

4. BASIC RESPONSES

Jump raises - minors		Other: Art @ 1C; 1D - 3D = to play
Jump raises - Majors		Other: to play, preemptive
Jump shifts after minor opening	ART@ ♣; 1D - 2M = 5S,4+H NF/INV	
Jump shifts after Major opening	3C = bal gf, 3D = INV, OM = suit setting	
Responses to strong 2 suit open.		
Responses to 2NT opening	stimple stayman, transfers, 3s minors	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead All (1)	Overlead All (1) (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
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	reverse attitude	reverse attitude
Signal on declarer's lead:	reverse count, suit preference	
Notes (1) K for count at 5 level or open/overcall 4M		
(2) Can underlead to force honour unblock		
At action moments, S/P can override all others		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
Cue Bids <input checked="" type="checkbox"/>	first/second	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Cue raises	Drury
Lasker asker, fischer ask	

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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	561789	Sartaj Hans
& Names:	22381	Peter Gill
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♣ 16+ ART		1♥ 5+H, 10-15
1♦ 2+D, 10-15		1♠ 5+S, 10-15
1NT 14-16 in 1/2; 15-17 in 3/4		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ stayman Other:		
2♦ hearts		2♠ puppet 2NT
2♥ spades		2NT invite
other 3x = short		
2♣ 6+ Clubs, 10-15, can have 4M		
2♦ 3 suited, short diamond, 10-15, 4414,(43)15,4405		
2♥ Weak, depends on vul and position		
2♠ Weak, depends on vul and position		
2NT 19+ to 21-in 1/2; 20-21 in 3/4		3NT Solid +A/K in 1/2; to play in 3/4
other		

2. PRE-ALERTS

HCP are only a guide, judgement rules	Light action

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Intermediate
Responsive doubles through	4S	Unusual NT	Lower suits
1NT overcall - immediate	Strong	Immediate cue of minor	Michaels
1NT overcall - re-opening	14-16	Immediate cue of Major	Michaels
Over weak twos Leb		Over opening threes	Natural
Over opponent's 1NT	X = pen, 2C = 2M, 2D = 1M, 2M = M+m		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 1♥ 8+, 5+S 1♠ 8+,5+H 1NT 8+, 5+C 2♣ 8+,5+D other	2♦ 8-10 bal 2♥ 11-13 bal 2♠ 14+bal 2NT Any 4441, 11+ 3♣ 8+,4441	3♦ 4414 8-10 3♥ 4144 8-10 3♠ 1444,8-10 3NT Solid suit 4♣
1♦ 1♥ natural 1♠ natural 1NT natural 2♣ 2+C, F1 2♦ 5+D, F1 other	2♥ 4+H,5S, NF 2♠ 4+H,5S, INV 2NT invite, about 12 HCP 3♣ minors, NF 3♦ to play	3♥ splinter 3♠ splinter 3NT to play 4♣ to play 4♦ to play
1♥ 1♠ natural 1NT natural 2♣ 2+C,F1 2♦ natural other	2♥ natural 2♠ sets spades 2NT GF raise 3♣ M fit, suggests 3NT	3♦ ART, invite, 3+H 3♥ preemptive 3♠ splinter 3NT M fit, 3NT offer
1♠ 1NT natural 2♣ 2+C,F1 2♦ natural 2♥ natural other	2♠ natural 2NT GF raise 3♣ M fit, suggests 3NT 3♦ ART, inviate 3+S	3♥ sets hearts 3♠ preemptive 3NT M fit, 3NT offer 4♣ splinter
1NT 3♣ short C 3♦ short D 3♥ short C other	3♠ Short S, promise 4H 3NT to play 4♣ hearts	4♦ spades 4♥ to play 4♠ to play
2♣ 2♦ asking 2♥ natural, F, 5+H 2♠ natural, F, 5+S other	2NT natural 3♣ natural 3♦ natural, F, 6+D	3♥ natural, F, 6H 3♠ natural, F, 6S 3NT natural
2♦ 2♥ to play 2♠ to play 2NT asking other	3♣ to play 3♦ INV 3♥ to play, ok to raise	3♠ to play, ok to raise 3NT to play 4♣ to play

Notes

2♥ 2♠ F V, NF NV 2NT asking 3♣ F V, NF NV other	3♦ F V, NF NV 3♥ to play 3♠ natural, F	3NT to play 4♣ splinter 4♥ to play
2♠ 2NT asking 3♣ F V, NF NV 3♦ F V, NF NV other	3♥ F V, NF NV 3♠ to play 3NT to play	4♣ splinter 4♥ to play 4♠ to play
2NT 3♣ stayman 3♦ hearts 3♥ spades other	3♠ minors 3NT to play 4♣ natural, mild slam try	4♦ natural, mild slam try 4♥ nat, mild slam try 4♠ nat, mild slam try

9. CONVENTIONS

Unusual NT: _____ Lower two suits

4th Suit Forcing One round _____ Game force

NT Checkback Priorities: up the line, 2 way c/b

Defence to 3NT opening 4C = takeout, 4D = longer spades, X values

Defence to Opening Twos _____

Multi 2♦ XXX

RCO style 2-s XXX

Other 2-s _____

Defence 1♣ : Natural bidding

to _____

strong 2♣ : natural

♣ _____

Over 1NT Interference lebensohl _____

Lebensohl - other uses over weak two, after limited opening and 2 level interference

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X

10. OTHER NOTES
