

4. BASIC RESPONSES

Jump raises - minors	non-forcing (9-11)
Jump raises - Majors	non-forcing (4-7)
Jump shifts after minor opening	non-forcing
Jump shifts after Major opening	
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	pass/correct

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	lowest from 3. Top of 2	
Discards	Reverse count, reverse attitude	Revolving e.g. High ♠ for ♣
Count	Low-High = Even	
Signal on partner's lead:	Ace led - Rev Att. K led - Rev Count	
Signal on declarer's lead:	Reverse count	
Notes	Reverse Attitude as main signal, Reverse count wherever appropriate.	
	If dummy wins the first trick...Reverse Attitude.	
	Suit contract use standard SP if dummy discourages continuation.	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	control asks after strong 1♣ auctions	
Cue Bids <input checked="" type="checkbox"/>	After a keycard response of 0-3 or 1-4 if keycarder signs off, then respond	
Asking Bids <input checked="" type="checkbox"/>	MUST bid on with 3 or 4 keycards.	

7. OTHER CONVENTIONS

NAMYATS 4m openers	Asking bids
4m is frequently Optional Minorwood	Lebensohl

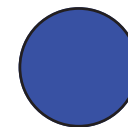
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	889237	Dee Harley
& Names:	150126	Stephen Weisz
Basic System:	Precision Club	
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 Any shape	1♥ 5+♥, 11-15	
1♦ 1+♦ 11-15	1♠ 5+♠ 11=15	
1NT 14-16	may contain 5 card Major <input type="checkbox"/>	
1NT Responses 2♣ Stayman (2NT/3♣ responses show 4-4 Majors (min/Max))		
2♦ XFER to ♥	2♠ XFER to ♣	
2♥ XFER to ♠	2NT XFER to ♦	
other 3any - slam try. 4m optional Minorwood		
2♣ 11-15 5+clubs, If only 5 ♣ then 4-4 in Majors		
2♦ Weak, <10pts, 6 card major		
2♥ Weak, <10pts, 5♥ and 5 of a minor		
2♠ Weak, <10pts, 5♠ and 5 of a minor		
2NT Weak, <10pts, 5/5 in minors	3NT Specific Ace Ask	
other 4♣/♦ shows semi-solid ♥/♠ suit.		

2. PRE-ALERTS

Strong 1♣ opener	1♦ opener may be a singleton diamond
Multi 2s (including 2NT)	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	2 lowest 2 unbid suits
1NT overcall - immediate	15-18 pts	Immediate cue of minor	2♣ =to play, 2♦=Majors
1NT overcall - re-opening	15-18	Immediate cue of Major	Major + a minor 5+-5+
Over weak twos	Double takeout	Over opening threes	Double takeout
Over opponent's 1NT	DONT - see note 1		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ <8 any shape	2♦ 8-10 flat	3♦ 4=1=4=4 8+
1♥ 8+5+♥	2♥ 11-13 flat	3♥ 1=4=4=4 8+
1♠ 8+ 5+♠	2♠ 14+ flat	3♠ Any 7+ semi solid suit
1NT 8+ 5+♣	2NT 4=4=4=1 8+	3NT Any 7+ solid suit
2♣ 8+ , 5+♦	3♣ 4=4=1=4 8+	4♣
other		
1♦ 1♥ 3+ Natural forcing	2♥ natural non-forcing 6-9	3♥ natural non-forcing
1♠ 3+ natural forcing	2♠ natural non-forcing 6-9	3♠ natural non-forcing
1NT natural non-forcing	2NT Pick better minor	3NT to play
2♣ natural forcing	3♣ Nat Invitational	4♣
2♦ Inverted minor forcing	3♦ 5+♦, light limit, 6-10pts	4♦ Optional Minorwood
other		
1♥ 1♠ Natural Forcing 7+	2♥ 6-9 pts, 3+♥	3♦ natural Invitational
1NT natural non-forcing	2♠ natural non-forcing	3♥ natural non-forcing
2♣ GF or 3 card ♥ 10+	2NT 8+ 4+♥ forcing	3♠ splinter
2♦ natural forcing	3♣ Nat Invitational	3NT ?? to play
other		
1♠ 1NT natural non-forcing	2♠ 3+♠ 6-9	3♥ Splinter
2♣ GF OR 3-card ♠ 10+	2NT 8+ 4+♠ forcing	3♠ nat non-forcing(4-7)
2♦ natural forcing	3♣ Natural Invitational	3NT to play
2♥ natural forcing	3♦ Natural Invitational	4♣ splinter
other		
1NT 3♣ Slam try (3N declines)	3♠ Slam try (3N declines)	4♦ Optional Minorwood
3♦ slam try (3NT declines)	3NT To play	4♥ To play
3♥ slam try (3NT) declines)	4♣ Optional Minorwood	4♠ To play
other		
2♣ 2♦ 9+ relay (any shape)	2NT natural non-forcing	3♥ natural Invitational
2♥ natural non-forcing	3♣ natural non-forcing	3♠ natural Invitational
2♠ natural non-forcing	3♦ natural non-forcing	3NT To play
other		
2♦ 2♥ pass/correct	3♣ Natural, NF not invite	3♠ Pass/correct
2♠ pass/correct	3♦ NAtural non-f	3NT To play
2NT Strong enquiry 12+	3♥ pass/correct(invite)	4♣
other		

Notes

2♥ 2♠ Natural non-forcing	3♦ nat non-forcing	3NT To play
2NT Strong enquiry	3♥ to play	4♣ Pass/correct
3♣ nat non-forcing	3♠ Natural Invitational	4♥ to play
other		
2♠ 2NT Strong enquiry	3♥ natural non-forcing	4♣ pass/correct
3♣ Nat non-forcing	3♠ to play	4♥ to play
3♦ Nat non-forcing	3NT To play	4♠ to play
other		
2NT 3♣ Pass/correct	3♠ Inv	4♦
3♦ to play	3NT to play	4♥ to play
3♥ Inv	4♣ Pass/correct	4♠ to play
other		

9. CONVENTIONS

Unusual NT: minors	
4th Suit Forcing One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback <input type="checkbox"/> Priorities:	
Defence to 3NT opening	
Defence to Opening Twos T.O. x	
Multi 2♦ x=values	
RCO style 2-s double t.o. (values)	
Other 2-s Takeout double of natural openings	
Defence	
to	
strong ♣ game bids - to play	
♣	

Over 1NT Interference	
Lebensohl - other uses after (weak 2) X p 2NT is weak, bids are stronger	
Take out of 4 level pre-empts 4♣/4♦ Double takeout	
4♥ Double cards 4♠ Double cards	

10. OTHER NOTES

Note 1: DONT: after weak NT x=pen so 2♣=single suit. Other bids show suit bid + higher after Strong NT (14+) X = single suit. Others 2show suit Bid + higher (+ ♣)

Note 2. Optional Minorwood. First step=No Interest, then 0-3, 1-4, 2noQ, 2+Q