

4. BASIC RESPONSES

Jump raises - minors Limit 7-9 Other: precision responses to 1C are various

Jump raises - Majors Limit 7-9 Other: 4 card support

Jump shifts after minor opening splinter

Jump shifts after Major opening shortage and invitational. 1♥ - 2♠ is to play

Responses to strong 2 suit open. n/a

Responses to 2NT opening 3M is forcing

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads	Sequences: See Note #1	See Note #1
	Four or more with an honour 4th highest	4th highest
	From 4 small 2nd highest	2nd highest
	From 3 cards (no honour) Middle	Middle
	In partner's suit Lowest from 3	Lowest from 3
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	low to encourage	low to encourage

Signal on declarer's lead:

Notes #1. Ace for attitude, K for count, Q for attitude. Otherwise overlead

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3041 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

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Basic System: Precision Club

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 16+ any shape 1♥ 11-15 5+♥

1♦ 11-15 1+♦ 1♠ 11-15 5+♠

1NT 14-16 may contain 5 card Major

1NT Responses 2♣ Extended Stayman Other: Smolen to show 45 and 54 in Majors

2♦ 5+♥ 2♠ 5+♣ superaccept with 2NT

2♥ 5+♠ 2NT 5+♦ superaccept with 3♣

other 3level bids natural slam invite. Respond RKCB or 3NT(m) or 4M(M)

2♣ 11-15 with 6♣ or 4=4=0=5 shape

2♦ Multi - weak 2M or 21-22 bal

2♥ 6-10 5♥ + 5 Other

2♠ 6-10 5♠ + 5m

2NT 6-12 5/5 m 3NT Ace ask (0/1, 2R, 2C, 2O, 4NT=3)

other

2. PRE-ALERTS

Precision Club with short 1♦ opener

Multi and shapely 2 openers

X of Strong (Low of 14+) 1NT is single-suiter

X of weak NT (Low of <14) is penalty.

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT Lower 2 suits (any range)

1NT overcall - immediate 16-18 Immediate cue of minor 2♣=Nat., 2♦=♥/♠ any range

1NT overcall - re-opening 11-14 Immediate cue of Major Other Major + minor. Any range

Over weak twos T.O.X Over opening threes T.O.X

Over opponent's 1NT DONT (Strong NT=bottom of range is 14+, otherwise Weak NT)

Weak NT X=penalty, 2♣=single suiter, 2♦=♦+♥/♠/♣, 2♥=♥+♠/♣, 2♠=♠+♣

Strong NT X=single suiter, 2♣=♣+♦/♥/♠, 2♦=♦+♥/♠, 2♥=♥+♠, 2♠=Strong ♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 or 16+4333	2♦ 8+ 5+♦	3♦ 8-13 +red singleton
1♥ 8+ 5+♥	2♥ 4-7 6+♥	3♥ 14+ short ♠
1♠ 8+ 5+♠	2♠ 4-7 6+♠	3♠ 14+short ♣
1NT 8-13 no singleton	2NT 14-15 No 5 card suit	3NT 7 card solid suit
2♣ 8+ 5+♣	3♣ 8-13 + black singleton	4♣ 14+ short ♦
other 4♦=14+short♥		
1♦ 1♥ Forcing. 6+ and 4+♥	2♥ 6-9 6+♥	3♥ to play
1♠ Forcing. 6+ and 4+♠	2♠ 6-9 6+♠	3♠ to play
1NT 6-10. No major	2NT 10-12 No M	3NT 13-15 4+♦
2♣ 11+ and 4+♣	3♣ 4-9 6♣ and pre-emptive	4♣
2♦ 11+ and 4+	3♦ 4-9 6♦ and pre-emptive	4♦
other		
1♥ 1♠ 4+♠ f1	2♥ 5-10 3♥	3♦ 9+ short ♦ 4+♥
1NT 6-10	2♠ 6-9 6+♠	3♥ 5-10 4+♥
2♣ 4+♣ f1	2NT 10+ 4♥	3♠ 9+ short ♠
2♦ 4+♦ f1	3♣ 9+ short ♣ 4+♥	3NT 13-15 2 or 1♥
other 4♣/4♦/4♠ RKCB exclusion		
1♠ 1NT 6-10	2♠ 5-10 3♠	3♥ 9+ short ♥ 4+♠
2♣ 4+♣ f1	2NT 10+ 4♠	3♠ 5-10 4+♠
2♦ 4+♦ f1	3♣ 9+ short ♣ 4+♠	3NT 13-15 2 or 1♠
2♥ 5+♥ f1	3♦ 9+ short ♦ 4+♠	4♣ RKCB exclusion
other 4♦/♥ RKCB exclusion		
1NT 3♣ slam inv (♣)3N declines	3♠ slam inv(♠) 4♠ declines	4♦ RCKB
3♦ slam inv (♦)3N declines	3NT to play	4♥ to play
3♥ slam inv(♥) 4♥ declines	4♣ RKCB	4♠ to play
other		
2♣ 2♦ forcing enquiry (9+)	2NT 10-12 flat ♣ raise, no M	3♥ short ♥ GF
2♥ to play	3♣ pre-emptive	3♠ Short ♠ gf
2♠ to play	3♦ short ♦ GF	3NT 13-15 flat ♣ raise, no M
other 4♦ RKCB exclusion		
2♦ 2♥ p/c	3♣ f1	3♠ p/c
2♠ p/c	3♦ f1	3NT to play
2NT forcing enquiry	3♥ p/c	4♣
other		

Notes

2♥ 2♠ p/c	3♦ to play	3NT to play
2NT forcing enquiry	3♥ to play	4♣
3♣ to play	3♠ invitational (♠)	4♥ to play
other		
2♠ 2NT forcing enquiry	3♥ to play	4♣
3♣ p/c	3♠ to play	4♥
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ preference	3♠ f1	4♦ to play
3♦ preference	3NT to play	4♥ to play
3♥ f1	4♣ to play	4♠ to play
other		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ x implies a penalty double of one the majors

RCO style 2-s x is take out. Pass then x is penalty

Other 2-s x is takeout where the suit is shown. Penalty oriented if not.

Defence 1♣ : 1NT = minors X= Majors

to

strong 2♣ : -

♣

Over 1NT Interference lebensohl

Lebensohl - other uses Fast arrival...denies a stop

Take out of 4 level pre-empts 4♣/4♦

4♥ x and 4NT (2 places) 4♠ 4NT

10. OTHER NOTES

2♦ - 2NT reponses are 3♣=Max ♥ 3♦=Max ♠ 3♥=Min ♥ ♠=Min ♠ 3NT=Major headed by AKQ

f1 is forcing 1 round