4. BASIC RESPONSES

Jump raises - minors	Inverted
Jump raises - Majors	Pre-empt
Jump shifts after minor opening	(1♦) 2♥ = 5♠ & 4♥ weak, 2♠ = 5♠ 4♥ inv
Jump shifts after Major opening	bergen
Responses to strong 2 suit open.	N/a
Responses to 2NT opening	3♥ = strong enquiry (forcing)

5. PLAY CONVENTIONS **Show priorities**

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	A,Q,J =Attitude, K=Count	A,Q &J=Attitude, K=count
Four or more with an honour	3rd	3rd
From 4 small	3rd	3rd
From 3 cards (no honour)	3rd	3rd
In partner's suit	doubletons, 3rd & 5ths	doubleton, 3rds & 5ths
Discards	Low encourage	Low encourage
Count	reverse	reverse
Signal on partner's lead:	attitude	attitude
Signal on declarer's lead:	reverse	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKCB 14/30 4♣ Gerber ☒ when? after NT(modified)

Slam Notes 4♦=1or4, 4♥=0or3, 4♠=2 without outside K, 4NT=2with outside K

Cue Bids	☒	control asking bids
Asking Bids	☒	control asking bid, trump asking bid

7. OTHER CONVENTIONS

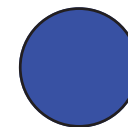|	
4th suit forcing	scrambling 2NT
Jacoby	Lebensohl
Fit showing jumps	double Drury
Bromad	cue raise
Raptor in 4th seat	Support X's & XX's
	negative free bid
	maximal X

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ABF AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	97535	Charles HOWARD
& Names:	196339	Kerry WOOD
Basic System:	PRECISION	

Brown Sticker ☐   Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☐

1♣ 16+ (0 ♣)	1♥ 11-15 hcp 5+♥
1♦ 11-15, 2+♦	1♠ 11-15 hcp 5+ ♠
1NT 10-13 NV, 14-16 Vul	may contain 5 card Major ☐

1NT Responses 2♣ Non Forcing Stayman

2♦ Transfer to ♥	2♠ Transfer to ♣
2♥ Transfer to ♠	2NT Transfer to ♦
other pseudo Stayman No transfers over weak NT	

2♣ (10)11-15 6+♣	
2♦ 11-15 hcp 0-1 ♦	
2♥ 6-10 with 6 ♥ can be 5 NV	
2♠ 6-10 with 6♠ can be 5 NV	
2NT 5/5 in minors (4-8 NV) (8-12 VUL)	3NT 6/5 in Majors 4-8 hcp
other	

2. PRE-ALERTS

2 over 1 principles of Major opening	Support X and XX
variable NT opening	1♣(by opps) 1♦ = precision

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	variable 6-9, 11-15
Responsive doubles through	4♥	Unusual NT	lowest 2 suits
1NT overcall - immediate	15-18	Immediate cue of minor	♠/other (weak or strong)
1NT overcall - re-opening	11-15	Immediate cue of Major	other Major/minor (Weak or Stro +
Over weak twos	X= 16+ , 3♣=t/o 11-15	Over opening threes	X = takeout
Over opponent's 1NT	X = S/S minor, or both Majors, 2♣= ♣ + M, 2♦=♦+M, 2♥ & 2♠= s/s		
2NT = minors or very strong			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	0-7 artificial	2♥	8+hcp, 5+♥	3♦	8-12 ,singleton ♦ or ♥
	1♥	8+hcp 5+♠	2♥	4-6hcp, 6+♥	3♥	13+ single♠, 4+controls
	1♠	8+hcp 5+♣	2♠	4-6hcp, 6+♠	3♠	solid 7 card suit (AKQ)
	1NT	8-13 balanced	2NT	14+ balanced	3NT	13+single♣, 4+controls
	2♣	8+hcp, 5+♦	3♣	8-12, singleton ♣ or ♠	4♣	13+ single♦, 4+ control
	other	1♣/3♠,3NT sign off. 4♣ asks control outside, 4♦ asks what is it				

1♦	1♥	4+hcp, 4+♥	2♥	5+♠/4+♥ weak	3♥	7 card suit, 6-9
	1♠	4+hcp, 4+♠	2♠	5+♠/4+♥ inv	3♠	7 card suit, 6-9
	1NT	8-10 bal	2NT	11hcp. 3-3-4-3 shape	3NT	g/f 3-3-4-3 shape
	2♣	11+ hcp, 4+♣	3♣	5/4 in minors, 6-9	4♣	n/a
	2♦	g/f with 6+♦	3♦	inverted	4♦	minorwood
	other					

