

#### 4. BASIC RESPONSES

Jump raises - minors		Other:	
Jump raises - Majors	Invitational	Other:	
Jump shifts after minor opening	Weak		
Jump shifts after Major opening	3C Q & HCP enquiry. 3D void/sglton & HCP enquiry.		
Responses to strong 2 suit open.	-		
Responses to 2NT opening	Stayman & Transfers		

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nds	2nds
From 3 cards (no honour)	Middle	Middle
In partner's suit	Honour/high even/low odd	Highest or 4th from 4+ to an Hon
<b>Discards</b>	High Encourage	High Encourage
<b>Count</b>	Natural	Natural
<b>Signal</b> on partner's lead:	High encourage	High encourage
<b>Signal</b> on declarer's lead:	Count.	
<b>Notes</b>	-	

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB  4♣ Gerber  when? Mostly. CRO

##### Slam Notes

Cue Bids

Asking Bids  See part 7

#### 7. OTHER CONVENTIONS

Puppet responses =	Mod Ogust.2H(S) - 2NT relay:
0-6 next suit up	3C: 6/8 No Void or Sglton
Suit: 7+ and 5 + suit	3D: 6/8 With a Void or Sglton somewhere
Opponents suit: 7+, no 5 x suit, no stop	3H: 9/10 No Void or Sgltn
1NT: 7-10 stop in suit	3S: 9/10 with a Void or Sglton somewhere

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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	3816	John Beddow
& Names:	168262	Egmont Melton
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

1♣ 16+, 0+	1♥ 11-15, 5+
1♦ 11-15, 2+	1♠ 11-15, 5+
1NT 13-15 (maybe unbalanced)	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Simple Stayman	Other:
2♦ Transfer to H	2♠ -	
2♥ Transfer to S	2NT -	
other	-	

2♣ 11-15, 6+ Clubs or 5+ Clubs & 4 x Major	
2♦ 11-15, 4414 or 4405	
2♥ 6-10, 6 x H	
2♠ 6-10, 6 x S	
2NT 22-23	3NT Kabel Ace Ask
other	

#### 2. PRE-ALERTS

3 level pre-empts Not Vul can be very weak	Dble at 1 level = 16+ with puppet responses (7)
Puppet responses over T.O. Xs up to 3D (note 7)	Dble of 2 and 3 level bids = 15+
Mod Ogust (see note 7)	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	3S	Jump overcalls	Weak
Responsive doubles through	3S	Unusual NT	Minors or unbid suits
1NT overcall - immediate	NV 13-15; Vul 16-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	-	Immediate cue of Major	Michaels
Over weak twos	Dble 15+ and Puppet responses	Over opening threes	Dble
Over opponent's 1NT	Brozel (see note 10)		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7, 0+	2♦ 8+, 6+(5+with void/sgltn)	3♦ 8+, 4414
1♥ 8+, 5+	2♥ 8+, 4144	3♥ 14/15, 4 x H
1♠ 8+, 5+	2♠ 8+, 1444	3♠ 14/15, 4 x S
1NT 8-10	2NT 11-13 or 16+	3NT 14-15, No 4 x Major
2♣ 8+, 6+(5+ with void/sgltn)	3♣ 8+, 4441	4♣ CRO Gerber
other		
1♦ 1♥ 8+, 5+	2♥ 5-7 6 x H	3♥
1♠ 8+, 5+	2♠ 5-7 6 x S	3♠
1NT 8-12, No 5 x Major	2NT 13+	3NT To play
2♣ 13+ 5+ Unbalanced	3♣ 6-9 6+	4♣ CRO Gerber
2♦ 13+, 5+ Unbalanced	3♦ Pre-emptive	4♦
other		
1♥ 1♠ 8+ 5+	2♥ 6-9 inc dist, 3 + H	3♦ See Note 10
1NT 8-11, less than 3 x H	2♠ -	3♥ 10-12, 3 + H
2♣ 12+, 5+	2NT 12+less than 3 x H	3♠ -
2♦ 12+, 5+	3♣ See Note 10	3NT To play
other 4C, CRO Gerber		
1♠ 1NT 8-11, less than 3 x S	2♠ 6-9 inc dist, 3 + S	3♥ -
2♣ 12+, 5+	2NT 12+ less than 3 x S	3♠ 10-12, 3 + S
2♦ 12+, 5+	3♣ See Note 10	3NT To play
2♥ 10+ 5+ H	3♦ See Note 10	4♣ CRO Gerber
other		
1NT 3♣ -	3♠	4♦ To Play
3♦	3NT To Play	4♥ To Play
3♥	4♣ Gerber	4♠ To Play
other 2NT: 10 HCP No Major		
2♣ 2♦ 11+, Relay	2NT -	3♥
2♥ 6/10 Natural and NF	3♣ Preemptive	3♠
2♠ 6/10 Natural and NF	3♦ Sign Off	3NT To Play
other		
2♦ 2♥ Sign Off	3♣ Sign Off	3♠
2♠ Sign Off	3♦ Sign Off	3NT
2NT 8+, Relay	3♥	4♣ Gerber
other		

### Notes

2♥ 2♠ Natural and non forcing	3♦ Natural and non-forcing	3NT To Play
2NT Relay. Modified Ogust(7)	3♥ Pre-emptive	4♣ CRO Gerber
3♣ Natural and non-forcing	3♠	4♥ To Play
other 4S: To Play		
2♠ 2NT Relay. Modified Ogust(7)	3♥ Natural and non forcing	4♣ CRO Gerber
3♣ Natural and non-forcing	3♠ Pre-emptive	4♥ To Play
3♦ Natural and non-forcing	3NT To Play	4♠ To Play
other		
2NT 3♣ Stayman	3♠	4♦ -
3♦ Transfer to H	3NT To Play	4♥ To Play
3♥ Transfer to S	4♣ CRO Gerber	4♠ To Play
other 4C: CRO Gerber		

## 9. CONVENTIONS

**Unusual NT:** minors

**4th Suit Forcing** One round

Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** Standard

**Defence to Opening Twos** 15+ Op X and natural

Multi 2♦ Dble = 15+ with Puppet Responses. (Note 7) Otherwise natural.

RCO style 2-s Dble = 15+ with Puppet Responses. (Note 7) Otherwise natural.

Other 2-s Dble = 15+ with Puppet Responses. (Note 7) Otherwise natural.

**Defence** One level bids natural (X of 1C shows clubs 10+

**to** Two level bids Brozel (See note 10)

**strong** -

♣

**Over 1NT Interference** Natural

**Lebensohl - other uses**

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

4♥ Dble or 4NT

4♠ 4NT is TO

## 10. OTHER NOTES

1C X XX = 5-7 both Majors

1C X 1D = 5-7 any shape except both Majors

Brozel: 2C: C&H: 2D: D&H: 2H: H&S: 2S: S & longer minor.

Over 1H(S) open: 3C Slam Int asking for range and Q trumps.

3D Slam Int and asking for range and do you have a void or sgltn

Bid a suit: 7 + HCP 5+.suit. 2NT 7-10 with stop.