4. BASIC RESPONSES					⊦ '	AUSTR/	1LIAN	
Jump raises - minors 1♦-3♣ = weak both minors, 1♦-3♦ = natural, 6+♦, NF						FEDE	RATIC	
Jump raises - Majors Natural, preemptive (vulnerability dependent)					ST.	ANDARI	n eve	
Jump shifts after minor opening	1♦-2♥/2♠ = 5+♠ and	ABF Nos.	774596		J 5 1 3			
Jump shifts after Major opening	1M-3♣ = 3M GF raise	e, 3♦ = INV ra	ise, Jump oM = suit-setting.	& Names:		Liam Milne		
Responses to strong 2 suit open	es to strong 2 suit open. N/A				22381 Draginian	Peter Gill		
Responses to 2NT opening Simple Stayman, Smolen, transfers, 2-under slam-try transfers			Basic System: Brown Sticker	Precision	ification: Gre	een 🗍		
	5. PLAY CON	VVENTIC	Show priorities	DIOWIT Sticker	Class	1. OP		
	Versus Suit (or both	h) V	ersus NoTrump (if different)	Describe streng	ath minimum l			
Leads Sequences:	Overlead (1)	0	verlead (1) (2)			• .		
Four or more with an honour	3rd from even, low from	n odd 4t	h best	1♣ 16+ any si 1♦ 2+♦ 10-15		ieni baseu) o		
From 4 small	3rd	2r	nd or top	1NT 14-16 1s		2rd/4th	1 🛧	
From 3 cards (no honour)	3rd	2r	nd or top					
In partner's suit	High from xxx if support	ted Hi	gh from xxx if supported		2♣ Stayma	an		
Discards	Low encourage	Lo	w encourage	2♦ Transf			20	
Count	Low-High = even	Lo	w-High = even	2♥ Transf			21	
Signal on partner's lead:	Low encourage	Lo	w encourage			= hearts, 4♦ =	: spades	
Signal on declarer's lead: reverse count, frequent suit preference				2♣ 6+♣ 10-15, can be 5♣ in third seat				
Notes (1) At the 5-level or higher, or versus an opening preempt, we lead Ace for attitude					2♦ 0-1♦, 10-15; 4414/4315/3415/4405 possible			
and King for count. (2) Can underlead for honour unblock, e.g. Q from KQT9x.					in ♥, vulnera	bility depende	ent (deal	
**At action moments, s	uit preference can over	rule all other	signals.	2♠ Weak two	in ♠, vulnera	bility depende	ent (deal	
	6. SLAM CO	NVENTIC	DNS	2NT 19-21ish	BAL, depend	lent on seat	3N	
4NT: Blackwood RI	KCB 1430 4♣	Gerber whe	n?	other Aggressiv	ve preempts			
Slam Notes						2. PF	E-AL	
Cue Bids X 1st/2nd round controls shown equally			Precision 1♣, 1♦, 2♣ and 2♦ openings					
Asking Bids			HCP are only a guideline					
	7. OTHER CO	NVENTI	ONS	May respond	d or open ligh	t (esp. 3rd se	at)	
Scrambling 2NT		Pass-Double Inversion in many 1♣ auctions		T	3. C	OMPETITI	/E BID	
Support doubles and redoubles		(1x) X (1y) X = takeout/values		Negative doubles th	rough 44	Jump overca	lls Intern	
1NT (X) system on and XX> 2♣		Light openings in third seat		Responsive doubles	s through 44	Unusual NT	Lowe	
1♦ (1M) 2♣ may be four-card suit		1x (2y) 2NT = frequently weak Lebensohl		1NT overcall - imme		system on	Immediate	
				1NT overcall - re-op	•		Immediate	
www.abf.com.	au			Over weak twos X	(= t/o, Leben	sohl	Over op	
PDF Form Rev. 15F06 by RoL				Over opponent's 1N	X = value	s, 2🌩 = major	s, $2 \blacklozenge = 0$	
MyRev.				1				
Copyright © ABF 20	015							



AUSTRALIAN BRIDGE ION INC.



