	4. BASIC R	ESPON	ISES				
Jump raises - minors 1♦-3	7-9P 5+ ♦						
Jump raises - Majors 1M-3	M 7-9P 4-card support						
Jump shifts after minor opening 1♦-2♥: 8-10P M54 or 45 1♦-2♠ multiple Inv							
Jump shifts after Major opening	Single suit INV						
Responses to strong 2 suit oper	n. N/A						
Responses to 2NT opening	puppet Stayman, tra	nsfer					
	5. PLAY CO	NVENT	IONS Show priorities				
	Versus Suit (or bo	th)	Versus NoTrump (if different)				
Leads Sequences:	AQ for attitude, K for c	ount	AQ for attitude, K for count				
Four or more with an honour	lowest on odd. 3rd on	n even. Attitude					
From 4 small	3rd		Attitude				
From 3 cards (no honour)	3rd		Attitude				
In partner's suit	3rd/5th;Top if top if rai	ised with xx	Same				
Discards	reversed attitude and	count	reversed attitude and count				
Count	reversed		reversed				
Signal on partner's lead:	reversed attitude and	count	reversed attitude and count				
Signal on declarer's lead:	reversed attitude and	count					
Notes Smith signal							
Suit preference in "red	quired" situation						
vs NT: k = count or un	block. 10= has anothe	r honour ab	ove J				
	6. SLAM CO						
			when? usually in 1st or 2nd round				
	ERKCB, GSF, 5M INV	•	ick a slam				
=	style, could be 1st or 2n	d control					
Asking Bids							
5 11 11 7/0	7. OTHER CO						
Double usually T/O ar		Some Special 2NT					
Some special doubles		Fit showin	ig .				
1NT-(x) runaway syst		4 - 4 - 4 -					
Two-way check back		1 <b>♣</b> -1 <b>♦</b> -1N	I can be 4 and F1				
Reverted Minor Raise							
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## **AUSTRALIAN BRIDGE** FEDERATION INC.



