

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-7 HCP, 4+ cards
Jump raises - Majors	Preempt 0-7 HCP, 4+ cards
Jump shifts after minor opening	1♦-2♥/♠ = Weak Natural, 1♦-3♣ = 10-11 HCP, 4+♦
Jump shifts after Major opening	Bergen, 4+ card support
Responses to strong 2 suit open.	Not applicable
Responses to 2NT opening	3♥/♠ forcing, 3♣/♦ preference, 4NT slam interest in a minor

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Ssx Xx xXx Hx hxX	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	Low Encourage	
Signal on declarer's lead:	Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	After 1 NT
4NT: Blackwood <input type="checkbox"/>	RKCB 1430 Major - 4NT is 1430 but Minor 4NT is 0314
Asking Bids <input checked="" type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/>

7. OTHER CONVENTIONS

1♣ - 1♦ - 1♥ shows 19+HCP, 1♠ is 0-4HCP	1♣-1NT-2NT is 16-18 HCP, 5+/5+ Any 2
1♣ - 1♦ - 1♥ - 1♠ - 2♣ shows 22+HCP	
1♣ - 1♦ - 2NT is 16-18 HCP, 5+/5+ Majors	
1♣ - 1♦ - 1♥ - 1♠ - 2NT shows 19-21HCP	
5+/5+ Majors	

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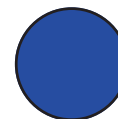
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	232531	Paul Hudson
& Names:	200522	Peter Popp

Basic System: Precision

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ Strong	16+ HCP, any shape	1♥ 10-15 HCP	5+♥ (or 4♠, 4♥, 1♦, 4♣)
1♦ 10-15 HCP	4+♦	1♠ 10-15 HCP	5+♠
1NT 12-15 HCP	Balanced	may contain 5 card Major <input type="checkbox"/>	

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ Game Force, Baron
2♥ Transfer ♠	2NT Transfer to ♣ (strong or weak minors)
(Dbl) Lebensohl	other See Response to Opening Bids

2♣ 11-15 HCP	6+♣ or 5+♣ & 4Major
2♦ 5-9 HCP	5+/4+ in Majors either way
2♥ 5-9 HCP	5+♥ & 4+ minor
2♠ 5-9 HCP	5+♠ & 4+ minor
2NT 5-9 HCP	Minors: 5+♣ & 5+♦
3NT	Gambling, solid minor, no side A or K
other	3♣/♦/♥/♠- 6+ suit, 4-10 HCP

2. PRE-ALERTS

Weak NT	12-15 HCP	Natural 1♦	4+♦, Unbalanced
Strong Club	16+ HCP	2♣	11-15 HCP, 5+♣
Weak 2♦ - 5+/4+ majors		Support Doubles	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Double	Negative DBL thru	3♣
Redouble shows values	Responsive DBL thru	4♣
Jump overcalls Weak	Unusual NT	Other suits 9-15HCP
1NT overcall: (immediate)	15-18 HCP BAL	(re-opening) 15-18 HCP BAL
Immediate cue: (minor)	5 other Minor & 5 Major	(Major) 5 other Major & 5 Minor
Over: Weak Twos	2NT 15-18, X - Takeout	Opening Threes X - Takeout
Opponent's transfers	Double shows value	
Opponent's 1NT	X-15+HCP if weak NT and 5+minor	4+major if strong NT
2♣ - Both Majors, 2♦ - Single suit major,	2♥ - 5+♥ & 4+Minor,	2♠ - 5+♠ & 4+Minor,
2NT - 5+♣ & 5+♦,	3♣ - 6+♣, 3♦ - 6+♦,	3♥ 7- 10 HCP 7+♥, 3♠ 7- 10 HCP +♠