STAND	ARD SYSTEM CARD					
ABF Nos. 774596 Liam M	/lilne					
& Names: 22381 Peter 0	Gill					
Basic System: Precision						
Brown Sticker Classification	n: Green Blue X Red Yellow					
1.	OPENING BIDS					
Describe strength, minimum length, or specific meaning Canape						
1♣ 16+ any shape (judgement based) 0+♣ 1♥ 5+♥ 10-15						
1♦ 2+♦ 10-15	1♠ 5+♠ 10-15					
1NT 14-16 1st/2nd, 15-17 3rd/4th	may contain 5 card Major X					
1NT Responses 2♣ Stayman						
2♦ Transfer to ♥	2♠ Transfer to ♣ or invite to 3NT					
2♥ Transfer to ♠	2NT Transfer to ◆					
other 3x = Shortage, 4♣ = hearts, 4♦ = spades						
2♣ 6+♣ 10-15, can be 5♣ in third seat						
2♦ 0-1♦, 10-15; 4414/4315/3415/4405 possible shapes						
2♥ Weak two in ♥, vulnerability dependent (dealer favourable: 0-6 5+♥)						
2♠ Weak two in ♠, vulnerability dependent (dealer favourable: 0-6 5+♠)						
2NT 19-21ish BAL, dependent on seat 3NT Gambling with outside A or K						
other Aggressive preempts when non-vul						
2	. PRE-ALERTS					
Precision 1♣, 1♦, 2♣ and 2♦ oper	nings Very light action at favourable vulnerability					
HCP are only a guideline						
May respond or open light (esp. 3rd seat)						
3. COMPE	ETITIVE BIDS / OVERCALLS					
Negative doubles through 4♠ Jum	np overcalls Intermediate					
Responsive doubles through 4♠ Unusual NT Lowest unbid suits						
1NT overcall - immediate 15-18 system	on Immediate cue of minor Michaels, wide-ranging					
1NT overcall - re-opening 14-16 system	on Immediate cue of Major Michaels, wide-ranging					
Over weak twos $X = t/o$, Lebensohl Over opening threes $X = t/o$						
Over opponent's 1NT $X = values$, $2 - values$	majors, 2♦ = one major, 2♥/♠ = 5M, 4+minor					

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

Describe site	ngui,	Thirminan length, or specific	, 1110	armig
0-7 ART	2	8-10 balanced	3	8-10, 4414
5+ ♠ GF	2	11-13 balanced	3 Y	8-10, 4144
5+ ♥ GF	2	14+ balanced	3 ♠	8-10, 1444
5+ ∲ GF	2NT	11+, any 4441 shape	3NT	any solid suit
5+ ♦ GF	3♣	8-10, 4441	4	
natural 4+♥	2	5+ ♠ 4+ ♥ NF	3 💙	Splinter, 31(54)
natural 4+♠	2	5+ ♠ 4+♥ INV	3 ♠	Splinter, 13(54)
5-11 usually no 4M	2NT	invite, roughly 12 HCP	3NT	to play
INV+ 4+ ♣	3 -	(5/4)+ minors NF	4	
INV+ 4+ ♦	3	6+♦ NF	4	
4M = to play				
natural 4+♠	2	7-11, constructive raise	3	3+♥ INV
0-12 semi-forcing	2	Sets spades as trumps	3 Y	4+♥ preemptive
GF, 2+♣ ART	2NT	4+♥, GF raise	3 ♠	Splinter 10-14
GF, 5+ ♦	3 -	3+♥, GF raise, bal	3NT	3+♥, offer to play
4♣/4♦ = splinters 10-14	, 4♠	= to play		
0-12 semi-forcing	2	7-11, constructive rai	3 💙	Sets hearts as trumps
GF, 2+♣ ART	2NT	4+♠, GF raise	3 ♠	4+♠ preemptive
GF, 5+ ♦	3 ♣	3+♠, GF raise, bal	3NT	3+♠, offer to play
GF, 5+ ♥	3◆	3+ ♠ INV	4	Splinter 10-14
4♦/♥ = splinters 10-14				
Shortage	3	Shortage	4	transfer to 🛧
Shortage	3NT	To play	4	to play
Shortage	4	transfer to 💙	4	to play
ART, inquiry	2NT	natural invite	3 Y	6+♥ game-forcing
natural, forcing	3 -	to play	3 ♠	6+ game-forcing
natural, forcing	3◆	6+♦ game-forcing	3NT	to play
to play	3 -	to play	3	natural, raiseable
to play	3	natural, invitational	3NT	to play
to play				
ART, inquiry	3	natural, raiseable	4	natural, raiseable
	0-7 ART 5+♠ GF 5+♥ GF 5+♥ GF 5+♦ GF 5+♦ GF natural 4+♥ natural 4+♠ 5-11 usually no 4M INV+ 4+♠ INV+ 4+♠ 4M = to play natural 4+♠ 0-12 semi-forcing GF, 2+♠ ART GF, 5+♦ 4♠/4♦ = splinters 10-14 0-12 semi-forcing GF, 2+♠ ART GF, 5+♥ 4♦//♥ = splinters 10-14 Shortage Shortage ART, inquiry natural, forcing natural, forcing	0-7 ART 5+♠ GF 5+♠ GF 5+♠ GF 5+♠ GF 5+♠ GF 3♣ natural 4+♠ 5-11 usually no 4M INV+ 4+♠ 4M = to play natural 4+♠ 0-12 semi-forcing GF, 2+♠ ART GF, 5+♠ 4♣/4♠ = splinters 10-14, 4♠ 0-12 semi-forcing GF, 2+♠ ART Shortage Shortage Shortage ART, inquiry natural, forcing 3♣ ART, inquiry natural, forcing 3♣	5+♠ GF 5+♥ GF 2♠ 14+ balanced 5+♠ GF 2NT 11+, any 4441 shape 5+♠ GF 3♣ 8-10, 4441 natural 4+♥ 2♠ 5+♠ 4+♥ NF natural 4+♠ 5-11 usually no 4M INV+ 4+♠ 3♠ 6+♠ NF INV+ 4+♠ 4M = to play natural 4+♠ 2♠ 7-11, constructive raise 0-12 semi-forcing GF, 2+♠ ART GF, 5+♠ 3♣ 3+♥, GF raise, bal 4♠/4♠ = splinters 10-14, 4♠ = to play 0-12 semi-forcing 2♠ 7-11, constructive rain GF, 2+♠ ART 2NT 4+♠, GF raise dF, 5+♠ 3♣ 3+♥, GF raise, bal 4♠/4♠ = splinters 10-14, 4♠ = to play 0-12 semi-forcing 2♠ 7-11, constructive rain GF, 5+♠ 3♣ 3+♥, GF raise, bal dF, 5+♠ 3♣ 3+♠, GF raise dF, 5+♠ 3♣ 3+♠, GF raise dF, 5+♦ 3♠ 3+♠, GF raise dF, 5+♥ 3♠ 3+♠, GF raise dF, 5+♥ 3♠ 3+♠, GF raise dF, 5+♥ APT	0-7 ART 5+♠ GF 5+♠ GF 2♠ 11-13 balanced 3♣ 5+♠ GF 2♠ 14+ balanced 3♠ 5+♠ GF 2♠ 11+, any 4441 shape 3♠ 5+♠ 4+♥ NF 3♠ 8-10, 4441 natural 4+♠ 2♠ 5+♠ 4+♥ NF 3♠ (5/4)+ minors NF 4♠ 1NV+ 4+♠ 3♠ (5/4)+ minors NF 4♠ 1NV+ 4+♠ 3♠ (5/4)+ minors NF 4♠ 4♠ = to play natural 4+♠ 2♠ 7-11, constructive raise 3♠ 0-12 semi-forcing 2♠ Sets spades as trumps GF, 2+♠ ART 2NT 4+♥, GF raise, bal 3NT 4♠/4♦ = splinters 10-14, 4♠ = to play 0-12 semi-forcing 2♠ 7-11, constructive raie 3♠ 3← 3♠ 3+♥, GF raise, bal 3NT 4♠/4♦ = splinters 10-14, 4♠ = to play 0-12 semi-forcing 3♠ 3+♠, GF raise, bal 3NT 4♠/4♦ = splinters 10-14 Shortage 3♠ To play 4♠ ART, inquiry 2NT natural invite 3♠ ART, inquiry 3♠ 6+♠ game-forcing 3NT