	STA	NDARD	SYSTEM	CARD				
ABF Nos.	1040065 Y	'ixiang (Simor	n) Zhang					
& Names:	932817 Y	'umin Li						
Basic System:	Precision							
Brown Sticker	Classific	<u>cation:</u> Greer	n Blue	X Red	Yellow			
		1. OPEI	VING BID	S				
Describe strength	n, minimum lenç	gth, or specific i	meaning		Canape			
1♣ 16+ UNBA	L or 17+ BAL.		1 <b>♥</b> 11-15 H	1♥ 11-15 HCP 5+♥, 3 <sup>rd</sup> 4+♥				
1♦ 11-15 HCP	2+•		1 <b>♠</b> 11-15 H	1♠ 11-15 HCP 5+♠, 3 <sup>rd</sup> 4+♠				
<b>1NT</b> 14-16, so	metimes light	especially 3 <sup>rd</sup>		may contain 5	card Major 🗶			
1NT Responses	2♣ Stayman,	does not pror	moise 4+M. Car	n be very weak.				
2♦ transfer	r to ♥		2♠ transfe	er to 🔷				
2♥ transfer	to 🛦		2NT transfe	er to 🍨				
other 3C= GF puppet stayman, 3D=♥+♠, 3H= 31(54), 3S=13(54)								
2♣ 11-15P, 6+	♣ or 5♣+4M,	good ♣. 3 <sup>rd</sup> 5-	+ good ♣					
2 <b>♦</b> 11-15P, sh	ortage ♦ 3415	4315 4414 4	405					
2♥ 5-10P, 5+,	freestyle if no	t VUL or 3 <sup>rd</sup>						
2♠ 5-10P, 5+,	freestyle if no	t VUL or 3 <sup>rd</sup>						
<b>2NT</b> good 19 to	21		3NT Solid m	n. no side A/K if 1s	t or 2 <sup>nd</sup>			
other 3X openin	g is weak, free	estyle if not VI	JL or 3 <sup>rd</sup>					
			-ALERTS					
Can open 1M	•	_	Transfer in some competition auctions					
1M-1NT semi-	•		Canape in s	some situation				
Highlevel new								
	(3. COI	MPETITIVE	BIDS / OVE					
Negative doubles thro	ough 4♥	Jump overcalls		ige if in balance p	osition			
Responsive doubles t	•	Unusual NT		vest unbid suits				
1NT overcall - immedi	iate 16-18		mediate cue of minor					
1NT overcall - re-oper	•		mediate cue of Major					
Over weak twos Le				Usually natural				
	_			ne M, 2M=5M+m,				
3X= preempt b	out could be m	id-range. Aga	inst 13-15-: X=s	strong others same	е			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngui,	minimum length, or specific	C IIIG	ariirig
1♣ 1♦	0-7P any shape	2	8-10P BAL no 5M	3◆	8-10P 4414
1♥	8P+ 5+ <b>♠</b>	2	11-13P BAL no 5M	3 <b>Y</b>	8-10P 4144
1♠	8P+ 5+♥	2	14P+ BAL	3 <b>♠</b>	8-10P 1444
1NT	8P+ 5+♣	2NT	4441 Any 11+P	3NT	
2♣	8P+ 5+ <b>♦</b>	3♣	8-10P 4441	4 <b>♣</b>	
other					
1♦ 1♥	6P+ 4+♥	2	8-10P at least 54M	3 💙	3145
1♠	6P+ 4+♠	2	relay to 2NT	3	1345
1NT	7-11P NF	2NT	11-12 INV	3NT	13-14P BAL
2	13P+ 4+♣	3 <b>-</b>	10-12P 5+ <b>♣</b> 4+ <b>♦</b>	4	
2	13P+ 5+♦ usually	3	6-10P 5+◆	4	6+♦ Preempt
other	4NT= RKCB				
1♥ 1♠	6P+ 4+♠ F1 *	2	7-10P usually 3♥	3 🍁	6+ <b>♦</b> INV
1NT	0-12P Semi-F		8-10P 6+ good ♠	3 <b>Y</b>	7-9P 4♥
2♣	Multi **	2NT	4+♥ INV or GF	3	11-14P void Splinter
2	D suit GF	3♣	6+ ♣ INV	3NT	12-15 ♠ Splinter
other	4♣/4♦:Splinter 4♥:To p	olay			
1 <b>♠</b> 1NT	0-12P Semi-F	2	7-10P usually 3♠	3 💙	6+ ♥ INV
2♣	Multi **	2NT	4+♠ INV or GF	3 <b>♠</b>	7-9P 4♠
2	♦ suit GF	3♣	6+ ♣ INV	3NT	11-14P void Splinter
2	♥ suit GF	3	6+ ♦ INV	4 <b>♣</b>	Splinter
other	4♦/4♥ Splinter 4♠:To pl	ay			
1NT 3♣	GF puppet Stayman	3♠	13(45)GF	4	<b>Y</b>
3	55 Majors INV or slam			4	<b>•</b>
3♥	31(45) GF	4	Gerber	4	
other					
2♣ 2♦	8P+ Relay, F 2NT/3♣*	2NT	TR 3♣. Multi	3	6+ INV
	7-11, 5+, NF		TR 3♦. Multi	3	6+ INV
2	7-11, 5+, NF	3	6+ INV	3NT	To play
_	4♣= weak				
2♦ 2♥	3+♥ to play	3♣	3+♣ to play	3 🖍	INV. Usually 5+♠
	3+♠ to play		6+♦ INV 3NT		to play
	Asking bid ***	•	INV. Usually 5+♥		Semi-Preempt
	4D= asking control		,		•
	f 1♥-1♠ could be very we	nak a	nd half neveho		

Notes \* 1♥-1♠ could be very weak and half-psycho

\*\* 1♥/1♠ - 2♠: could be 1) C suit GF 2) BAL GF or 3) 3M support INV.

