	4. BASIC	RESPON	SES	
Jump raises - minors Preem	opt Other:	1 ♦ -3 ♦ = To Pla	ıy	
Jump raises - Majors Preem	opt Other:			
Jump shifts after minor opening	After 1♦: 2♥=5♠,4+	·♥, not Inv; 2 ♠ =	5 ♠ ,4+♥, Inv; 3₫	▶=5/4+ ♣+♦, not Inv
Jump shifts after Major opening	2♠ = 10-11, 3♥; 3♣	e = 7-9, 4 fit; 3♦	= 10-11, 4 fit; 3	🕈 = 10-11, 3 全
Responses to strong 2 suit open				
Responses to 2NT opening	3 ♣ =Ask for 5M; 3♦	/♥=5+♥/♠; 3♠=	5♠+4♥; 4♣/4♦	= Optional Keycard
	5. PLAY C	ONVENT	IONS	Show priorities
	Versus Suit (or	both)	Versus NoTr	ump (if different)
Leads Sequences:	Most overlead but s	ee #below		
Four or more with an honour	4th highest			
From 4 small	2nd highest			
From 3 cards (no honour)	Middle			
In partner's suit	Top of xxx if supporte	d		
Discards	Odd=Enc., Even=M	cKenney	Reverse Cou	nt
Count	Low-High = Even			
Signal on partner's lead:	Low encourage			
Signal on declarer's lead:	1. Low-High = Even; 2	2. Suit preferenc	e (We only sign	al if relevant)
Notes # Overlead seque	ences but 10 promises	interior sequen	ce e.g. KJ10/K1	09. 9 from 109x(x)
Ace asks for Attitude; Kir	ng for Rev Count or un	block. Possible	suit preference i	in trumps
Second discard may be	reverse present count	if relevant		
	6. SLAM C	ONVENT	IONS	
4NT: Blackwood R	KCB 1430 4	🐥 Gerber 🗌 🗤	when? "No" mea	ins No.
Slam Notes	(ickback; Exclusion; D	0P1/R0P1; Non-	-serious 3NT; 5N	NT Pick a slam
Cue Bids 🖌 1st and 2	2nd controls shown tog	ether, up the lin	е	
Asking Bids 🖌 After RK	C response: non-trump	o step 1 = Q ask	; step 2 = K ask	(specific kings)
	7. OTHER C	ONVEN	FIONS	
Support Doubles		Unusual ove	er Unusual (che	apest is raise)
Cue raises and weak/mix	ked raises	In competiti	on: 2NT often 🕏	•+♦ or 2 suits
1♦ (1NT) 2♣ = ♥+♠		Optional Mi	nor Suit Keycard	b
Smolen		Negative Fr	ee Bids at 2-lev	el
www.abf.com.	au After X, Equ	ual Level Conve	rsion to 🔶 = no	extra values
PDF Form Rev. 13E21	by RoL			
MyRev. 23 May 20	21			
Copyright © ABF 20	013			



1 1 1

1 1

AUSTRALIAN BRIDGE FEDERATION INC.

	SYSTEM CARD
ABF Nos. 764914 Deana Wilson	
& Names: 993425 Kimberley Zhao	
Basic System: Precision Club	
Brown Sticker Classification: Green	Blue Red Yellow
1. OPEN	ING BIDS
Describe strength, minimum length, or specific m	ieaning Canape
1♣ 16+ (17+ if Balanced)	1♥ 10-15, 5+♥
1♦ 10-15, 2+♦ (11-13 if Balanced)	1♠ 10-15, 5+♠
1NT 14-16, upgrades & singleton honour possib	ble may contain 5 card Major 🖌
1NT Responses 24 Stayman	Other:
2♦ 5+♥	2♠ 6+♣
2♥ 5+♠	2NT 6+♦
other 3♣ = Puppet Stayman; 3♦ = GI, 5+/5+M	<i>I</i> ; 3♥/♠ = Splinters with 5/5 minors
2♣ 10-15, 6+♣	
2 10-15, 3 suited with short ♦ (3415, 4315, 44	14, 4405)
2♥ 6-10, 5+♥	
2♠ 6-10, 5+♠	
2NT 20-21. Rarely a Singleton Honour	3NT Specific Ace Ask
other 4NT = Both minors, 3 losers	
2. PRE-	ALERTS
Negative Free bids at 2 level	Light openings possible in 3rd seat
Transfers after 1♦/♥/♠(X)	(1♠) - 2♠ = 4/4 majors; (1♠) - 2♦ = 5/5 majors
