

4. BASIC RESPONSES

Jump raises - minors	1♦-3♦ = 7-9p 5+♦
Jump raises - Majors	1♥/♠ = 4+support Preemptive
Jump shifts after minor opening	1♦-2♥ = weak 5+♠&4+♥, 1♦-2♠ = weak 6+♣ OR 5♣+4♦
Jump shifts after Major opening	3+ support invitational plus: 1♥-2♠/1♠-2NT = GF 4+M Relay
Responses to strong 2 suit open.	TWERB (Single suit above / Other two-suits)
Responses to 2NT opening	As above

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Over lead	
Four or more with an honour	4th suit	
From 4 small	2nd	
From 3 cards (no honour)	MUD	
In partner's suit	Same as above	
Discards	O/Even Roman Discard	
Count	Udca	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Udca	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/>
4NT: Blackwood <input type="checkbox"/> RKCB 143022Q Without suit fit, 4NT is 6NT invitation	
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/>	
4♣/♦ = Range Minor Keycard ask	
Major fit bid 3NT express slam interest	

7. OTHER CONVENTIONS

1♥/1♠-2♣: Pass hand bid 2♣ Drury	1NT-2♣-2♦-3♥/♠=Smorlen GF 54M bid 4M
X-Y-Z-2♣ Check back puppet to 2♦	X-Y-Z-2♦ Check back GF hand
Michael Cue bid 2 suits weak or 16+p	

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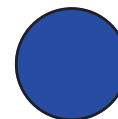
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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos.	MING ZHANG
& Names:	DANIEL MAO
Basic System:	PRECISION STRONG 1♣ OPEN
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

1♣ Strong 16+HCP any sharp	1♥ 11-15 HCP 5+♥
1♦ 11-15 HCP 2+♦	1♠ 11-15 HCP 5+♠
1NT 13-16 HCP Balanced	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ SIMPLE STAYMAN

2♦ 5+♥ transfer	2♠ 6+♣ transfer (Can be 5♣ GF hand)
2♥ 5+♠ transfer	2NT 6+♦ transfer (Can be 5♦ GF hand)
(Dbl) Bid=T/suits, XX= ask bid 2♣, P=ask X other	

2♣ 11-15 HCP 6+♣ OR 5♣ + a 4-card major	
2♦ Multi weak major OR 19-24 4441/5440 any short without 5-card major	
2♥ 11-15 HCP 4414 OR 4405 ♦ short	
2♠ Weak 5+♠ & 4+ in either minor	
2NT 22-23/bad 24 balanced allow a 5-card	3NT Gambling, solid minor, no side A OR K
other 4♣/4♦ is 7+♥/♠ about 8 tricks	

2. PRE-ALERTS

1♦/♥/♠ open be doubled, bid in transfer way	9-10 HCP may open at 7 losers unbalanced
After 1♣ interference, bid is GF/X is 5+HCP	Non vul hand preemptive could be very weak
After 1NT be X, pass is ask partner XX	