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2♥ 2♠	vul = F, non-vul = NF	3♦ vul = F, non-vul = NF	3NT to play			
2NT	ART, inquiry	3♥ preemptive	4♣ splinter			
3♣	vul = F, non-vul = NF	3♠ vul = SPL, NV = nat F	4♥ to play			
other						
2♠ 2NT		3♥	4			
3♣		3♠	4♥ to play			
3◆		3NT	4			
other	Same style as over 2♥					
2NT 3♣	Stayman	3♠ Minor Stayman	4♦ spades, slam try			
3◆	Transfer	3NT to play	4♥ clubs, slam try			
3♥	Transfer	4♣ hearts, slam try	4♠ diamonds, slam try			
other						
	9	. CONVENTIONS				
Unusual	NT: Lowest unbid suits	, 5/5+				
4th Suit	4th Suit Forcing One round Game force X					
NT Chec	NT Checkback					
Defence	Defence to 3NT opening Double = values					
Defence to Opening Twos Double = values, 2nd double = takeout, 3rd double = penalty						
Multi 2♦ Double = good hand or 13-15 balanced, next double = takeout						
RCO style	RCO style 2-s Double = values, 2nd double = takeout, 3rd double = penalty					
Other 2-s	Double = takeout i	f the opening shows the suit	bid			
Defence 1♣ : Double = majors, 1NT = minors						
to						
strong 2♣ : Double = majors, 2NT = minors						
*						
Over 1N		values of artificial bid, takeo	ut of naturalish bid			
Lebensohl - other uses After t/o double of 2-level opening, other voluntary 2NT bids						
Take out of 4 level pre-empts 4♣/4♦ Double						
	4♥ Double 4♠ Double (4NT = two-suiter)					
• •	10. OTHER NOTES					