

## 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other: 1♦-3♦ = To Play
Jump raises - Majors	Preempt	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♣ = 7-9, 4 fit; 3♦ = 10-11, 4 fit; 3♥ = 10-11, 3♠	
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 CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Most overlead but see #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 supported	
<b>Discards</b>	Odd=Enc., Even=McKenney	Reverse Count
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low encourage	
<b>Signal</b> on declarer's lead:	1. Low-High = Even; 2. Suit preference (We only signal if relevant)	

**Notes** # Overlead sequences but 10 promises interior sequence e.g. KJ10/K109. 9 from 109x(x..)  
 Ace asks for Attitude; King for Rev Count or unblock. Possible suit preference in trumps  
 Second discard may be reverse present count if relevant

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when? "No" means No.
<b>Slam Notes</b>	Kickback; Exclusion; D0P1/R0P1; Non-serious 3NT; 5NT Pick a slam	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls shown together, up the line	
Asking Bids <input checked="" type="checkbox"/>	After RKC response: non-trump step 1 = Q ask; step 2 = K ask (specific kings)	

## 7. OTHER CONVENTIONS

Support Doubles	Unusual over Unusual (cheapest is raise)
Cue raises and weak/mixed raises	In competition: 2NT often ♣+♦ or 2 suits
1♦ (1NT) 2♣ = ♥+♠	Optional Minor Suit Keycard
Smolen	Negative Free Bids at 2-level

After X, Equal Level Conversion to ♦ = no extra values

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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	764914	Deana Wilson
& Names:	993425	Kimberley Zhao
Basic System:	Precision Club	
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+ (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 possible		may contain 5 card Major <input checked="" type="checkbox"/>

<b>1NT Responses</b>	2♣ Stayman	Other:	
2♦	5+♥	2♠	6+♣
2♥	5+♠	2NT	6+♦
other 3♣ = Puppet Stayman; 3♦ = GI, 5+/5+M; 3♥/♠ = Splinters with 5/5 minors			

2♣	10-15, 6+♣		
2♦	10-15, 3 suited with short ♦ (3415, 4315, 4414, 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 overcalls	Weak (Intermediate in 4th). If (1♣=<4), 2♦ = Majors
Responsive doubles through	4♥	Unusual NT	Two lowest unbid suits; Intermediate or better
1NT overcall - immediate	15-18 (System On)	Immediate cue of minor	5/5+ Majors but Natural if 1♣=<4
1NT overcall - re-opening	10-14 (System On)	Immediate cue of Major	5M+5m (3♣ = P/C; 3♦ = Inv in M)
Over weak twos	X = T/O. Leaping Michaels	Over opening threes	X = T/O. Michaels
Over opponent's 1NT	Multi-Landy: 2♣ = ♥+♠; 2♦ = ♥ or ♠; 2M = M+m; 2NT = ♣+♦; 3♣ = ♣; 3♦ = ♦		
X over Strong NT (and over Weak NT by Passed Hand)	= 4M+5m		
X over Weak NT by unpassed Hand	= 15+ (14-16 1NT treated as weak)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

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+♣	3♣ 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♠ 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	3♣ 7-9, 4♠	3NT 13-15, 3343/3334, NF
2♥ 5+♥, F1	3♦ 10-11, 4♠	4♣ Splinter
other 4♦/♥ = Splinter; 4♠ = 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		
2♣ 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♠ = No 4M, not min; 2N = MM stops; 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♦=4414; 3♥=4315; 3♠=3415; 3N=4405, max		

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

2♥ 2♠ 5+♠, To Play	3♦ 6+♦, To Play	3NT To Play
2NT Strong Enquiry	3♥ To Play	4♣ Splinter, agrees ♥
3♣ 6+♣, To Play	3♠ 6+♠, Inv	4♥ To Play
other After 2♥-2NT: 3♣=5♥; 3♦=6♥, min; 3♥=6♥, med; 3♠=6♥,<3♠, max; 3N=6♥+3♠, max		
2♠ 2NT Strong Enquiry	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; 3N=6♠+3♥, max		
2NT 3♣ Puppet Stayman	3♠ 5♠ + 4♥	4♦ Optional Keycard in ♦
3♦ 5+♥	3NT To Play	4♥ To Play
3♥ 5+♠	4♣ Optional Keycard in ♣	4♠ To Play
other After 2NT-3♣: 3♦ = 4♥ and/or 4♠; 3♥ = No 4M; 3♠ = 5♠; 3NT = 5♥		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lowest 2 unbid suits	Over short ♣: 2NT is still ♦+♥
<b>4th Suit Forcing</b>	One round <input type="checkbox"/>	Except 1♣-1♦-1♥-1♠ = Natural, NF <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/>	Priorities: 2♣ = Puppet to 2♦ then invite; 2♦ = FG
<b>Defence to 3NT opening</b>	4♣ = Takeout, better ♥; 4♦ = Takeout, better ♠	
<b>Defence to Opening Twos</b>	X = Takeout with Lebensohl; (2M)4m = 5m+5oM; 2♦-4♦ = 5♥+5♠	
Multi 2♦	X = Takeout of ♠; 2♥ = Takeout of ♥(then Lebensohl); 2NT = 15-18	
RCO style 2-s	X = Values; 2NT = 15-18	
Other 2-s	X = Values; 2NT = 15-18 (over 2NT=minors: 3♣ = takeout, 16+; 3♦ = takeout, <16)	
<b>Defence</b>	X = ♣	
<b>to</b>	1♦/♥/♠ = Natural	
<b>strong</b>	1N = 4M, 5+m	
<b>♣</b>	2♣ = ♥+♠; 2♦ = 6♥ or 6♠; 2♥ = 5♥+m; 2♠ = 5♠ + m; 2N = ♣+♦; 3any = Natural	

<b>Over 1NT Interference</b>	Lebensohl	3NT via 2NT shows stop; Cue = Stayman; X = T/O
<b>Lebensohl - other uses</b>	After we double a weak two; after our 1NT overcall and next hand bids	
<b>Take out of 4 level pre-empts</b>	4♣/4♦	X = Takeout; 4NT = Natural
4♥	X = Takeout; 4NT = Minors	4♠ X = Convertible Values; 4NT = 2 suiter

## 10. OTHER NOTES