1♥	1♠	5+hcp, 4+♠	2♥	8/9-10 hcp, 3+♥	3♦	Bergen 4♥ 10-12
	1NT	3-12hcp, forcing	2♠	7-9 with any singleton	3♥	Pre-emptive
	2♣	g/f 4+♣	2NT	Jacoby	3♠	10-12 with singleton
	2♦	g/f, 4+♦	3♣	Bergen 4♥ (6-9)	3NT	Spade void
	other	4♣/4♦ = void				

1♠	1NT	3-12 hcp, foricing	2♠	8-10 3♠	3♥	10-11hcp, 6+♥
	2♣	g/f 4+ ♣	2NT	Jacoby (4+♠)	3♠	pre-emptive
	2♦	G/F, 4+♦	3♣	Bergen	3NT	single10 -12(4♣ asks)
	2♥	g/f, 5+♥	3♦	Bergen	4♣	♣ void
	other	4♦/♥ = ♦/♥ void				

1NT	3♣	5/5 minors, NF	3♠	single♠ 5/4 minors GF	4♦	n/a
	3♦	5/5 minors, inv	3NT	to play	4♥	n/a
	3♥	single♥, 5/4 minors GF	4♣	Gerber(modified)	4♠	n/a
	other	no t'fer over weak NT(10-13)				

2♣	2♦	Inv + Inquiry	2NT	Relay to 3♣	3♥	6♠ invitional
	2♥	5♥ 8-11hcp	3♣	6♦ invitional	3♠	g/f, 6+♠4♥
	2♠	8-11hcp, 5♠	3♦	6♥ invitional	3NT	13-15 bal
	other	4c=preempt				

2♦	2♥	to play	3♣	to play	3♠	7-9,5S
	2♠	to play	3♦	good d	3NT	to play
	2NT	enquiry (strong)	3♥	7-9,5 H	4♣	preempt
	other	responses to enquiry = 3♣=min, 3♦ max 4,4,1,4, 3♥=3,4,1,5, 3♠=4,3,1,5				

2♥	2♠	to play	3♦	to play	3NT	to play
	2NT	strong enquiry	3♥	pre-emptive	4♣	n/a
	3♣	to play	3♠	n/a	4♥	to play
	other	4S=RKCB				

2♠	2NT	strong enquiry	3♥	to play	4♣	n/a
	3♣	to play	3♠	invite	4♥	n/a
	3♦	to play	3NT	to play	4♠	to play
	other					

2NT	3♣	to play	3♠	to play	4♦	pre-emptive
	3♦	to play	3NT	to play	4♥	to play
	3♥	strong enquiry	4♣	pre-emptive	4♠	to play
	other					

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits (weak or strong)

4th Suit Forcing One round [ ]   Game force [X]

NT Checkback [X]   Priorities: 2-way, 2♣=invitational, 2♦=game force

Defence to 3NT opening 4♣=both majors better H's 4♦=both majors better ♠, X= t/o

Defence to Opening Twos X= 16+ hcp, then lebensohl

Multi 2♦   X=♥, 2♥=16+, 2♠=10-15 6+♠, 3♣/♦=10-15 with 6♣/♦,2NT=16+ can have 5♠

RCO style 2-s   X=16+, suit bid is natural, opening values

Other 2-s

Defence to strong 1♣ / 2♣	(1♣) : Meckwell X= Majors or S/S minor, 2♣=♣+M, 2♦=♦+M,2♥/♠=s/s
	2NT for minors
	over strong 2♣, X = 2 same colour, 2♦= same rank, 2NT=odd suits

Over 1NT Interference lebensohl

Lebensohl - other uses response to T/O over weak 2 in major

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

   4♥ x = T/O, 4NT = minors   4♠ X= opt., 4NT = any 2 suits (5/5 or better)

10. OTHER NOTES

1NT X responses, XX= a 5 card minor, 2♣ = both majors, 2♦=5+♥, 2H=5+♠

pass forces a redouble.Over 1C, precision style X =16+ with suit, or 18+ bal.

2♣= 6+♣ - 11-15, 1♦= 2+♦ 11-15hcp

Notes