

4. BASIC RESPONSES

Jump raises - minors	1D - 2D F1; 1D - 3D To Play
Jump raises - Majors	Preemptive
Jump shifts after minor opening	1D - 2M is 5S, 4+H (NF, INV), 1D-3C=Both m NF
Jump shifts after Major opening	Nat, To play (up to INV)
Responses to strong 2 suit open.	
Responses to 2NT opening	

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead (1)	Overlead (2)
Four or more with an honour	4th	4th
From 4 small	2nd	2nd or top
From 3 cards (no honour)	MUD	2nd or top
In partner's suit	same (can lead top if supported)	Low from xxx if unsupported
Discards	Standard Carding	Standard Carding
Count	Standard	Standard
Signal on partner's lead:	Standard Attitude/ sp/ count	Standard Attitude/s-p/count
Signal on declarer's lead:	Count	Suit Preference
Notes (1) A att , K count 5+ level or versus a 6+ suit or bid/raise suit (optional)		
(2) May underlead for unblock e.g. Q from KQ109x		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input type="checkbox"/> RKCB 1430
Asking Bids	<input type="checkbox"/> Cue Bids <input type="checkbox"/>

7. OTHER CONVENTIONS

Relay over 1C	
4th suit F	
2-way checkback	
Some low level transfers in competition	

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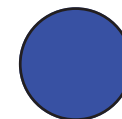
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**AUSTRALIAN BRIDGE
FEDERATION LTD.**

STANDARD SYSTEM CARD



ABF Nos. Shane Harrison
& Names: Sartaj Hans

Basic System: ASH Precision

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ (usu) 16+, ART 1♥ 5+, 10-15
1♦ 2+, 10-15 (Rare D A/K stiff) 1♠ 5+, 10-15
1NT 14-16 in 1/2; 15-17 in 3/4 may contain 5 card Major

1NT Responses 2♣ Stayman
2♦ Hearts 2♠ Range Probe or Clubs
2♥ Spades 2NT Ask 5cM
(Dbl) Ignore the double other 3♣ = Transfer to Diamonds

2♣ 6+Clubs, 10-15 (5+C in 3rd seat)
2♦ 0/1 Diamond, 10-15, 4414, 4405, 4315 or 3415 shapes
2♥ Weak, depends on vulnerability and position
2♠ Weak, depends on vulnerability and position
2NT Does not exist (Rarely 20-21 Bal) 3NT
other

2. PRE-ALERTS

Light action. HCP are only a guide
Dealer favourable, weak 2 = 0-6, usu 5M
Aggressive 1st seat favourable

3. COMPETITIVE BIDS / OVERCALLS

Doubles Support Doubles and Redoubles Negative DBL thru 4S
Responsive DBL thru 4S

Jump overcalls Weak NV and Intermediate Vul Unusual NT Lowest 2 Unbid suits
1NT overcall: (immediate) 15-18 (re-opening) 14-16

Immediate cue: (minor) Both Majors (Major) Other Major + minor

Over: Weak Twos Leb, 4m=Leaping Michaels Opening Threes X = T/O

Opponent's transfers

Opponent's 1NT X=Penalty, 2♣=Majors, 2♦=1 Major, 2M=5+M 4+minor, 2NT=minors

Vs. weak NT:

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 usually, any	2♦ 12+, BAL	3♦ 3325, GF
1♥ 4+S, GF	2♥ 3 suited, short M, GF	3♥ 3316, GF
1♠ 4+H, GF	2♠ 5+C, 0-2S, GF	3♠ (32)17, GF
1NT 4+D, GF	2NT 5+C, 0-2H, GF	3NT 3307, GF
2♣ 8-11 usually, BAL	3♣ 3226 or 2227, GF	4♣ 3307, 9(8)+QP
other		
1♦ 1♥ natural	2♥ 5S, 4+H, NF	3♥ SPL, with both m
1♠ natural	2♠ 5S, 4H, INV	3♠ SPL, with both m
1NT natural, upto 11	2NT INV, about 12 hcp	3NT To Play
2♣ (3)4+♣, F1, 6+HCP	3♣ C+D, NF	4♣ To Play
2♦ 5+♦, F1, 6+HCP	3♦ To Play	4♦ To Play
other		
1♥ 1♠ natural	2♥ constructive	3♦ Nat, less than GF
1NT natural	2♠ Nat invite	3♥ invite
2♣ 2+♣ GF	2NT INV+ raise in H	3♠ Any SPL 11-13ish
2♦ (4)5+♦ GF	3♣ Nat, less than GF	3NT ♠ void
other		
1♠ 1NT natural	2♠ constructive	3♥ Nat, less than GF
2♣ 2+♣ GF	2NT INV+ raise in S	3♠ preemptive
2♦ (4)5+♦ GF	3♣ Nat, less than GF	3NT Any SPL 11-13 ish
2♥ 5+♥ GF	3♦ Nat, less than GF	4♣ ♣ void
other		
1NT 3♣ Transfer to Diamonds	3♠ SPL	4♦ spades
3♦ minors, GF	3NT	4♥ nat
3♥ SPL	4♣ hearts	4♠ nat
other		
2♣ 2♦ ART, asking	2NT Nat, INV	3♥ 6+♥, GF
2♥ Nat, F1	3♣ natural	3♠ 6+♠, GF
2♠ Nat, F1	3♦ 6+♦, GF	3NT To Play
other		
2♦ 2♥ To Play	3♣ To Play	3♠ To Play
2♠ To Play	3♦ Does not exist	3NT To Play
2NT Asking	3♥ To Play	4♣
other		

Notes

2♥ 2♠ F1 (except 1st fav)	3♦ F1 (except 1st fav)	3NT To Play
2NT Asking	3♥ To Play	4♣ Art, Slam Try
3♣ F1 (except 1st fav)	3♠ GF	4♥ To Play
other		
2♠ 2NT Asking	3♥ F1 (except 1st fav)	4♣ Art, Slam Try
3♣ F1 (except 1st fav)	3♠ To Play	4♥ To play
3♦ F1 (except 1st fav)	3NT To Play	4♠ to play
other		
2NT 3♣ Simple Stayman	3♠ Minor Suit Stayman	4♦ 6+♠ S/T
3♦ ♥ Trf	3NT	4♥ 6+♣ S/T
3♥ ♠ Trf	4♣ 6+♥ S/T	4♠ 6+♦ S/T
other		

9. CONVENTIONS

Unusual NT: Lowest 2 unbid suits, any strength

4th Suit Forcing One round Game force

NT Checkback Priorities: 2-way

Defence to 3NT opening 4♣ = both majors

Defence to Opening Twos LEB, 4m = Leaping

Multi 2♦ X values, takeout, pen

RCO style 2-s

Other 2-s (2M weak) 3M = stopper ask/good minor, 4m = leaping NF

Defence (1♣) : X=Majors, 1NT=minors

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference Leb; slow shows

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

Non serious 3S/3N

After value X, next X t/o

After business/values XX, next X pen except XX by Advancer of overcaller

(1x) X (1y) X = t/o values (Sometime 4OM double)