4. BASIC RESPONSES

Jump raises - minors	1♦-3♦ mixed raise 7-9P 5+ ♦
Jump raises - Majors	1M-3M 7-9P 4-card support
Jump shifts after minor opening	1♦-2♥ : Weak 55 M or 54. 1♦-2♠ 10-12 5♠4♥ INV
Jump shifts after Major opening	Single suit INV
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	simple Stayman, Smolen, transfer, Gerber

5. PLAY CONVENTIONS — Show priorities

	Versus **Suit** (or both)	Versus **NoTrump** (if different)
Leads Sequences:	Rusinow if length = 4+ in bidding	Rusinow if not pd's suit
Four or more with an honour	lowest on odd. 3rd on even.	Attitude
From 4 small	3rd/5th	Attitude
From 3 cards (no honour)	3rd/5th	Attitude
In partner's suit	3rd/5th;Top if supported	Same
Discards	reversed attitude and count	reversed attitude and count
Count	reversed	reversed
Signal on partner's lead:	reversed attitude and count	reversed attitude and count
Signal on declarer's lead:	reversed attitude and count	

Notes Reverse Smith signal for leader and Smith signal for pd.

Suit preference in "required" situation

vs NT: k = count or unblock. Q = KQx+. J= QJx+ 10= XJ10 or J10+, 9=X109 or 109+

6. SLAM CONVENTIONS

4NT: Blackwood [X]   RKCB 1403   4♣ Gerber [X] when? usually in 1st or 2nd round

Slam Notes ERKCB, PRKCB,Kickback, GSF, 5M INV, Splinter,Polish, Pick a slam

Cue Bids [X]   Mixed style, could be 1st or 2nd control

Asking Bids [X]   Q asking, K asking, Control asking

7. OTHER CONVENTIONS

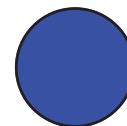|	
Double usually shows strength	Many Special 2NT
Some special doubles	Fit showing new suit bid
1NT-(x) runaway system	Sometimes transfer after overcall
XYZ	1♣-1♦-1M can be 4 and F1
Reverted Minor Raise after 1♦	

AUSTRALIAN BRIDGE FEDERATION INC.

STANDARD SYSTEM CARD

ABF Nos.	1040065	Yixiang (Simon) Zhang
& Names:	636721	Wayne Zhu
Basic System:	Precision	

Brown Sticker [ ]   Classification: Green [ ] Blue [X] Red [ ] Yellow [ ]

1. OPENING BIDS

Describe strength, minimum length, or specific meaning   Canape [ ]

1♣	16+ UNBAL or 17+ BAL.	1♥	11-15 HCP 5+♥, 3rd 4+♥
1♦	11-15 HCP 2+♦	1♠	11-15 HCP 5+♠, 3rd 4+♠
1NT	14-16, sometimes light especially 3rd		may contain 5 card Major [X]

1NT Responses	2♣	Stayman, usually have at least one 4M. Can be very weak.		
	2♦	♥	2♠	Min/Max ask BAL INV or 6+♣
	2♥	♠	2NT	weak minors or 6+♦
	other	3C= ♣+♦ GF, 3D=♥+♠ GF, 3H= 31(54), 3S=13(54) PH can be different		

2♣	11-15P, 6+♣ or 5♣+4M, good ♣. 3rd-4th can be more freestyle
2♦	11-15P, shortage ♦ 3415 4315 4414 4405
2♥	5-10P, 5+, freestyle if not VUL or 3rd
2♠	5-10P, 5+, freestyle if not VUL or 3rd
2NT	good 19 to 21 3NT Solid m. no side A/K if 1st or 2nd
other	3X opening is weak, freestyle if not VUL or 3rd

2. PRE-ALERTS

Can open 1M with 4 or very light in 3rd	Transfer in some competition auctions
1M-1NT semi-forcing. 1M-2C Multi	Canape in some situation
Highlevel new suit could be FS or LD	Revert X and pass in some GF suitation

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak. Mid-range if in balance position
Responsive doubles through	4♦	Unusual NT	minors or 2 lowest unbid suits
1NT overcall - immediate	16-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	12-16	Immediate cue of Major	Michaels
Over weak twos	Leaping Michael	Over opening threes	Usually natural

Over opponent's 1NT   Against 14-16+: x = Ms or one minor. 2m=m+M, 2M=natural,2NT=ms,
3X= preempt but could be mid-range. Against 13-15-: X=strong (or M+m PH), 2C=Ms,
2D=single M (8-14),2M=M+s, 2NT=ms, 3X is based on VUL

Describe strength, minimum length, or specific meaning

1♣	1♦	0-7P any shape	2♦	8-10P BAL no 5M	3♦	3-6P 7-card ♥
	1♥	8P+ 5+♠ or 11-13BAL	2♥	8P+ ANY 4441	3♥	3-6P 7-card ♠
	1♠	8P+ 5+♥	2♠	14P+ BAL	3♠	Solid m only
	1NT	8P+ 5+♣	2NT	8-11P 4450	3NT	Solid M only
	2♣	8P+ 5+♦	3♣	8-11P 4405	4♣	66 Ms SI
	other	4D/4H = 8-card broken ♥/♠ 2-5P 4NT=simple blackwood. PH different				