\*\*\* 2 -2NT: 3C=min, others=MAX,

2♥ 2♠								
1-	Natural NF	3	Natural F1	3NT	To play			
2NT	Asking*	3 <b>Y</b>	Preempt	4♣	P RKCB***			
3♣	Natural F1	3 <b>♠</b>	Natural F1	4 <b>\</b>	To play			
other 4♠: To play								
2 <b>♠</b> 2NT	Asking*	3	Natural F1	4 <b>♣</b>	P RKCB***			
3♣	Natural F1	3	Preempt	<b>4</b>	To play			
3◆	Natural F1	3NT	To play	4	To play			
other								
2NT 3♣	Stayman	3 <b>^</b>	minors	4	<b>Y</b>			
3◆	5+♥	3NT	5•4♥	<b>4</b>	<b>4</b>			
3♥	5+♠	4 <b>♣</b>	Gerber	4	ms, strong SI			
other	4NT: Quantity, 5NT qu	antity	y for 7					
	9	. C	ONVENTIONS					
Unusual	NT: two lowerest unbid	d suit	t, usually 55+, could be 5	54				
4th Suit Forcing One round Game force X								
NT Chec	ckback Priorities:	two-	-way checkback, 2♣ tr 2•	<b>♦</b> ; 2♦				
Defence	to 3NT opening X=str	enath	Defence to 3NT opening X=strength, can accept M; 4C:♠+♥					
		_	·	)				
Defence	to Opening Twos Lea	ping	Michael	•				
Defence Multi 2	to Opening Twos Lea  X=13-15P or stror	ping	Michael					
Defence Multi 2	to Opening Twos Lea  X=13-15P or stror	ping	Michael	•				
Defence Multi 2 RCO sty Other 2-	to Opening Twos Lea  X=13-15P or stror  yle 2-s	ping	Michael	,				
Defence Multi 2  RCO sty Other 2-  Defence	to Opening Twos Lea  X=13-15P or stror	ping	Michael					
Defence Multi 2  RCO sty Other 2-  Defence to	to Opening Twos Lea  X=13-15P or stror  yle 2-s  s  (1♣): RCO	ping	Michael					
Defence Multi 2 RCO sty Other 2- Defence to strong	to Opening Twos Lea X=13-15P or stror rle 2-s s (1♣): RCO (2♣): x=Ms, NT=ms	ping	Michael					
Defence Multi 2  RCO sty Other 2-  Defence to	to Opening Twos Lea X=13-15P or stror rle 2-s s (1♣): RCO (2♣): x=Ms, NT=ms	ping	Michael					
Defence Multi 2 RCO sty Other 2- Defence to strong 14/24	to Opening Twos Lea X=13-15P or stror rle 2-s s (1♣): RCO (2♣): x=Ms, NT=ms	ping nger,	Michael		=M+m			
Defence Multi 2  RCO sty Other 2- Defence to strong 1 - / 2 -	to Opening Twos Lea  X=13-15P or stror  de 2-s  (1♣): RCO  (2♣): x=Ms, NT=ms	ping nger,	Michael 2NT=15-18P		=M+m			
Defence Multi 2 RCO sty Other 2- Defence to strong 1 - / 2 - Over 1 N Lebense	to Opening Twos Lea  X=13-15P or stror  de 2-s  (1♣): RCO  (2♣): x=Ms, NT=ms	ping nger,	Michael 2NT=15-18P  PEN; 2C=Ms;2D=one M		=M+m			

## **10. OTHER NOTES**

\*\*Drury 1♠/♥-2♣:2♦ = normal open, relay;2M=weak open;others = good

\*2M-2NT: 3♣=5M min 3♦=5M max, 3H=6M Min 3S= 6M Max

\*\*2C-2D: can have different reply based on the position