

## 4. BASIC RESPONSES

Jump raises - minors	Inver
Jump raises - Majors	Limit
Jump shifts after minor opening	Mini Splinter
Jump shifts after Major opening	
Responses to strong 2 suit open.	
Responses to 2NT opening	

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead (except AK - see not)	
Four or more with an honour	4th	
From 4 small	2nd highest	
From 3 cards (no honour)	mud	
In partner's suit		
<b>Discards</b>	Odd-Enc/Even-McKenny (1st)	
<b>Count</b>	reverse	
<b>Signal</b> on partner's lead:	low encourage	
<b>Signal</b> on declarer's lead:	reverse count	
<b>Notes</b> Lead of Ace or Queen asks for attitude, lead of King asks for count		
Lead - J, 10 or 9 = Zero or 2 Higher		

## 6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	After 1NT
4NT: Blackwood <input type="checkbox"/>	RKCB 1430
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/>

## 7. OTHER CONVENTIONS

Asking Bids - Alpha, Beta, Gamma	
1D - 2NT (16+) - 3C = 4 card suit	
DOPI/ROPI - after interference over any asking bid, including Ace Ask	

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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos. Kevin Lange. 197688  
& Names: Andrew Eddie 196312

Basic System: Precision

Brown Sticker  Classification: Green  Blue  Red  Yellow

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé

1♣ 0/16+ 1♥ 5+/11-15

1♦ 4+/11-15 1♠ 5+/11-15

1NT (11)12-15 may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer to Hearts 2♠ Transfer to Clubs

2♥ Transfer to Spades 2NT Transfer to Diamonds

(Dbl) other - Super accepts over the Major and min

2♣ 6+C or 5+C & 4 card Major 11-15

2♦ Weak Major or 11-15 with a shortage in Diamonds (4-4-14 or 4-4-0-5)

2♥ Weak 5/5 Hearts and a minor

2♠ Weak 5/5 Spades and another

2NT Weak 5/5 minors

3NT Gambling

other

## 2. PRE-ALERTS

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 3S

Responsive DBL thru 3S

Jump overcalls Weak Unusual NT Lowest 2 unbid suits

1NT overcall: (immediate) 15-18 (System on) (re-opening) 12-15 (System on)

Immediate cue: (minor) Majors (Major) Other Major and a minor

**Over:** Weak Twos X = T/O, NT = 15-18 (stops) Opening Threes X = T/O, NT = (stops)

Opponent's transfers

Opponent's 1NT Modified Cap - 2C=Majors, 2D=S/S Major, 2H=H/m, 2S=S/m, 2N=min

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7	2♦ 8+ 5+	3♦ 8+ 4144
1♥ 8+ 5+	2♥ 8+ 1444	3♥ 5-7 7 card suit
1♠ 8+ 5+	2♠ 8+ 4441	3♠ 5-7 7 card suit
1NT 8-13 or 16+	2NT 14-15	3NT Solid 7 card suit
2♣ 8+ 5+	3♣ 8+ 4414	4♣ Sets clubs, cue bid
other		
1♦ 1♥ 6+ 4	2♥ Mini Splinter	3♥ Splinter 13-15
1♠ 6+ 4	2♠ Mini Splinter	3♠ Splinter 13-15
1NT 6-9 no 4 card Major	2NT 16+ Gamma	3NT 13-15 Balanced
2♣ 10+ 4+	3♣ Mini Splinter	4♣
2♦ Inverted, forcing to 3D	3♦ Weak	4♦ Setting suit - cue
other		
1♥ 1♠ 6+ - 4+	2♥ 6-9 - 3 card support	3♦ Mini Splinter
1NT 6-9, not 4 Spades	2♠ Mini Splinter	3♥ Limit 10-12
2♣ 10+ - 4+ suit	2NT 16+ - 4+ support - Gamma	3♠ Splinter
2♦ 10+ - 4+ suit	3♣ Mini Splinter	3NT 13-15 - 3 card support
other 4C or 4D - Splinter		
1♠ 1NT 6-9	2♠ 6-9 - 3 card support	3♥ Natural GF 5+
2♣ 10+ - 4+ suit	2NT 16+ - 4+ sup - Gamma	3♠ 10-12 - Limit
2♦ 10+ - 4+ suit	3♣ Mini Splinter	3NT 13-15 - 3 card support
2♥ 10+ - 5+ suit	3♦ Mini Splinter	4♣
other All 4 level bids are Splinter bids		
1NT 3♣ Slam Try	3♠ Slam Try	4♦
3♦ Slam Try	3NT To Play	4♥ To Play
3♥ Slam Try	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 8+ Enquiry	2NT	3♥
2♥ Constructive	3♣	3♠
2♠ Constructive	3♦	3NT
other All Jumps are Splinters - 2C - 4C is RKCB		
2♦ 2♥ Correctable	3♣ Natural and forcing	3♠ Correctable
2♠ Correctable	3♦ Natural and forcing	3NT To Play
2NT Enq	3♥ Correctable	4♣
other		

### Notes

2♥ 2♠ Natural and forcing	3♦ Natural and forcing	3NT To Play
2NT Enq	3♥ To Play	4♣ Splinter
3♣ Natural and forcing	3♠ Splinter	4♥ To Play
other		
2♠ 2NT Enq	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other As Above except switch Hearts to Spades		
2NT 3♣ To Play	3♠ Natural and forcing	4♦ RKCB
3♦ To Play	3NT To Play	4♥ To Play
3♥ Natural and forcing	4♣ RKCB	4♠ To Play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits

**4th Suit Forcing** One round  Game Force  Game force

**NT Checkback**  Priorities: Bid lowest feature below 3 card support

**Defence to 3NT opening** X = values

**Defence to Opening Twos** 1,2,3 X

Multi 2♦ 2NT Bal 16-18

RCO style 2-s

Other 2-s

**Defence** ASPRO - X Hearts and another, 1D - Spades and a minor, 1NT - Majors or minor

to

**strong** (2♣):

1♣ / 2♣

**Over 1NT Interference** Via 2NT shows stopper

**Lebensohl - other uses**

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

4♥ X

4♠ X - 4NT = 2 Suited Hand

## 10. OTHER NOTES

LST Bids over 1M - 2M

Cue Raises, Truscott 2NT good raise over 1M (X)

1NT (X) XX asks partner to bid 2C, a bid shows the lower of 2 four card suits

Transfer bids over 1C - 1D - 1H - 1S = 0-4, 1NT = 5-7 5C, 2C = 5-7 5D, 2D = 5-7 5H

2H = 5-7 5S, 2S - 5-7 Balanced, 2NT 5-7 4441, 3C 5-7 4414, 3D 5-7 4144, 3H 5-7 1444

1D Opening followed by 2C = 5/4

1D Opening followed by 1NT = 4/5