

## 4. BASIC RESPONSES

Jump raises - minors	Art over 1♣, 1♦-3♦ to play
Jump raises - Majors	Weak, preemptive
Jump shifts after minor opening	Art over 1♣, 1♦-2M = 5♠, 4+♥, NF/INV
Jump shifts after Major opening	3♣ bal raise GF, 3♦ inv raise, OM = suit setting
Responses to strong 2 suit open.	
Responses to 2NT opening	Simple Stayman, Transfers, 3♠ = minors

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All (1)	Overlead All (2)
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd highest	2nd highest
From 3 cards (no honour)	Bottom	Top
In partner's suit	high from xxx supported possible	low from xxx unsupported
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Low Encourage	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	(1) K for count at 5 level or vs 4M opener or overcall	
	(2) Can underlead to force honour unblock e.g. KQT9x	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>		
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input type="checkbox"/>		

## 7. OTHER CONVENTIONS

cue raises	Support dbls and redbls
reverse Drury	Some Neg Free bids of 2♥ or 2♠

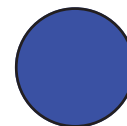
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	711128	Shane Harrison
& Names:	291269	Andrew Peake
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, any shape	1♥	10-15 HCP	5+♥
1♦	10-15 HCP 2+♦	1♠	10-15 HCP	5+♠
1NT	14-16 in 1st/2nd, 15-17 in 3rd/4th			may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Simple Stayman				
2♦	Transfer ♥	2♠	puppet to 2NT - minor(s)	
2♥	Transfer ♠	2NT	invite	
other	3x shortage, 4♣ hearts, 4♦ spades			
2♣	6+ ♣, 10-15, can have 4M			
2♦	10-15 with 0-1 diamond. 4414, 4315, 3415, 4405			
2♥	weak, depends on vul and position. 1st seat fav 0-6 points, can be 5 cards			
2♠	weak, depends on vul and position. 1st seat fav 0-6 points, can be 5 cards			
2NT	19+-21- in 1st/2nd, 20-21 in 3rd/4th	3NT	Solid m +A or K in 1/2. To play in 3/4	
other	4NT specific ace ask			

## 2. PRE-ALERTS

HCP are only a guide	Light actions

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	intermediate
Responsive doubles through	4♠	Unusual NT	Lower unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	5/5 majors
1NT overcall - re-opening	14-16	Immediate cue of Major	5/5 OM + minor
Over weak twos	T/O Dbl + Lebensohl	Over opening threes	T/O Dbl
Over opponent's 1NT	X = pen, 2♣ = majors, 2♦ = 1M, 2M = 5M and 4+m		

