

4. BASIC RESPONSES

Jump raises - minors	1C-3C, 1D-3D weak
Jump raises - Majors	1S-3S, 1H-3H weak
Jump shifts after minor opening	weak
Jump shifts after Major opening	Bergan Raise
Responses to strong 2 suit open.	23+ strong. 2D 0-1 control
Responses to 2NT opening	stayman and transfers

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads		
Sequences:	overlead all	overlead all
Four or more with an honour	4th	4th
From 4 small	2nd top	4th
From 3 cards (no honour)	middle	bottom
In partner's suit	nature	
Discards	Odd-Even	
Count	High-low Even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:		
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood ☐ RKC 14,30,2,2+Q 4♣ Gerber ☒ when? 0/4, 1, 2, 3

Slam Notes 1NT-4NT Quantative

Cue Bids ☒ shows 10+ HCP and support suit 3+ / or with A or 2nd round control

Asking Bids ☐ 5NT Show lowest K.

7. OTHER CONVENTIONS

taxas transfer, manyats,	4th Suit Forcing.
Bergan Raises.	dopi
Jacoby 2NT. Splinter.	Michaels. 2NT Unusual Bid. 6-10 / 17+ HCP
2 way checkback	Minorwood (14, 30, 2-, 2+), jumoing michael
Drury	Lebinshohl

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Precision Opp 1C

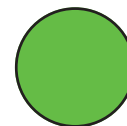
PDF Form Rev. 17K21 by RoL
MyRev.

X (M & M), 1NT(m & m), 1H (M & m), 1S (M & m)
2C clubs

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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 959529 Chen Ding

& Names: 1191160 Paul Ruan

Basic System: 2/1

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

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape ☐

1♣ 11+ HCP 3+C 1♥ 11+ HCP 5+ H

1♦ 11+ HCP 3+D 1♠ 11+ HCP 5+ S

1NT 15-17 HCP Balance Hand may contain 5 card Major ☒

1NT Responses 2♣ Stayman 8+HCP, 2D no 4 card Majors.

2♦ Transfer to H 2♠ transfer to C

2♥ Transfer to S 2NT transfer to D

other

2♣ 23+ or 16+ HCP & 4 loser max, 2D-2H-2S based on 0/1, 2, 3+ (AK Controls)

2♦ 5H/4+S. 11-15 HCP. Flannery.

2♥ 6-10 HCP 6+H, 2NT inquiry shortage

2♠ 6-10 HCP 6+S, 2NT inquiry shortage

2NT 20-22 HCP (may contain 5 card Major) 3NT Solid Minor(7-8 cards)

other 3C-3D min one 4 card major. Puppet stayman

2. PRE-ALERTS

Occasional light openings 1h/1s—int one round force

overcalls

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4C Jump overcalls Weak

Responsive doubles through 4S Unusual NT 5-5 two lowest unbid suits.

1NT overcall - immediate 15-18 HCP Immediate cue of minor 5-5 Major.

1NT overcall - re-opening 13-15 HCP Immediate cue of Major 5 other Major + one Minor

Over weak twos X take out Over opening threes X= take out

Over opponent's 1NT X same value, 2C both majors, 2D = Majors, 2H = H + minor, 2S + S + m

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+HCP 4+D	2♦ 0-4 HCP 6+D	3♦ 6+D, weak
1♥ 5+HCP 4+H	2♥ 0-4 HCP 6+H	3♥ 10+ 4+C, Splinter
1♠ 5+HCP 4+S	2♠ 0-4 HCP 6+S	3♠ 10+ 4+C, Splinter
1NT 5-10 HCP	2NT 11-12HCP No 4 Major	3NT to play 13-14 HCP
2♣ 10+ HCP forcing 4+	3♣ 5-9HCP 4+C	4♣ Minorwood on Club
other		
1♦ 1♥ 5+HCP 4+H	2♥ 0-4 HCP 6+H	3♥ 10+, 4+D, Splinter
1♠ 5+HCP 4+S	2♠ 0-4 HCP 6+S	3♠ 10+, 4+D, Splinter
1NT 5-10 HCP	2NT 11-12HCP No 4 Major	3NT to play 13-14HCP
2♣ 13+HCP game forcing	3♣ 6-9 HCP 6+C	4♣ 10+ 4+D, Splinter
2♦ 10+ HCP forcing 4+D	3♦ 5-9 HCP 4+D	4♦ Minorwood on Diamond
other		
1♥ 1♠ 5+HCP 4+ S	2♥ 8-10HCP 3+H	3♦ Bergen 10-12HCP 4+H
1NT 5-12 HCP forcing	2♠ 0-4 HCP 6+S	3♥ 0-5HCP 4+support
2♣ 13+ HCP game forcing	2NT Jacoby game forcing	3♠ 12+, 4+H,Splinter
2♦ 13+ HCP game forcing	3♣ Bergen 6-9HCP 4+H	3NT to play 13-14HCP
other 4H 0-5HCP 5+support or 4+support with void		
1♠ 1NT 5-12 HCP forcing	2♠ 8-10HCP 3 support	3♥ 6+ HCP 6+ H
2♣ 13+ HCP game forcing	2NT Jacoby game forcing	3♠ 0-5HCP 4+support
2♦ 13+ HCP game forcing	3♣ Bergen 6-9HCP 4+S	3NT to play 13-14 HCP
2♥ 13+ HCP game forcing	3♦ Bergen 10-12HCP 4+S	4♣ Splinter
other 4D, 4H Splinter/ 4S 0-5HCP 5+supoort or 4+ supoort with void		
1NT 3♣ 7-8 HCP 6+C,INV 3NT	3♠ 3 suit short S	4♦ to H
3♦ 7-8 HCP 6+C,INV 3NT	3NT 10-13 HCP	4♥ to S
3♥ 3 suit short H	4♣ Gerber	4♠ N/A
other 4NT Quantative Inviting 6NT		
2♣ 2♦ 0-1 control	2NT 8+ HCP Balance	3♥ N/A
2♥ 2 controls	3♣ 8+ HCP 5+ C	3♠ N/A
2♠ 3+ control	3♦ 8+HCP5+ D	3NT N/A
other		
2♦ 2♥ to play	3♣ to play	3♠ invitation
2♠ to play	3♦	3NT to play 16+HCP
2NT inquiry	3♥ invitation	4♣
other		

Notes

2♥ 2♠ forcing one round	3♦ forcing one round	3NT to play 16+HCP
2NT inquiry	3♥ preemptive	4♣
3♣ forcing one round	3♠ splinter game forcing	4♥
other		
2♠ 2NT inquiry	3♥ forcing one round	4♣
3♣ forcing one round	3♠ preemptive	4♥
3♦ forcing one round	3NT to play 16+HCP	4♠
other		
2NT 3♣ Stayman	3♠ minor suite Stayman	4♦ Minorwood
3♦ transfer to H	3NT to play 5-8 HCP	4♥
3♥ transfer to S	4♣ Minorwood	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing

One round ☐

Game force ☒

NT Checkback ☒

Priorities: 2C Invitational 2D Game forcing

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣ Strong) : X (M & M), 1NT(m & m) , 1H (H & m), 1S (S & m)

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses Yes

Take out of 4 level pre-empts

4♣/4♦

X=take out, bids natural

4♥ X=take out, bids natural

4♠

Bids Natural, X penalties

10. OTHER NOTES