

## 4. BASIC RESPONSES

Jump raises - minors	Other: 1♦-3♦ = 5/4 either way in the minors, slam interest
Jump raises - Majors	Wk dist raise
Jump shifts after minor opening	1♦ - 2♥/2♠/2NT natural 16+HC
Jump shifts after Major opening	3♣: 16+ points, 5+ clubs    3♦: Distributional invitational raise
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣/3♦ & 3NT to play, 3♥/3♠ = Natural 1RF, 4♣/4♦ = Minorwood

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	K-Att, A / Q asks to unblock
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	Usually highest card
From 3 cards (no honour)	Middle	Usually highest card
In partner's suit	3rd/5th if supported, MUD if not	
<b>Discards</b>	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Low Encourage (but count on K)	Low Encourage
<b>Signal</b> on declarer's lead:	Natural count (optional)	
<b>Notes</b> 1#	Odd encourage, Even McKenney, 6 = No clear preference	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1403	4♣ Gerber <input type="checkbox"/>	when? After NT bid
<b>Slam Notes</b>	Minorwood		
Cue Bids <input checked="" type="checkbox"/>	After we have agreed a suit in GF sequence, 1st round control up the line		
Asking Bids <input checked="" type="checkbox"/>	1♣ - 1♥ - 2♥, ♣ - 1♠ - 2♠ Trump Ask		

## 7. OTHER CONVENTIONS

1♣ - 1♥ - 2♥ and 1♣ - 1♠ - 2♠ are trump asking bids (followed by control ask in new suit)	Cue Raises after major openings or overcalls
1♣ - 1♦ - 1♥ = 19+ HCP Artificial	1♠ - 2♣ - 2♦ min w/o 6♠ or 4♥, 1♠ - 2♣ - 2♥ min with 4♥, 1♠ - 2♣ - 2♠ min with 6♠
1♣ - 1♦ - 1♥ - 2♣, 2♦, 2♥, 2♠ = Transfers	Other rebids show good 13-15 pts
1♣ - 1♦ - 2NT - 3♣ = Baron	Exit transfers (after our 1NT is doubled)

After positive responses to 1♣ Openings:  
 Immediate Raise = Trump Ask, Jump to Game = minimum  
 Jump Raise = Some slam int, followed by bidding 1st rd control  
 New suit / cheapest NT - may have support

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	899216	Gwyneira Brahma
& Names:	121797	Stella Steer
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♣ STRONG 16+ HCP Artificial	1♥ 10-15 HCP 5+ ♥	
1♦ 11-15 HCP 0+♦	1♠ 10-15 HCP 5+ ♠	
1NT 13-15 (1st /2nd ) 14-15 HCP (3rd/4th), occ 5422,16 with 4333	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ Simple Stayman	Other:	
2♦ TFR to ♥	2♠ TFR to ♣ with Super Accepts	
2♥ TFR to ♠	2NT TFR to ♦ with Super Accepts	
other 3♣, 3♦, 3♥, 3♠ = Natural slam interest		
2♣ 6+ ♣ 10-15 HCP		
2♦ 5+/5+ ♥ & ♠ 7 or less losers, forcing, unlimited		
2♥ 6+ ♥ 6-10 HCP		
2♠ 6+ ♠ 6-10 HCP		
2NT 5/5 ♣ & ♦, 6-10 HCP OR 6/5+ 4- losers	3NT Ace asking, strong sing suiter w/o void	
other		

## 2. PRE-ALERTS

1♣ - 1♦ - 1♥ = 19+ HCP artificial - TFRs follow	2♦ = 5/5 in Majors, untd	2NT = 5/5 in Minors
1♦ opening may have no ♦ (4-4-0-5)	3NT opening - Ace ask, single or 2 suiter w/o void	
2♣ opening always 6+♣	1♥ - 1♠ shows 5+ spades	