3. COMPETITIVE	BIDS / OVERCALLS

Negative doubles through 4		Jump overcall	s Weak (Intermedi	Weak (Intermediate in 4th). If (1♣=<4),2♦ = Majors		
Responsive doubles through	4♥	Unusual NT	Two lowest unbio	d suits; Intermediate or better		
1NT overcall - immediate	15-18 (Sys	stem On)	Immediate cue of minor	5/5+ Majors but Natural if 1♣=<4		
1NT overcall - re-opening	10-14 (Sys	stem On)	Immediate cue of Major	5M+5m (3♣ = P/C; 3♦ = Inv in M)		
Over weak twos X = T/O	. Leaping I	Vichaels	Over opening threes	X = T/O. Michaels		
Over opponent's 1NT Mu	llti-Landy: 2	2♣ = ♥+♠; 2	2♦ = ♥ or ♠; 2M = N	1+m; 2NT = ♣+♦; 3♣ = ♣; 3♦ = ♦		
X over Strong NT (and	d over Wea	ak NT by Pas	sed Hand) = 4M+5r	n		
X over Weak NT by u	npassed H	and = 15+ (1	4-16 1NT treated as	s weak)		

	8. RESPO	NS	ES TO OPENIN	١G	BIDS
	Describe stre	ngth,	minimum length, or specified	c mea	aning
1♣ 1♦	0-7, any shape	2�	12+, 5+♦	3�	8-11, 4414
1♥	Any 8-11 (but 5+♥ if PH)	2 💙	12+, 5+♥	3 💙	8-11, 4144
1♠	12+, 5+♠	2	12+, any 4441 shape	3	.8-11, 1444
1NT	12+, Balanced	2NT		3NT	
2♣	12+, 5+ 🙅	34	8-11, 4441	4	
other					
1♦ 1♥	6+, 4+♥	2 💙	5♠, 4+♥, less than Inv	3 💙	7♥, less than Inv
1♠	6+, 4+ 🗙	2	5 ♠ , 4+♥, Inv	3	7, less than Inv
1NT	7-11, not 4♥/♠, NF	2NT	Good 11-12, not 4♥/♠	3NT	To Play
2♣	10+, 4+ 🙅	3♣	5/4+minors, less than Inv	4	5/5+minors, less than Inv
2�	10+, 4+♦	3�	Pre-emptive (6+)	4�	Pre-emptive
other	4 ♥ /♠ = To Play				
1♥ 1♠	6+, 4+🗙	2 💙	6-9, 3♥	3�	10-11, 4♥
1NT	5-10, <3♥, NF	2	GI, 3♥	3 💙	0-6, 4♥
2♣	4+ ♣ , F1	2NT	12+, 4+♥, game force	3	Splinter
2�	4+♦, F1	3♣	7-9, 4♥	3NT	13-15, 3343/3334, NF
other	4 ♣ /♦ = Splinter; 4♥ = To	Play	(wide range); 4♠ = To Play	1	
1 ♠ 1NT	5-10, semi-forcing, <3 🛧	2	6-9, 3🛧	3 🧡	GI, 3 ♠
2♣	(3)4+ ♣ , F1	2NT	12+, 4+ ♠ , game force	3♠	0-6, 4♠
2�	4+♦, F1	34	7-9, 4🛧	3NT	13-15, 3343/3334, NF
2 💙	5+♥, F1	3�	10-11, 4🛧	4	Splinter
other	$4 \neq = $ Splinter; $4 \neq = $ To	Play	(wide range)		
1NT 3♣	Asks for 5M	3	Splinter with 5/5 minors	4�	Splinter, 5/5 majors
3�	GI, 5+/5+ majors	3NT	To Play	4 💙	To Play
3 💙	Splinter with 5/5 minors	4	Splinter, 5/5 majors	4	To Play
other	4NT = Invitational				
24 2	Enquiry	2NT	To Play in 3🕏 or 5/5 FG	3 💙	6+♠, Inv or better
2 💙	5+♥, constructive, NF	3♣	6+, Inv or better	3	6 ≜ +4♥, game force
2♠	5+, constructive, NF	3�	6+♥, Inv or better	3NT	To Play
other	After 2 ♣ -2♦: 2♥ = 4♥ or	4 \$; 2	e♠ = No 4M, not min; 2N =	MM s	tops; 3 🙅 = No 4M, min
2♦ 2♥	To Play (unless 4315)	3	To Play	3	5+ ♠ , Inv
2♠	To Play	3♦	6+ ♦ , Inv	3NT	To Play
2NT	Strong Enquiry	3 💙	5+♥, Inv	4	4+ ♣ , Inv
other	2♦-2NT: 3♣=Any min; 3♦	=441	4; 3♥=4315; 3♠=3415; 3N	=440	5, max
Matea	After 1M 2NT: 2 - Any mi				

Notes After 1M-2NT: 3♣ = Any min hand (then 3♦ = Relay for shortage). Other rebids by opener show extra values: $3 \blacklozenge = No singleton/void; 3 \blacktriangledown = Short OM; 3 \blacklozenge = Short \diamondsuit; 3NT = Short \diamondsuit$.

