6-10 HCP, 6+♥		
2♠	Natural weak two in ♠ 6-10 HCP, 6+♠		
2NT	5+♣ / 5+♦, 7 or less losers	3NT	Ace asking, strong sing suiter w/o void
other			

2. PRE-ALERTS

1♣ - 1♦ - 1♥ = 19+ HCP artificial	2♦ = 5/5 in Majors	2NT = 5/5 in Minors
1♦ opening may have no ♦ (4-4-0-5)	3NT opening, Ace ask with single suiter	
2♣ opening always 6+♣	1♥-1♠ = 5+ spades	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5+♥/5+♠
1NT overcall - re-opening	15-18 HCP	Immediate cue of Major	5+ other MAJOR & 5+MINOR
Over weak twos	2NT 15-18, X = T/O with leb.	Over opening threes	X = TO
Over opponent's 1NT	2♣ = 5/4+ in Majors, 2♦ = single suited Major, 3♣/♦ = Nat		
2♥ = 5+♥ / 4+ Minor, 2♠ = 5+♠ / 4+ Minor, X (Weak NT) = Penalty, X (Strong NT) = 4 spades and a longer minor or 16+			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 HCP, any shape	2♦ 8+ HCP, 5+ ♦	3♦ 8+ HCP, 4 1 44
1♥ 8+ HCP, 5+ ♥	2♥ 8+ HCP, 1 444	3♥
1♠ 8+ HCP, 5+ ♠	2♠ 8+ HCP, 444 1	3♠
1NT 8-13 HCP, balanced	2NT 14+ HCP, balanced	3NT
2♣ 8+ HCP, 5+ ♣	3♣ 8+ HCP, 44 1 4	4♣
other		
1♦ 1♥ 6+ HCP, 4+ ♥	2♥ 16+ HCP, 5+♥	3♥
1♠ 6+ HCP, 4+ ♠	2♠ 16+ HCP, 5+♠	3♠
1NT 8-10 HCP, not 4♥ or ♠	2NT 16+ HCP, balanced	3NT To play
2♣ 11+HCP, ENQ, no 4M	3♣ 5+♣, GF, no 4M	4♣
2♦ 5+ ♦, GF, may have 4M	3♦ 5/4+ minors, slam int	4♦
other 4♥/4♠ = To play		
1♥ 1♠ 6+ HCP, 5+ spades	2♥ 6-9 HCP, limit raise	3♦ 7-9 HCP, 4+♥
1NT 8- 9 (10) HCP, < 3♥	2♠ 5+ ♠, Game force	3♥ Weak raise, to play
2♣ 10+ HCP artificial ENQ	2NT Game force with 3+♥	3♠ Splinter
2♦ 5+ ♦, Game force	3♣ 16+HCP, 5+ ♣	3NT 14-15 HCP, 3♥, NF
2♥ 5+ ♥, Game force	3♦ 7-9 HCP, 4+♠	4♣ Splinter
other 4♣,4♦ Splinter		
1♠ 1NT 8- 9 (10) HCP, < 3♠s	2♠ 6-9 HCP, limit raise	3♥ Splinter
2♣ 10+ HCP artificial ENQ	2NT Game force with 3+♠	3♠ Weak raise, to play
2♦ 5+ ♦, Game force	3♣ 16+HCP, 5+ ♣	3NT 14-15 HCP, 3♠, NF
2♥ 5+ ♥, Game force	3♦ 7-9 HCP, 4+♠	4♣ Splinter
other 4♦ Splinter		
1NT 3♣ 6(5)+ ♣, slam interest	3♠ 6(5)+ ♠, slam interest	4♦ RKCB in diamonds
3♦ 6(5)+ ♦, slam interest	3NT To play	4♥ To play
3♥ 6(5)+ ♥, slam interest	4♣ RKCB in clubs	4♠ To play
other Stayman and transfers		
2♣ 2♦ 10+ HCP artificial ENQ	2NT Puppet to 3♣ see 1#	3♥ 16+ HCP, 5+♥
2♥ 5+ ♥, invitational	3♣ Invitational to 4M or 5C	3♠ 16+ HCP, 5+♠
2♠ 5+ ♠, invitational	3♦ 16+ HCP, 5+♦	3NT To play
other 4♣ = Minor RKCB		
2♦ 2♥ To play	3♣ Game force, 5+♣	3♠ To play
2♠ To play	3♦ Game force, 5+♦	3NT To play
2NT Strong enquiry	3♥ To play	4♣ RKCB in hearts
other 4♦ = RKCB in spades		

Notes 1# 2♣ - 2NT = weak with club support or weak with long ♦ or strong 5/5
 2♣- 2NT - 3♣ then 3♦ weak with long diamonds, 3♥ = diamonds and hearts,
 3♠ = diamonds and spades, 3NT= hearts and spades

2♥ 2♠ 5+ ♠, Non forcing	3♦ Game force, 5+ ♦	3NT To play
2NT Strong enquiry	3♥ To play	4♣ RKCB in hearts
3♣ Game force, 5+ ♣	3♠ Game force, 5+ ♠	4♥ To Play
other		
2♠ 2NT Strong enquiry	3♥ Game force, 5+ ♥	4♣ RKCB in spades
3♣ Game force, 5+ ♣	3♠ To play	4♥ To play
3♦ Game force, 5+ ♦	3NT To play	4♠ To play
other		
2NT 3♣ To play	3♠ Game force, 5+ ♠	4♦ Minor RKCB in ♦
3♦ To play	3NT To play	4♥ To play
3♥ Game force, 5+ ♥	4♣ Minor RKCB in ♣	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lower two unbid suits

4th Suit Forcing One round except after 1♦ opening Game force

NT Checkback Priorities: Only after 1♦ show 4♥ after 1♦ - 1♠ - 1NT -2♣

Defence to 3NT opening X = PENALTY, 4♣ = both MAJORS, Suits natural

Defence to Opening Twos

Multi 2♦ X = 16+ HCP then Lebensohl, 2NT = 16-18 balanced, Suits natural

RCO style 2-s X = 16+ HCP, then Lebensohl

Other 2-s X = TO or 16+ if anchor suit known, 2NT = 16-18 natural, Suits natural

Defence (1♣) : X = Majors, 1NT = minors, Suits natural (may be weak)

to

strong (2♣) : as for over 1♣

1♣ / 2♣

Over 1NT Interference Transfers after opponent's double, Lebensohl

Lebensohl - other uses After double of weak 2, multi 2D and RCO 2 bids

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

4♥ X = optional penalty w 4 spades 4♠ 4NT 2 or 3 suited TO, X = Penalty

10. OTHER NOTES

1♣ - 1NT - 2♣ ENQ 2♦ = 4♥; 2H = 4♠: 2♠ = 8-10 no 4 card major; 2NT = 5♣ any 5332
 11-13 HCP, 3♣ = 3-3-3-4 11-13 HCP; 3♦ = 3-3-4-3 11-13 HCP; 3H = 3-2-4-4 11-13 HCP;
 3♠ = 2-3-4-4, 11-13 HCP: 3NT 5♦ any 5332, 11-13 HCP