3. COMPETITIVE BIDS / OVERCALLS

Doubles Direct X open hand takeout, Pass hand X is takeout	Negative DBL thru	2♥
	Responsive DBL thru	4♥
Jump overcalls Weak Preemptive 6+ suit	Unusual NT	Lower 2 unbid suits
1NT overcall: (immediate) 15-18 HCP	(re-opening)	13-16 HCP
Immediate cue: (minor) Michael's both majors 55/54	(Major)	5+ card other major + a minor
Over: Weak Twos 2NT=16-18, X=14+T/O	Opening Threes X=T/O, Bid 5+ NF	
Opponent's transfers X=T/O OR lead direction		
Opponent's 1NT X=Penalty, Bids=TWERB (Single suit above / Other two suits)		
Over strong bid 1♣/2♣: TWERB (As above) where X = Long ♦ OR majors.		
Over Strong 2NT open: TWERB (As above) where X = Long ♣ OR 2 Red suits		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 HCP any hand	2♦ 8+ HCP 6+♦	3♦ 8-10/11HCP 5+♦&4+♣
1♥ 8+ HCP 4+♥	2♥ 11/12+HCP 5+♣&4+♦	3♥ 8-10 55 minors ♥ short
1♠ 8+ HCP 4+♠	2♠ 11/12+HCP 5+♦&4+♣	3♠ 8-10 55 minors ♠ short
1NT 8+ HCP Balanced	2NT 11+HCP 55 minors	3NT 8-11HCP 7+♣/♦AKQ
2♣ 8+ HCP 6+♣	3♣ 8-11/12HCP 5+♣&4+♦	4♣
other		
1♦ 1♥ 8+ F1, 4+♥	2♥ Weak 5+♠&4+♥	3♥ 5+♦ ♥ Short
1♠ 8+ F1, 4+1♠	2♠ Weak 6+♣ OR 5♣&4♦	3♠ 5+♦ ♠ short
1NT 8-10 Deny 4M	2NT 11-12 HCP invitational	3NT 13-15 HCP to play
2♣ 13+ GF 5+♣	3♣ 9-11/12HCP 6/5+♣	4♣ 5+♦ ♣ short
2♦ 11+ 4+♦ Force to 2NT	3♦ 7-9HCP 5+♦	4♦ Preemptive 5♦
other		
1♥ 1♠ 8+ F1 4+♠	2♥ 8-10 3♥	3♦ 11-12p 4+♥ ♠ short
1NT 8-12 HCP NF	2♠ GF 4+♥ Relay	3♥ Weak 4+♥ to play
2♣ GF 3+♣	2NT 11-12 3+♥/8-10 4+♥	3♠ 13+ Splinter 4+♥
2♦ GF 5+♦	3♣ 11-12p 4+♥ ♣ short	3NT 13-15p 4333 hand
other		
1♠ 1NT 8-12 HCP NF	2♠ 8-10 3♠	3♥ 11-12 4+♠ ♥ short
2♣ GF 3+♣	2NT GF 4+♠ Relay	3♠ Weak 4+♠ to play
2♦ GF 5+♦	3♣ 11-12 3+♠/8-10 4+♠	3NT 13-15p 4333 hand
2♥ GF 5+♥	3♦ 11-12 4+♠ ♦ short	4♣ Splinter 4+♠ ♣ short
other		
1NT 3♣ GF Puppet Stayman	3♠ GF ♠ short 54+ minors	4♦ 6+♦ Range KC
3♦ 54 minors slam interest	3NT Balanced to play	4♥ 6+♥ to play
3♥ GF ♥ short 54+ minors	4♣ 6+♣ Range KC	4♠ 6+♠ to play
other		
2♣ 2♦ 8+ ask 4-card major	2NT 3+♣ weak/GF	3♥ ♥ short 6♦3♣/5♦4♣
2♥ 5+♠ weak/GF	3♣ 5+♦ weak/GF	3♠ ♠ short 6♦3♣/5♦4♣
2♠ 5+♥ weak/GF	3♦ 55 majors invitation pl	3NT To play
other		
2♦ 2♥ Pass / correction	3♣ F1 5+♣	3♠ F1 5+♠
2♠ Pass / correction	3♦ F1 5+♦	3NT To play
2NT Relay	3♥ F1 5+♥	4♣ 6+♣ Range ♣ KC
other		

Notes Opener 1♦/♥/♠ can be light in unbalanced 7 loser's hand, especially in 3rd place Non-vul, especially against Vul hand, preemptive bid can be light
Response of 1♦ open, bid 1♥/♠ 8+p but can be weaker if short in ♦

2♥ 2♠ 3+♠ to play	3♦ GF 6+♦	3NT To play
2NT Relay	3♥ Invitational 4♥	4♣ Range ♣ KC
3♣ 3+♣ to play	3♠ Invitational 4+♠	4♥ To play
other		
2♠ 2NT Relay	3♥ F1 6+♥	4♣ Pass / correction
3♣ Pass / correction	3♠ Preemptive to play	4♥ To play
3♦ 5+♦ suit invite 3+♠	3NT To play	4♠ To play
other		
2NT 3♣ Puppet Stayman	3♠ Minor Stayman	4♦ 6+♦ range KC
3♦ 5+♥ transfer	3NT 55 minors NF	4♥ To play 6+♥
3♥ 5+♠ transfer	4♣ 6+♣ range KC	4♠ To play 6+♠
other		

9. CONVENTIONS

Unusual NT: Lower two unbid suits

4th Suit Forcing One round General GF unless trump fit game try Game force

NT Checkback Priorities: XYZ 2♣ puppet to 2♦, then weak to pass, bid invitational

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ Weak 6M OR 19-24 4441/5440 deny 5-card major (Non vul can be very weak)

RCO style 2-s

Other 2-s

Defence (1♣) : Def strong 1♣ X=Long ♦ or majors, bid is single suit above/2 unbid suits to
strong (2♣) : Def strong 2♣ is Same as above
1♣ / 2♣

Over 1NT Interference X=T/O or GF, bid 2X is 5+ NF, 2NT transfer 3♣

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X= T/O

4♥

4♠

10. OTHER NOTES

1NT-X, responder bid a suit is touch suits, XX asking bid 2♣, Pass ask partner XX

Support X when responder bid 1♥/♠ 4+ opener X after interference is 3-card support

X opposite preemptive bid up to 4♥ is T/O encourage to bid

X opposite preemptive bid from 4♠, more in penalty and can be treat as T/O