27 24	5 +♠ ,	To Play		3♦	6+ ♦ , To I	Play	3NT	To Play	
2NT	Stron	g Enquii	ry	3 💙	To Play		4♣	Splinter	, agrees 💙
3♣	6 +\$,	To Play		3	6+ 全 , Inv		4 💙	To Play	
other	After	2 ♥- 2NT	: 3♣=5♥;	; 3♦=6♥	, min; 3♥=	=6♥, med; 3∮	≥=6♥ ,<3	🏚, max; 3	3N=6♥+3♠, max
2 4 2NT	Stron	g Enquii	ry	3 💙	6+♥, NF		4	Splinter	, agrees 🛧
3♣	6 +\$,	To Play		3	To Play		4 💙	To Play	
3�	6+♦ ,	To Play		3NT	To Play		4♠	To Play	
other	After	2 ∲- 2NT	: 3♣=5♠;	3♦=6♠	, min; 3♥=	6♠, med; 3♠	=6♠,<3♥	, max; 3	N=6 ≜ +3♥, max
2NT 3🐥	Pupp	et Stayn	nan	3	5♠ + 4♥		4�	Optiona	l Keycard in 🔶
3♦	5+♥			3NT	To Play		4 💙	To Play	
3 🧡	5+♠			4	Optional	Keycard in 뢒	4	To Play	
other	After	2NT-3	: 3♦ = 4♥	and/or	4♠; 3♥ =	No 4M; 3🛧 =	5 ♠ ; 3NT	· = 5♥	
		(9. C	ONVE	INTION	S		
Jnusual	NT:	Lowest	2 unbid	suits		Over short	: 2NT is	still ++	•
4th Suit	Eoroi								
	FUICI	ng	One round		Except 1	& -1 ♦ -1 ♥ -1 ★	= Natura	I, NF	Game force 🖌
NT Chec		·				∲ -1 ∲ -1 ♥ -1♠ o 2♦ then inv			Game force
NT Chec	kbacl	k 🗸	Prioritie	es: 2 🜩 =	= Puppet to		rite; 2♦ =	FG	Game force 🗸
NT Chec Defence	kbacl to 3N	k √ IT openi	Prioritie	es: 2♣ = = Takeo	= Puppet to out, better	o 2♦ then inv ♥; 4♦ = Take	ite; 2♦ = eout, bett	FG er ≜	
NT Chec Defence Defence	kbacl to 3N to Op	k 🖌 Topeni Dening T	Prioritie ing 4 ♣ Гwos X	es: 2 ∲ = = Takeo = Takeo	= Puppet to out, better out with Le	o 2♦ then inv ♥; 4♦ = Take ebensohl; (2M	ite; 2♦ = eout, bett I)4m = 5r	FG er ♠ n+5oM; 2	2♦-4♦ = 5♥+5♠
NT Chec Defence Defence Multi 2	kbacl to 3N to Op	k ▼ opening × = Tak	Prioritie ing 4 Twos X accout of A	es: 2♣ = = Takeo = Takeo ; 2♥ = T	= Puppet to out, better out with Le	o 2♦ then inv ♥; 4♦ = Take	ite; 2♦ = eout, bett I)4m = 5r	FG er ♠ n+5oM; 2	2♦-4♦ = 5♥+5♠
NT Chec Defence Defence Multi 2 RCO style	to 3N to Op to Op	IT open Dening T X = Tak X = Valu	Prioritie ing 4 Twos X accout of ues; 2NT	es: 2∳ = = Takeo = Takeo ; 2♥ = T = 15-18	= Puppet to out, better out with Le akeout of	o 2♦ then inv ♥; 4♦ = Take bensohl; (2M ♥(then Leber	ite; 2♦ = eout, bett 1)4m = 5r nsohl); 2I	FG er ♠ n+5oM; 2 NT = 15-	2 ♦-4♦ = 5♥+5 ♠ 18
NT Chec Defence Defence Multi 2 RCO style Other 2-s	kbacl to 3N to Op 2-s	x Vinter view of the second se	Prioritie ing 4 Twos X accout of ues; 2NT	es: 2∳ = = Takeo = Takeo ; 2♥ = T = 15-18	= Puppet to out, better out with Le akeout of	o 2♦ then inv ♥; 4♦ = Take bensohl; (2M ♥(then Leber	ite; 2♦ = eout, bett 1)4m = 5r nsohl); 2I	FG er ♠ n+5oM; 2 NT = 15-	2 ♦-4♦ = 5♥+5 ♠ 18