1♦	1♥	6P+ 4+♥	2♥	5-9P 5♠4-5♥ weak	3♥	7+♥ Preempt
	1♠	6P+ 4+♠	2♠	10-12P 5♠4♥INV	3♠	7+♠ Preempt
	1NT	7-11P NF	2NT	15-17P BAL	3NT	13-14 BAL
	2♣	11P+ 4+♣	3♣	55ms 5-9P	4♣	66ms, not too strong
	2♦	11P+ 5+♦ usually	3♦	7-9P 5+♦	4♦	6+♦ Preempt
	other	4NT=normal blackwood				

1♥	1♠	6P+ 4+♠ F1 *	2♥	7-10P usually 3♥	3♦	6+ ♦ INV
	1NT	0-12P Semi-F	2♠	6-9P 6+ good ♠	3♥	7-9P 4♥
	2♣	Multi **	2NT	4+♥ INV or GF	3♠	11-14P void Splinter
	2♦	D suit GF	3♣	6+ ♣ INV	3NT	12-15 ♠ Splinter
	other	4♣/4♦:Splinter 4♥:To play				

1♠	1NT	0-12P Semi-F	2♠	7-10P usually 3♠	3♥	6+ ♥ INV
	2♣	Multi **	2NT	4+♠ INV or GF	3♠	7-9P 4♠
	2♦	♦ suit GF	3♣	6+ ♣ INV	3NT	11-14P void Splinter
	2♥	♥ suit GF	3♦	6+ ♦ INV	4♣	Splinter
	other	4♦/4♥ Splinter 4♠:To play				

1NT	3♣	m 54+GF(PH INV)	3♠	13(45)GF	4♦	♥
	3♦	M 55+ GF(PH 5MASK)	3NT	to play	4♥	♠
	3♥	31(45) GF	4♣	Gerber	4♠	66 m, SI
	other	PH 3♣ = ms INV 3♦=5-card stayman				

2♣	2♦	8P+ Relay, F 2NT/3♣*	2NT	TR 3♣. Multi	3♥	6+ INV
	2♥	7-11, 5+, NF	3♣	TR 3♦. Multi	3♠	6+ INV
	2♠	7-11, 5+, NF	3♦	6+ INV	3NT	To play
	other	4♣= weak				

2♦	2♥	3+♥ to play	3♣	3+♣ to play	3♠	INV. Usually 5+♠
	2♠	3+♠ to play	3♦	6+♦ INV 3NT	3NT	to play
	2NT	Asking bid ***	3♥	INV. Usually 5+♥	4♣	Semi-Preempt
	other	4D= asking control				

2♥	2♠	Natural NF	3♦	Natural F1	3NT	To play
	2NT	Asking*	3♥	Preempt	4♣	P RKCB***
	3♣	Natural F1	3♠	Natural F1	4♥	To play
	other	4♠: To play				

2♠	2NT	Asking*	3♥	Natural F1	4♣	P RKCB***
	3♣	Natural F1	3♠	Preempt	4♥	To play
	3♦	Natural F1	3NT	To play	4♠	To play
	other					

2NT	3♣	Stayman	3♠	TR 3NT; Multi**	4♦	♥
	3♦	5+♥, or Multi meaning*	3NT	To play	4♥	♠
	3♥	5+♠	4♣	Gerber	4♠	ms, strong SI
	other	4NT: Quantity , 5NT quantity for 7				

Notes
* 1♥-1♠ could be very weak and half-psycho
** 1♥/1♠ - 2♣: could be 1) C suit GF 2) BAL GF or 3) 3M support INV.
*** 2♦-2NT: 3C=min, others=MAX, using polish slam try if knowing exact shape.

Unusual NT: two lowerest unbid suit, usually 55+, could be 54

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

NT Checkback [ ]   Priorities: XYZ, 2♣ tr 2♦; 2♦ GF

Defence to 3NT opening X=strength, can accept M; 4C:♠+♥

Defence to Opening Twos Leaping Michael

Multi 2♦ X=13-15P or stronger, 2NT=15-18P

RCO style 2-s

Other 2-s

Defence to strong 1♣ / 2♣	
(1♣) : RCO	
(2♣) : x=Ms, NT=ms	

Over 1NT Interference 1♦-(1NT): X=PEN; 2C=Ms;2D=one M;2M=M+m

Lebensohl - other uses use transfer case by case

Take out of 4 level pre-empts 4♣/4♦ T/O

4♥ | Co-op T/O   4♠ | DSIP

**Drury 1♠/♥-2♣:2♦ = normal open, relay;2M=weak open;others = good

***P RKCB: 01122 Reply

*2M-2NT: 3C=5M only (then 3♦ relay), 3♦=6M min, 3M=6M middle, 3OM=MAX

*2NT-3S-3NT:4m = 6+m SI;4M = ms, M shortage, SI

**2C-2D: can have different reply based on the position