

4. BASIC RESPONSES

Jump raises - minors	Limit (8-11)
Jump raises - Majors	Bergen Raises
Jump shifts after minor opening	Strong
Jump shifts after Major opening	Bergen Raises
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	When strong and natural, Stayman, transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A/Q for attitude, K for count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Same	
Discards	Reverse count and attitude	
Count	Reverse	
Signal on partner's lead:	See sequence leads	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB Yes <input type="checkbox"/>	4♣ Gerber <input checked="" type="checkbox"/> when? After natural NT bids
Slam Notes	0/3, 1/4, 2 no Q trumps, 2 with Q. Minorwood after C/D openings	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

7. OTHER CONVENTIONS

1C & positive, Alpha, Beta, Gamma, Epsil	1C - 1D - 1H = 19+
Splinters	1C - 1D - 1H - 1S (0-4) - 2C = GF (2D 0-2)
Long Suit Trial Bids	1D - 2NT - 3C (=4D) - 3D = numb of hon ?
Bergen Major Suit Raises	1D - 2NT -3D onwards = normal Gamma
Transfer Overcalls over 1NT	DOPI over interference

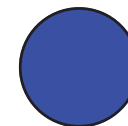
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	200115	John Zollo
& Names:	197394	Roger Januszke
Basic System:	Precision	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 16+, 0+	1♥ 11-15, 4+ (usually 5+)	
1♦ 11-15, 4+	1♠ 11-15, 5+	
1NT (11) 12-15, balanced	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Stayman (weak or strong)		
2♦ Transfer to H	2♠ Baron	
2♥ Transfer to S	2NT Weak C or D, Strong C, D, or C/D	
other		
2♣ 11-15, 6+ C, or 5+C with 4 card Major		
2♦ Weak 6 card Major, or 23-24 HCP balanced		
2♥ Hearts and Minor, 5-5, <10 HCP		
2♠ Spades and Another, 5-5, <10 HCP		
2NT Minors, 5-5, <10 HCP	3NT Solid Minor, no other A/K in 1st/2nd po	
other		

2. PRE-ALERTS

Bergen Major suit raises	Over strong C, X = Majors, 1NT = Minors
Transfer Overcalls over opponent's 1NT	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	Majors or Minors
1NT overcall - immediate	15-18	Immediate cue of minor	Other Minor, Major
1NT overcall - re-opening	(11) 12-15	Immediate cue of Major	Other Major, Minor
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	Transfer Overcalls		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7, 0+	2♦ 8+, 5+	3♦ 8+, 4-1-4-4
1♥ 8+, 5+	2♥ 8+, 1-4-4-4	3♥ Solid 6 card Minor
1♠ 8+, 5+	2♠ 8+, 4-4-4-1	3♠ Solid 6 card Major
1NT 8-13, or 16+, Bal	2NT 14-15, Bal	3NT Solid 7 card C
2♣ 8+, 5+	3♣ 8+, 4-4-1-4	4♣ Solid 7 card D, etc
other 1C - 4D = Solid 7 card H, 1C - 4H = Solid 7 card S		
1♦ 1♥ 6+, 4+	2♥ 16+, 5+	3♥ Splinter
1♠ 6+, 4+	2♠ 16+, 5+	3♠ Splinter
1NT 6-9, N-F	2NT 16+, Gamma	3NT To Play
2♣ 10+, 4+	3♣ 16+, 5+	4♣ RKCB
2♦ 10+, 4+	3♦ 8-11, 4+	4♦ Pre-emptive
other		
1♥ 1♠ 6+, 4+	2♥ 6-9, 3 card support	3♦ 9-11, 4 card support
1NT 6-9, not 4S	2♠ 9-11, 3 card support	3♥ 0-6, 4 card support
2♣ 10+, 4+	2NT 16+, Gamma	3♠ Splinter
2♦ 10+, 4+	3♣ 6-9, 4 card support	3NT 13-15 Flat raise
other 1H - 4S, 5C, 5D = Exclusion KCB		
1♠ 1NT 6-9	2♠ 6-9, 3 card support	3♥ 9-11, 3 card support
2♣ 10+, 4+	2NT 16+, Gamma	3♠ 0-6, 4 card support
2♦ 10+, 4+	3♣ 6-9, 4 card support	3NT 13-15 Flat raise
2♥ 10+, 5+	3♦ 9-11, 4 card support	4♣ Splinter
other 1S - 5C,D,H = Exclusion KCB		
1NT 3♣ 6C to 2 hon, invit 3NT	3♠ Slam interest in S	4♦
3♦ 6D to 2 hon, invit 3NT	3NT To play	4♥ To Play
3♥ Slam interest in H	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 8+, Enquiry	2NT Invitational to 3NT	3♥ Splinter
2♥ Constructive, not forc	3♣ 6-9, 3+ C	3♠ Splinter
2♠ Constructive, not forc	3♦ Splinter	3NT To Play
other 2C - 4 D RKCB		
2♦ 2♥ Pass or Correct	3♣ Constructive, not forc	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Constructive, not forc	3NT To play
2NT Ogust (3H/S) = Max	3♥ Pass or Correct	4♣
other		

Notes

2♥ 2♠ Constructive, not forc	3♦ Pass or Correct	3NT To Play
2NT Inquiry	3♥ Pre-emptive	4♣ Pass or Correct
3♣ Pass or Correct	3♠	4♥ Pre-emptive
other		
2♠ 2NT Inquiry	3♥ Pass or Correct	4♣ Pass or Correct
3♣ Pass or Correct	3♠ Pre-emptive	4♥ Pass or Correct
3♦ Pass or Correct	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ One round force	4♦ Pre-emptive
3♦ To Play	3NT To play	4♥ To play
3♥ One round force	4♣ Pre-emptive	4♠ To play
other		

9. CONVENTIONS

Unusual NT: SA Michaels

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening Double with Strength

Defence to Opening Twos

Multi 2♦ 2NT = 15-18, X = T/O, 2nd partn'shp X = T/O, 3rd = Penalties

RCO style 2-s

Other 2-s

Defence 1C - X = Majors, NT = Minors, other = Natural

to

strong

♣

Over 1NT Interference 1-2-3 Doubles (Values, T/O, Penalties)

Lebensohl - other uses

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

4♥ Double 4♠ Double, 4NT = 2 Suiter

10. OTHER NOTES

1NT - 2NT - 3C - 3H = Slam interes in C, 3S = SI in D, 3NT = SI in both Minors

1NT - they bid - X = Values, 2nd partn'shp X = T/O, 3rd = Penalties

1NT - they X - XX = 5 card suit, 2 Suit = lower of 4 card suits