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence	kbacl to 3N to Op 2-s 2-s	k V Topening T X = Tak X = Valu X = Valu	Prioritie ing 4 Twos X aceout of ues; 2NT ues; 2NT	es: 2∳ = = Takeo = Takeo ; 2♥ = T = 15-18	= Puppet to out, better out with Le akeout of	o 2♦ then inv ♥; 4♦ = Take bensohl; (2M ♥(then Leber	ite; 2♦ = eout, bett 1)4m = 5r nsohl); 2I	FG er ♠ n+5oM; 2 NT = 15-	2♦-4♦ = 5♥+5♠
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence to	<pre>kbacl to 3N to Op 2-s </pre>	k \checkmark IT opening T X = Tak X = Valu $X = Valu\clubsuit\checkmark/\clubsuit = N$	Prioritie ing 4♣ Twos X accout of ♠ ues; 2NT ues; 2NT latural	es: 2∳ = = Takeo = Takeo ; 2♥ = T = 15-18	= Puppet to out, better out with Le akeout of	o 2♦ then inv ♥; 4♦ = Take bensohl; (2M ♥(then Leber	ite; 2♦ = eout, bett 1)4m = 5r nsohl); 2I	FG er ♠ n+5oM; 2 NT = 15-	2 ♦-4♦ = 5♥+5 ♠ 18
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence	<pre>kbacl to 3N to Op 2-s X = 1♦/ 1N</pre>	x √ T opening T X = Tak X = Valu X = Valu ★ ♥/♠ = N = 4M, 54	Prioritie ing 4 iwos X teout of teout of ues; 2NT ues; 2NT ues; 2NT ues; 2NT	es: 2♣ = = Taked = Taked ; 2♥ = T = 15-18 = 15-18	= Puppet to out, better out with Le akeout of (over 2NT	o 2♦ then inv ♥; 4♦ = Take ebensohl; (2M ♥(then Leber =minors: 3♠	ite; 2♦ = eout, bett I)4m = 5r nsohl); 2I = takeou	FG er ♠ n+5oM; 2 NT = 15- it, 16+; 3	2∳-4♦ = 5♥+5♠ 18 ♦ = takeout, <16
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence to	<pre>kbacl to 3N to Op 2-s X = 1♦/ 1N</pre>	x √ T opening T X = Tak X = Valu X = Valu ★ ♥/♠ = N = 4M, 54	Prioritie ing 4 iwos X teout of teout of ues; 2NT ues; 2NT ues; 2NT ues; 2NT	es: 2♣ = = Taked = Taked ; 2♥ = T = 15-18 = 15-18	= Puppet to out, better out with Le akeout of (over 2NT	o 2♦ then inv ♥; 4♦ = Take bensohl; (2M ♥(then Leber	ite; 2♦ = eout, bett I)4m = 5r nsohl); 2I = takeou	FG er ♠ n+5oM; 2 NT = 15- it, 16+; 3	2∳-4♦ = 5♥+5♠ 18 ♦ = takeout, <16
NT Chec Defence Multi 2 RCO style Other 2-s Defence to strong	kbacl to 3N to Op 2-s 1 1 2	k \checkmark IT opening T X = Tak X = Value \Rightarrow $\checkmark/\Rightarrow = Value$ \Rightarrow $\neq/\Rightarrow = N$ = 4M, 5H $= \forall + \clubsuit;$	Prioritie ing 4 iwos X teout of teout of ues; 2NT ues; 2NT ues; 2NT ues; 2NT	es: 2♣ = = Takeo ; 2♥ = T = 15-18 = 15-18	= Puppet to but, better but with Le akeout of (over 2NT	o 2♦ then inv ♥; 4♦ = Take ebensohl; (2M ♥(then Leber ?=minors: 3♣	ite; 2♦ = eout, bett 1)4m = 5r nsohl); 2I = takeou m; 2N =	FG er ♠ n+5oM; 2 NT = 15- it, 16+; 3	2∳-4♦ = 5♥+5♠ 18 ♦ = takeout, <16
