AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	764914	Deana Wilson
& Names:	376485	Pim Birss

Basic System: **Precision Club**

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

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape ☑

1♣	16+ (17+ if Balanced)	1♥	10-15, 5+♥
1♦	10-15, 2+♦. 11-13(14) if Balanced	1♠	10-15, 5+♠
1NT	1st/2nd:14-16; 3rd/4th:15-17.Upgrades / single honour possible	may contain 5 card Major ☑	

1NT Responses	2♣ Stayman		Other:	
	2♦ 5+♥		2♠ Range ask or 6+♣	
	2♥ 5+♠		2NT 6+♦	
other 3♣ = 5 card Major ask; 3♦ = 5♥+5♠, Inv; 3♥/♠ = Splinters with 5/5 minors				

2♣	10-15, 6+♣	
2♦	10-15, 3 suited with short ♦ (3415, 4315, 4414, 4405)	
2♥	6-10, 5+♥ (6♥ Vul)	
2♠	6-10, 5+♠ (6♠ Vul)	
2NT	20-21. Rarely a Singleton Honour	3NT Good 4♥ or 4♠ bid

other

2. PRE-ALERTS

Light openings possible in 3rd seat	Transfers after 1♦/♥/♠(X)
Negative Free bids at 2 level	Transfers after 1♦(2♣) and 1♦(3♣)
1♦-1M rarely a 3 card suit and/or light	Transfers after (1any)1M(X)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak (Intermediate in 4th).(1♣)2♦ = 5♥+5♠	
Responsive doubles through	4♥	Unusual NT	Two lowest unbid suits	
1NT overcall - immediate	15-18 (System On)	Immediate cue of minor	2♣ = 5/4 Majors; 2♦ = 5/5 Majors	
1NT overcall - re-opening	10-15 (System On)	Immediate cue of Major	5M+5m (3♣ = P/C; 3♦ = Inv in M)	
Over weak twos	X = T/O. Leaping Michaels	Over opening threes	X = T/O. Michaels	

Over opponent's 1NT   vs Weak NT: 2♣ = ♥+♠; 2♦ = ♥ or ♠; 2M = M+m; 2NT = ♣+♦; 3♣ = ♣; 3♦

vs Strong NT (and Weak NT by Passed Hand): X = 6♣ or 6♦ or ♥+♠ or any very good hand;

     2♣ = ♣+M; 2♦ = ♦+M; 2♥ = ♥; 2♠ = ♠; 2NT = ♣+♦ (14-16 1NT treated as weak)

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4. BASIC RESPONSES

Jump raises - minors		Other: 1♦-3♦ = To Play
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	After 1♦: 2♥=5♣,4+♥, not Inv; 2♠=5♣,4+♥, Inv; 3♣=5/4+ ♣+♦, not	
Jump shifts after Major opening	2♠ = 10-11, 3♥; 3♣ = 7-9, 4 fit; 3♦ = 10-11, 4 fit; 3♥ = 10-11, 3♠	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	3♣=Ask for 5M; 3♦/♥=5+♥/♠; 3♠=6♣ or 5♣+5♦; 4♣/4♦/4♥ Transf	

5. PLAY CONVENTIONS   Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Most overlead but see #below	
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Top of xxx if supported	
Discards	Low Encourage	
Count	Low-High = Even	
Signal on partner's lead:	1. Low encourage ; 2. Low = even;	3. Suit Preference
Signal on declarer's lead:	1. Low-High = Even; 2. Suit preference (We only signal if relevant)	

Notes # Overlead sequences except 10 from interior sequences e.g. KJ10/K109. 9 from 109x(x..)

Ace asks for Attitude; King for Rev Count or unblock. Possible suit preference in trumps.

Second discard may be reverse present count if relevant

6. SLAM CONVENTIONS

4NT: Blackwood ☐   RKCB 3041   4♣ Gerber ☑ when? Over 1NT

Slam Notes Kickback; Exclusion; D0P1/R0P1; Non-serious 3NT; 5NT Pick a slam

Cue Bids	☑	1st and 2nd controls shown together, up the line
Asking Bids	☑	After RKC response: non-trump step 1 = Q ask; step 2 = K ask (specific kings)

7. OTHER CONVENTIONS

Support Doubles to 3M-1	Unusual over Unusual (lower cue = lower suit)
Cue raises and weak / mixed raises	In competition: 2NT often ♣+♦ or 2 suits
1♦ (1NT) 2♣ = ♥+♠	2 way Reverse Drury (2♣=3fit; 2♦=4fit)
Smolen after 1NT-2♣-2♦	Kokish Game Tries

After X, Equal Level Conversion to ♦ = no extra values	
After 1NT(X=PEN): P asks for 5 card suit, else XX	
After 1NT(X=ART): System On	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	0-7, any shape	2♦	12+, 5+♦ (8-10 if PH)	3♦	8-11, 4414
	1♥	Any 8-11 (but 5+♥ if PH)	2♥	12+, 5+♥	3♥	8-11, 4144
	1♠	12+, 5+♠ (8-10 if PH)	2♠	12+, any 4441 shape	3♠	8-11, 1444
	1NT	12+,Balanced (8-10 if PH)	2NT		3NT	
	2♣	12+, 5+♣ (8-10 if PH)	3♣	8-11, 4441	4♣	
	other					

1♦	1♥	6+,4+♥ (Rarely 3♥ or<6)	2♥	5♠, 4+♥, less than Inv	3♥	7♥, less than Inv
	1♠	6+, 4+♠ (Rarely 3♠ or<♣)	2♠	5♠, 4+♥, Inv	3♠	7♠, less than Inv
	1NT	7-11, not 4♥/♠, NF	2NT	Good 11-12, not 4♥/♠	3NT	To Play
	2♣	10+, 4+♣	3♣	5/4+minors, less than Inv	4♣	5/5+minors, less than Inv
	2♦	10+, 5+♦ or 3343	3♦	Pre-emptive (6+♦)	4♦	Pre-emptive
	other	4♥/♠ = To Play				