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 HCP, Any Shape	2♦ 8+ HCP, 5+♦	3♦ 8+ HCP, 4♠, 1♥, 4♦, 4♣
1♥ 8+ HCP, 5+♥	2♥ 8+ HCP, 1♠, 4♥, 4♦, 4♣	3♥ 4-7 HCP, good 6♥
1♠ 8+ HCP, 5+♠	2♠ 8+ HCP, 4♠, 4♥, 4♦, 1♣	3♠ 4-7 HCP, good 6♠
1NT 8-13 HCP, balanced	2NT 14-15 HCP, balanced	3NT 16-17 HCP, balanced
2♣ 8+ HCP, 5+♣	3♣ 8+ HCP, 4♠, 4♥, 1♦, 4♣	4♣
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 4-7 HCP, 6♥	3♥ Splinter, 11+HCP, 4+♦
1♠ 5+ HCP, 4+♠	2♠ 4-7 HCP, 6♠	3♠ Splinter, 11+HCP, 4+♦
1NT 6-10 HCP	2NT 12+HCP, 4+♦, asks S/S	3NT Play
2♣ 10+ HCP, 5+♣	3♣ 10-11 HCP, 4+♦	4♣ Splinter, 11+HCP, 4+♦
2♦ 6-9 HCP, 4+♦	3♦ 4-7 HCP, 5+♦	4♦ Minorwood
other		
1♥ 1♠ 5+ HCP, 4+♠	2♥ 5-9 HCP, 3♥	3♦ 10-11+ HCP, 4+♥
1NT 6-10 HCP, No Fit in ♥	2♠ Splinter, 11+HCP, 4+♥	3♥ 0-7 HCP 4+♥
2♣ 10+ HCP, 3 way bid	2NT 12+HCP, 4+♥, asks S/S	3♠ Void♠ 11+HCP, 4+♥
2♦ 10+ HCP, 4+♦	3♣ 8-9 HCP, 4+♥	3NT 12-15 HCP, Flat, ♥ Fit
other 5♥ - Bid 6♥ with Good ♥s (2 of top 3 minimum), cue (1 or 2) or 5NT with top 3♥		
1♠ 1NT 6-10 HCP, No Fit in ♠	2♠ 5-9 HCP, 3♠	3♥ Splinter, 11+HCP, 4+♠
2♣ 10+ HCP, 3 way bid	2NT 12+HCP, 4+♠, asks S/S	3♠ 0-7 HCP 4+♠
2♦ 10+ HCP, 4+♦	3♣ 8-9 HCP, 4+♠	3NT 12-15 HCP, Flat, ♠ Fit
2♥ 10+ HCP, 5+♥	3♦ 10-11+ HCP, 4+♠	4♣ Splinter, 11+HCP, 4+♠
other 5♠ - Bid 6♠ with Good ♠s (2 of top 3 minimum), cue (1 or 2) or 5NT with top 3♠		
1NT 3♣ 9-11 HCP, Good 6+♣	3♠ Slam Try in ♠	4♦ Play
3♦ 9-11 HCP, Good 6+♦	3NT Play	4♥ Play
3♥ Slam Try in ♥	4♣ Ace Ask	4♠ Play
other 4NT 18-19 HCP flat		
2♣ 2♦ Forcing enquiry	2NT 12+HCP, 3+♣, asks S/S	3♥ Splinter, 9+ HCP, 4+♣
2♥ 5+♥, Invitational	3♣ 6-9 HCP, 3+♣	3♠ Splinter, 9+ HCP, 4+♣
2♠ 5+♠, Invitational	3♦ 6+♦, forcing to game	3NT Play
other 4♣ weak, 4♦ Minorwood		
2♦ 2♥ Play	3♣ Non Forcing, 6+♣	3♠ Play, 4+♠
2♠ Play	3♦ Non Forcing, 6+♦	3NT Play
2NT Ask-One Round Force	3♥ Play, 4+♥	4♣ Strongly Invitational
other New Suit after 2NT forcing		

Notes 2♣-4♦ is Minorwood in ♣ (4♥ 0 or 3 key cards, 4♠ 1 or 4 key cards, 4NT 2 key cards without Queen♣, 5♣ 2 key cards 2 with Queen♣)

1♥/♠/♦/2♣-2NT - 4+support 12+HCP, 3♣ 11-13HCP, other suit 14-15 HCP with singleton

2♥ 2♠ Non Forcing, 5+♠	3♦ ♣ Invitation	3NT Play
2NT Ask-One Round Force	3♥ Play	4♣ 6+♣, Invitational
3♣ Pass or Correct	3♠ Forcing, 6+♠	4♥ Play
other New Suit after 2NT forcing		
2♠ 2NT Ask-One Round Force	3♥ Non Forcing, 6+♥	4♣ 6+♣, Invitational
3♣ Pass or Correct	3♠ Play	4♥ Play
3♦ ♣ Invitation	3NT Play	4♠ Play
other New Suit after 2NT forcing		
2NT 3♣ Play, preference	3♠ Non-Forcing, 6+♠	4♦ Play
3♦ Play, preference	3NT Play	4♥ Play
3♥ Non-Forcing, 6+♥	4♣ Play	4♠ Play
other 4NT Slam Invitational in a Minor		

9. CONVENTIONS

Unusual NT: 1♣ -Pass-1♦/H/S-1NT shows other suits 9-15HCP, double with 16+HCP

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X - Values

Defence to Opening Twos 2NT=15-18 BAL, X - Takeout with Lebensohl response

Multi 2♦ 2NT=15-18 BAL, X - Values, Suit - Natural

RCO style 2-s 2NT=15-18 BAL, X - Values, Suit - Natural

Other 2-s 2NT=15-18 BAL, X - Takeout with Lebensohl response

Defence (1♣) :TWERB

to 3NT

strong (2♣) :TWERB

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses Over opposition weak 2 and partner double 1NT

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double and NT

4♠ 4NT

10. OTHER NOTES

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Asking Bids after 1♣ - Alpha, Beta, Gamma

2♣ opening is 11-15HCP and is either 5+♣ & 4+Major or 6+♣

1♥/♠- 2♣ is either 10-11HCP & 3 card support, 4+♣ 11+HCP, or game force <4 support

4NT over Major is key card 4130

4NT over Minor is key card 3041