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence to strong * Dver 1NT	kbacl to 3N to Op 2-s 1 2 1 2 1 2 T Inter	k \checkmark T opening T X = Tak X = Valu X = Valu \checkmark \checkmark \checkmark \checkmark = 4M, 5+ = 4M, 5+ = 24M, 5+	Prioritie ing $4 \clubsuit$ Twos X accout of \bigstar ues; 2NT ues; 2NT latural +m $2 \blacklozenge = 6 \blacklozenge$	es: 2♣ = = Taked = Taked ; 2♥ = T = 15-18 = 15-18 or 6♣; 2	Puppet to but, better but with Le akeout of (over 2NT (over 2NT) (over 2NT) (over 2NT) (over 2NT) (over 2NT) (over 2NT) (over 2NT) (over 2NT)	o 2♦ then inv ♥; 4♦ = Take ebensohl; (2M ♥(then Leben =minors: 3♣ n; 2♠ = 5♠ + NT via 2NT s	ite; 2♦ = eout, bett I)4m = 5r nsohl); 2I = takeou m; 2N = hows sto	FG er ♠ n+5oM; 2 NT = 15- it, 16+; 3 ♣+♦; 3a p; Cue =	2♦-4♦ = 5♥+5♠ 18 ♦ = takeout, <16 ny = Natural Stayman; X = T/
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence to strong A Dver 1NT Lebenso	kbacl to 3N to Op 2-s x = 1♦/ 1N 2♣ T Inter ohl - c	x √ T opening T x = Tak x = Valu x = Valu ★ ♥/ ★ = N = 4M, 5+ = ♥ +♠; ference other us	Prioritie ing $4 \clubsuit$ Twos X accout of \bigstar ues; 2NT ues; 2NT latural +m $2 \blacklozenge = 6 \blacklozenge$	es: 2♣ = = Taked = Taked ; 2♥ = T = 15-18 = 15-18 or 6♣; 2	= Puppet to but, better but with Le akeout of (over 2NT (over 2NT 2) 2) 2) 2) 2) 2) 2) 2) 2) 2) 2) 2) 2)	o 2♦ then inv ♥; 4♦ = Take ebensohl; (2M ♥(then Leben =minors: 3♣ n; 2♠ = 5♠ + NT via 2NT s	ite; 2♦ = eout, bett I)4m = 5r nsohl); 2I = takeou m; 2N = hows sto ur 1NT o	FG er ♠ n+5oM; 2 NT = 15- it, 16+; 3 ♣+♦; 3a p; Cue = vercall a	2♦-4♦ = 5♥+5♠ 18 ♦ = takeout, <16 ny = Natural Stayman; X = T/ nd next hand bids
NT Chec Defence Defence Multi 2 RCO style Other 2-s Defence to strong & Dver 1NT Lebenso Take out	kback to 3N to Op 2-s X = 14/ 1N 24 F Inter ohl - c t of 4	k \checkmark iT opening T iX = Tak X = Valu X = Valu \checkmark \checkmark \checkmark \checkmark \checkmark \checkmark = Valu \clubsuit \checkmark \checkmark = Valu \clubsuit \checkmark \checkmark = Valu \clubsuit \checkmark \uparrow = Valu \clubsuit \bullet \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow = Valu \clubsuit \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow	Prioritie ing $4 \bigstar$ iwos X accout of \bigstar ues; 2NT ues; 2NT latural +m $2 \blacklozenge = 6 \blacklozenge$ account of Leber account of After	es: 2♣ = = Taked = Taked ; 2♥ = T = 15-18 = 15-18 or 6♣; 2 nsohl r we dou	 Puppet to but, better but with Le akeout of (over 2NT (over 2NT (over 2NT akeout of (over 2NT (over 2N	o 2♦ then inv ♥; 4♦ = Take ebensohl; (2M ♥(then Leber ?=minors: 3♣ n; 2♠ = 5♠ + NT via 2NT s k two; after o	ite; 2♦ = eout, bett I)4m = 5r nsohl); 2I = takeou m; 2N = hows sto our 1NT o put; 4NT =	FG er ♠ n+5oM; 2 NT = 15- it, 16+; 3 et, 16+; 3 p; Cue = vercall au = Natural	2♦-4♦ = 5♥+5♠ 18 ♦ = takeout, <16 iny = Natural Stayman; X = T/ nd next hand bid