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	3♠	Unusual NT	Lower 2 unbid suits
1NT overcall - immediate	15-18 HCP	Immediate cue of minor	5/5 ♠ & ♥ Unlimited
1NT overcall - re-opening	15-18 HCP	Immediate cue of Major	5+ other Major & 5+ Minor
Over weak twos	2NT 16-18, X = T/O with Leb.	Over opening threes	X = T/O
Over opponent's 1NT	2♣=5/4 Majors (2♦ 5M ENQ), 2♦=single-suited Major, 2♥=5+♥ & 4+ minor,		
2S = 5+♠ and 4+ minor, 3♣/♦ = Natural			
X (Weak NT) = Penalty, X (Strong NT) = 4 spades and a longer minor or 16+ HCP			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 HCP, any shape	2♦ 5+ ♦, 8+ HCP GF	3♦ 8+ HCP, 4144
1♥ 5+♥, 8+ HCP GF	2♥ 8+ HCP, 1444 GF	3♥
1♠ 5+♠, 8+ HCP GF	2♠ 8+ HCP, 4441 GF	3♠
1NT 8-13 HCP, balanced	2NT 14+ HCP, BAL (nxt Baron)	3NT
2♣ 5+ ♣, 8+ HCP GF	3♣ 8+ HCP, 4414 GF	4♣
other 1♣-1♦- 1NT / 2NT = 16-18 / 21-22, 1♣-1♦-1♥ -1NT/ 2NT=19-20 / 23-24		
1♦ 1♥ 4+ ♥, 5+ HCP	2♥ 16+ HCP, 5+♥	3♥
1♠ 4+ ♠, 5+ HCP	2♠ 16+ HCP, 5+♠	3♠
1NT 8-10 HCP, no 4M	2NT 16+ HCP, balanced	3NT To Play
2♣ 11+HCP, no 4M, ENQ	3♣ GF, 5+♣	4♣
2♦ 5+♦, GF, may have 4M	3♦ 5/4+ minors, slam int	4♦
other 4♥/4♠ = To Play		
1♥ 1♠ 6+ HCP 5+ ♠	2♥ 6-9 HCP, limit raise	3♦ 7-9 HCP, 4+♥
1NT 8- 9 (10) HCP, < 3♥	2♠ 5+ ♠, Game force	3♥ Weak raise, to play
2♣ 10+ HCP artificial ENQ	2NT Game force with 3+♥	3♠ Splinter
2♦ 5+ ♦, Game force	3♣ 5+ ♣, 16+HCP	3NT 14-15 HCP, 3♥, NF
other 4♣,4♦ Splinter		
1♠ 1NT 8- 9 (10) HCP, < 3♠s	2♠ 6-9 HCP, limit raise	3♥ Splinter
2♣ 10+ HCP artificial ENQ	2NT Game force with 3+♠	3♠ Weak raise, to play
2♦ 5+ ♦, Game force	3♣ 5+ ♣, 16+HCP	3NT 14-15 HCP, 3♠, NF
2♥ 5+ ♥, Game force	3♦ 7-9 HCP, 4+♠	4♣ Splinter
other 4♦ Splinter		
1NT 3♣ 6(5)+ ♣, slam interest	3♠ 6(5)+ ♠, slam interest	4♦ RKCB in ♦
3♦ 6(5)+ ♦, slam interest	3NT To Play	4♥ To Play
3♥ 6(5)+ ♥, slam interest	4♣ RKCB in ♣	4♠ To Play
other Stayman and transfers		
2♣ 2♦ ENQ,8+ HCP,10+ w/o 4M	2NT Puppet to 3♣ see 1#	3♥ 16+ HCP, 5+♥
2♥ 5+ ♥, invitational	3♣ Invitational to 5♣	3♠ 16+ HCP, 5+♠
2♠ 5+ ♠, invitational	3♦ 16+ HCP, 5+♦	3NT To Play
other 4♣ Minorwood		
2♦ 2♥ To Play	3♣ Game force, 5+♣	3♠ To Play
2♠ To Play	3♦ Game force, 5+♦	3NT To Play
2NT Strong Enquiry	3♥ To Play	4♣ RKCB in ♥
other 4♦ = RKCB ♠		

**Notes** 1# 2♣ - 2NT = weak with club support or weak with long ♦ or strong 5/5  
 2♣ - 2NT - 3♣ then 3♦ weak with long diamonds, 3♥ = diamonds and hearts,  
 3♠ = diamonds and spades, 3NT= hearts and spades

2♥ 2♠ 5+ ♠, Non forcing	3♦ Game force, 5+ ♦	3NT To Play
2NT Strong Enquiry	3♥ To Play	4♣ RKCB in ♥
3♣ Game force, 5+ ♣	3♠ Game force, 5+ ♠	4♥ To Play
other		
2♠ 2NT Strong Enquiry	3♥ Game force, 5+ ♥	4♣ RKCB in ♠
3♣ Game force, 5+ ♣	3♠ To Play	4♥ To Play
3♦ Game force, 5+ ♦	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ Game force, 5+ ♠	4♦ RKCB in ♦
3♦ To Play	3NT To Play	4♥ To Play
3♥ Game force, 5+ ♥	4♣ RKCB in ♣	4♠ To Play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  except after 1♦ opening Game force

**NT Checkback**  Priorities: Only after 1♦ (1♦ - 1♥/♠ - 1NT -2♣- show 4♥/3♠)

**Defence to 3NT opening** X = PENALTY, 4♣ = both MAJORS, other suits natural

**Defence to Opening Twos**

Multi 2♦ 2NT = 16-18 bal, X = 13-15 bal or 19+ or 16+ good suit, suits =13-15, 4C/D Leap M

RCO style 2-s 2NT = 16-18 bal, X = 13-15 bal or 19+ or 16+ good suit, suits =13-15, 4C/D Leap M

Other 2-s X = TO 13+ if anchor suit known, 2NT = 16-18 natural, suits natural

**Defence** 1♣ : X = Majors, 1NT = minors, Suits natural (may be weak)

to

**strong** 2♣ : X = Majors, 1NT = minors, Suits natural (may be weak)

♣

**Over 1NT Interference** x = T/O 3rd level bids GF 2NT is invitational

**Lebensohl - other uses** After double of weak 2, multi 2D and RCO 2 bids

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

4♥ X = optional penalty w 4 ♠ 4♠ 4NT 2 or 3 suited TO, X = Penalty/TO

## 10. OTHER NOTES

1♣ - 1♦ - 2♠/3♣♦♥ = 16-18 with distributional strength (Jump bids except ♥)

1♣ - 1♦ - 1♠/2♣/♦ = 16-18 5+ if followed by 2♥/♠ =4+ 5-7HCP

1♣ - 1♦ - 1♥ -1♠ = 0-4 any distribution or 5-7 BAL IF followed by 2♣ = GF (1♦ never bids NT 1st)

1♣ - 1♦ - 1♥ -1♠ -2♣ (GF) - 2♦=0-4 HCP, 2♥/♠/3♣/♦ = 5-7HCP & 4+ suit

1♣ - 1♦ - 1♥ - 2♣/♦/♥/♠ = TFR 5+ 5-7HCP GF opener accepts TFR with 3+ & is a trump ask

Trump AKQ Ask - Step 1=5+ 0 Hons, 2= 5 & 1H, 3=5 & 2H, 4=6+ & 1H, 5=6+ & 2H, 6=5+AKQ (012 122)

After Trump Ask bid of new suit is Control Ask - Step 1=0, 2=3rd, 3=2nd, 4=1st, 5=1st & 2nd