

4. BASIC RESPONSES

Jump raises - minors Diamonds 5+; 11+ HCP; Clubs 6+ very weak 0-3

Jump raises - Majors Limit

Jump shifts after minor opening Weak, long

Jump shifts after Major opening GF with 1st round control

Responses to strong 2 suit open.

Responses to 2NT opening 3C/3D play; 3H=GF Clubs; 3S=GF D; 4C/4D invite; 5C/5D pre-empt

5. PLAY CONVENTIONS

Show priorities

	Versus	Suit (or both)	Versus	NoTrump (if different)
Leads Sequences:		Overlead all except AKx		Overlead all except AK
Four or more with an honour	3rd		4th highest	
From 4 small	3rd		4th	
From 3 cards (no honour)	3rd		Top	
In partner's suit	3rd		Top	
Discards		Low encourage		Low encourage
Count		UDCA		
Signal on partner's lead:	Low encourage		Low encourage	
Signal on declarer's lead:	Count			
Notes				

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 30, 41 4♣ Gerber when? Never

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Two-way Checkback

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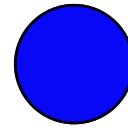
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 91529 Jan Randall
& Names: 464244 Don Cameron

Basic System: Precision

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 16+ any shape 1♥ 11-15; min 5

1♦ 11-15; min 1 1♠ 11-15; min 5

1NT 14-16 Balanced or Semi Balanced may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer to Hearts 2♠ Transfer to Clubs

2♥ Transfer to spades 2NT Limit

other See overleaf

2♣ 11-15 EITHER 6 Clubs or 5 Clubs + 4 card Major

2♦ 5-10 6 card Major

2♥ 5-10 5+ Hearts + 4+ of a minor

2♠ 5-10 5+ Spades + 4+ of a minor

2NT Two 5+ card minors; 8 or less losers 3NT Strong majors (min. 6 loser)

other

2. PRE-ALERTS

One Heart response to 1C opening 5+ Spades OR balanced hand GF

One Spade response to 1C opening 5+ Hearts OR balanced hand GF

One Club opener always responds 1NT

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through Jump overcalls Weak 6+ card suit

Responsive doubles through Unusual NT 2 x 5+ suits (M or m - opposite opening bid)

1NT overcall - immediate 15-18 Immediate cue of minor Natural

1NT overcall - re-opening 12-14 Immediate cue of Major Stopper Ask

Over weak twos X or cue Over opening threes X or cue

Over opponent's 1NT Strong = X single suited minor or both majors; 2C Clubs + higher suit;

2D Diamonds + Major; 2H/2S Natural; Spade rebid after X is strong.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 artificial	2♦ GF 5+; 8+ HCP	3♦ 6+ very weak 0-3
1♥ 8+ 5+Spds or bal 8-10	2♥ 6+ very weak 0-3	3♥ 7+ very weak 0-5
1♠ 8+ 5+Hrts or bal 8-10	2♠ 6+ very weak 0-3	3♠ 7+ very weak 0-5
1NT 11+ bal or semi-bal	2NT	3NT
2♣ GF 5+; 8+ HCP	3♣ 6+ very weak 0-3	4♣
other		

1♦ 1♥ 4+; 6+ HCP	2♥ 6+ weak	3♥ long, weak
1♠ 4+; 6+ HCP	2♠ 6+ weak	3♠ long, weak
1NT 6-9; may not be bal.	2NT 11-12	3NT Play
2♣ 4+; 10+ HCP	3♣ long, weak	4♣
2♦ long, weak	3♦ 5+; 11+ HCPk	4♦
other		

1♥ 1♠ 4+; 6+ HCP	2♥ 3+; 6-9 pts	3♦ 1st round que
1NT 6-9; may not be bal.	2♠ 1st round que	3♥ 3+; 10-11 pts
2♣ 4+; 10+ HCP	2NT 10-12 pts	3♠ long, weak
2♦ 4+; 10+ HCP	3♣ 1st round que	3NT Play
other		

1♠ 1NT 6-9; may not be bal.	2♠ 3+; 6-9 pts	3♥ 1st round que
2♣ 4+; 10+ HCP	2NT 10-12 pts	3♠ 3+; 10-11 pts
2♦ 4+; 10+ HCP	3♣ 1st round que	3NT Play
2♥ 5+; 10+ HCP	3♦ 1st round que	4♣ long, weak
other		

1NT 3♣ Transfer to D	3♠ Transfer to C; GF	4♦ Transfer to H
3♦ Transfer to H; GF	3NT Play	4♥ Transfer to S
3♥ Transfer to S; GF	4♣ Transfer to D; GF	4♠
other		

2♣ 2♦ Artificial; Major ask	2NT Puppet to 3 Clubs	3♥ natural; GF
2♥ Play	3♣ GF if direct bid	3♠ natural; GF
2♠ Play	3♦ natural; GF	3NT Play
other After 2C2NT3C, 3D=both Maj, 3H=H+D, 3S=S+D or 3C = weak with Clubs		

2♦ 2♥ Pass or correct	3♣ Play	3♠ Pass or correct
2♠ Pass/correct; has Hrts	3♦ Play	3NT Play
2NT Ask suit & strength	3♥ Pass or correct	4♣
other		

Notes		

2♥ 2♠ Play	3♦ Play	3NT Play
2NT Other suit?	3♥ Invite	4♣
3♣ Play	3♠ GF	4♥ Play
other		
2♠ 2NT Other suit?	3♥ Play	4♣
3♣ Play	3♠ Invite	4♥
3♦ Play	3NT Play	4♠ Play
other		
2NT 3♣ Play	3♠ GF; agree Diamonds	4♦ Invite
3♦ Play	3NT Play	4♥ Play
3♥ GF; agree Clubs	4♣ Invite	4♠ Play
other		

9. CONVENTIONS

Unusual NT: 2 x 5+ suits (M or m - opposite of opening bid)

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X or que

Multi 2♦ X

RCO style 2-s

Other 2-s

Defence (1C) : Natural

to

strong (2♣) : Natural; X lead directing

1♣ / 2♣

Over 1NT Interference System on for X or 2C overall

Lebensohl - other uses

Take out of 4 level pre-empt X

4♥ X shows Spds

X Penalty; 4NT Takeout

10. OTHER NOTES

4NT opening = Strong Minors

3NT opening = 5/5 minimum in the majors; no worse than 6 loser