1♥	1♠	6+, 4+♠	2♥	7-10, 3♥	3♦	9-12, 6+♦, INV
	1NT	5-12, <3♥, NF	2♠	9-12, 6+♠, INV	3♥	7-9, 4♥
	2♣	4+♣, FG	2NT	10+, 3+♥, INV+	3♠	Splinter
	2♦	4+♦, FG	3♣	9-12, 6+♣, INV	3NT	13-16, 3343/3334, NF
	other	4♣/♦ = Splinter; 4♥ = To Play (wide range); 4♠ = To Play				

1♠	1NT	5-12, <3♠, NF	2♠	7-10, 3♠	3♥	9-12, 6+♥, INV
	2♣	(3)4+♣, FG	2NT	10+, 3+♠, INV+	3♠	7-9, 4♠
	2♦	4+♦, FG	3♣	9-12, 6+♣, INV	3NT	13-15, 3343/3334, NF
	2♥	5+♥, FG	3♦	9-12, 6+♦, INV	4♣	Splinter
	other	4♦/♥ = Splinter; 4♠ = To Play (wide range)				

1NT	3♣	Asks for 5M	3♠	Splinter with 5/5 minors	4♦	6+♥
	3♦	5+/5+ Majors, Inv	3NT	To Play	4♥	6+♠
	3♥	Splinter with 5/5 minors	4♣	Ace ask	4♠	To Play
	other	4NT = Invitational				

2♣	2♦	Enquiry	2NT	To Play in 3♣ or 5/5 FG	3♥	6+♠, Inv or better
	2♥	5+♥, constructive, NF	3♣	6+♦, Inv or better	3♠	6♠+4♥, FG
	2♠	5+♠, constructive, NF	3♦	6+♥, Inv or better	3NT	To Play
	other	After 2♣-2♦: 2♥ = 4♥ or 4♠; 2♠ = No 4M, not min; 2N = MM stops; 3♣ = No 4M, min				

2♦	2♥	To Play (unless 4315)	3♣	To Play	3♠	5+♠, Inv
	2♠	To Play	3♦	6+♦, Very good suit, Inv	3NT	To Play
	2NT	Strong Enquiry	3♥	5+♥, Inv	4♣	4+♣, Inv
	other	2♦-2NT: 3♣=Any min except 4405; 3♦=4414; 3♥=4315; 3♠=3415; 3N/4♣=4405				

Notes After 1M-2NT: 3♣ = Accepts game try (then 3♦ = slam try, asks for shortage)
3♦ = ART, counter game try; 3M = Declines game try; 3otherM = Void; 4♣ = Void; 4♦ = Void

2♥	2♠	(5)6+♠, NF	3♦	6+♦, NF	3NT	To Play
	2NT	Strong Enquiry	3♥	To Play	4♣	Splinter, agrees ♥
	3♣	6+♣, NF	3♠	6+♠, Inv	4♥	To Play
	other	After 2NT 3♣ med or max 3♦ min 3♥ 4OM 3NT 5OM 4♣ 4♦ 4+Min				

2♠	2NT	Strong Enquiry	3♥	6+♥, NF	4♣	Splinter, agrees ♠
	3♣	6+♣, To Play	3♠	To Play	4♥	To Play
	3♦	6+♦, To Play	3NT	To Play	4♠	To Play
	other	After 2NT 3♣ med or max 3♦ min 3♥ 4OM 3NT 5OM 4♣ 4♦ 4+Min				

2NT	3♣	5 card Major ask	3♠	6+♣ or 5♣+5♦	4♦	6+♥
	3♦	5+♥	3NT	To Play	4♥	6+♠
	3♥	5+♠	4♣	6+♦	4♠	Ace ask
	other	After 2NT-3♣: 3♦ = 4♥ and/or 4♠; 3♥ = No 4M; 3♠ = 5♠; 3NT = 5♥				

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round [ ] Game force [✓]

NT Checkback [✓] Priorities: 2♣ = Puppet to 2♦ then invite; 2♦ = FG

Defence to 3NT opening 4♣ = Takeout, better ♥; 4♦ = Takeout, better ♠

Defence to Opening Twos X = Takeout with Lebensohl; (2M)4m = 5m+5oM; 2♦-4♦ = 5♥+5♠

Multi 2♦ X = Takeout of ♠ or Strong hand; 2♥ = Takeout of ♥ (then Lebensohl); 2NT = 15-18

RCO style 2-s X = Values; 2NT = 15-18

Other 2-s X = Values; 2NT = 15-18 (over 2NT=minors: 3♣ = takeout, 16+; 3♦ = takeout, <16)

Defence to strong ♣	
	X = ♣
	1♦/♥/♠ = Natural
	1N = 4M, 5+m
	2♣ = ♥+♠; 2♦ = 6♥ or 6♠; 2♥ = 5♥+m; 2♠ = 5♠ + m; 2N = ♣+♦; 3any = Natural

Over 1NT Interference Tfr Lebensohl 3NT via 2NT shows stop; Cue = Stayman; X = T/O

Lebensohl - other uses After we double a weak two; after our 1NT overcall and next hand bids

Take out of 4 level pre-empts 4♣/4♦: X = Takeout; 4NT = Natural
4♥: X = Takeout; 4NT = Minors
4♠: X = Takeout; 4NT = 2 suiter

10. OTHER NOTES

After 2M 2NT strong enquiry 3♣=med or max 3♦ Asks 3♥ med 3♠ max

May open light in 3rd seat