

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

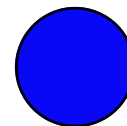
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

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

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 <input type="checkbox"/>

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♦ Artifical; 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 overcall

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X shows Spds 4♠ X Penalty; 4NT Takeout

10. OTHER NOTES

4NT opening = Strong Minors

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