

4. BASIC RESPONSES

Jump raises - minors	Other: 1♦-3♦ = To Play
Jump raises - Majors	Preempt Other:
Jump shifts after minor opening	After 1♦: 2♥=5♠,4+♥, not Inv; 2♠=5♠,4+♥, Inv; 3♣=5/4+♣+♦, not Inv
Jump shifts after Major opening	2♠ = 10-11, 3♥; 3♣ = 7-9, 4 fit; 3♦ = 10-11, 4 fit; 3♥ = 10-11, 3♠
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣=Ask for 5M; 3♦/♥=5+♥/♠; 3♠=6♣ or 5♣+5♦; 4♣/4♦/4♥ Transfers

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Most overlead but see #below	
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Top of xxx if supported	
Discards	Odd=Enc., Even=McKenney	
Count	Low-High = Even	
Signal on partner's lead:	1. Low encourage ; 2. Low = even;	3. Suit Preference
Signal on declarer's lead:	1. Low-High = Even; 2. Suit preference (We only signal if relevant)	
Notes # Overlead sequences except 10 from interior sequences e.g. KJ10/K109. 9 from 109x(x..)		
Ace asks for Attitude; King for Rev Count or unblock. Possible suit preference in trumps.		
Second discard may be reverse present count if relevant		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/> when? Over 1NT
Slam Notes	Kickback; Exclusion; D0P1/R0P1; Non-serious 3NT; 5NT Pick a slam	
Cue Bids <input checked="" type="checkbox"/>	1st and 2nd controls shown together, up the line	
Asking Bids <input checked="" type="checkbox"/>	After RKC response: non-trump step 1 = Q ask; step 2 = K ask (specific kings)	

7. OTHER CONVENTIONS

Support Doubles to 3M-1	Unusual over Unusual (lower cue = lower suit)
Cue raises and weak / mixed raises	In competition: 2NT often ♣+♦ or 2 suits
1♦ (1NT) 2♣ = ♥+♠	2 way Reverse Drury (2♣=3fit; 2♦=4fit)
Smolen after 1NT-2♣-2♦	Kokish Game Tries

www.abf.com.au

After X, Equal Level Conversion to ♦ = no extra values

PDF Form Rev. 13E21 by RoL

After 1NT(X=PEN): P asks for 5 card suit, else XX

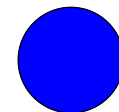
MyRev. 30 May 2025

After 1NT(X=ART): System On

Copyright © ABF 2013



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	764914	Deana Wilson
& Names:	899216	Gwyneira Brahma
Basic System:	Precision Club	
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 checked="" type="checkbox"/>
1♣ 16+ (17+ if Balanced)	1♥ 10-15, 5+♥
1♦ 10-15, 2+♦. 11-13(14) if Balanced	1♠ 10-15, 5+♠
1NT 1st/2nd:14-16; 3rd/4th:15-17. Upgrades / single honour possible	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman	Other:
2♦ 5+♥	2♠ Range ask or 6+♣
2♥ 5+♠	2NT 6+♦
other 3♣ = 5 card Major ask; 3♦ = 5♥+5♠, Inv; 3♥/♠ = Splinters with 5/5 minors	
2♣ 10-15, 6+♣	
2♦ 10-15, 3 suited with short ♦ (3415, 4315, 4414, 4405)	
2♥ 6-10, 5+♥ (6♥ Vul)	
2♠ 6-10, 5+♠ (6♠ Vul)	
2NT 20-21. Rarely a Singleton Honour	3NT Good 4♥ or 4♠ bid
other	

2. PRE-ALERTS

Light openings possible in 3rd seat	Transfers after 1♦/♥/♠(X)
Negative Free bids at 2 level	Transfers after 1♦(2♣) and 1♦(3♣)
1♦-1M rarely a 3 card suit and/or light	Transfers after (1any)1M(X)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥ Jump overcalls	Weak (Intermediate in 4th).(1♣)2♦ = 5♥+5♠
Responsive doubles through	4♥ Unusual NT	Two lowest unbid suits
1NT overcall - immediate	15-18 (System On)	Immediate cue of minor 2♣ = 5/4 Majors; 2♦ = 5/5 Majors
1NT overcall - re-opening	10-15 (System On)	Immediate cue of Major 5M+5m (3♣ = P/C; 3♦ = Inv in M)
Over weak twos	X = T/O. Leaping Michaels	Over opening threes X = T/O. Michaels
Over opponent's 1NT	vs Weak NT: 2♣ = ♥+♠; 2♦ = ♥ or ♠; 2M = M+m; 2NT = ♣+♦; 3♣ = ♣; 3♦ = ♦	
vs Strong NT (and Weak NT by Passed Hand):	X = 6♣ or 6♦ or ♥+♠ or any very good hand;	
2♣ = ♣+M; 2♦ = ♦+M; 2♥ = ♥; 2♠ = ♠; 2NT = ♣+♦ (14-16 1NT treated as weak)		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7, any shape	2♦ 12+, 5+♦ (8-10 if PH)	3♦ 8-11, 4414
1♥ Any 8-11 (but 5+♥ if PH)	2♥ 12+, 5+♥	3♥ 8-11, 4144
1♠ 12+, 5+♠ (8-10 if PH)	2♠ 12+, any 4441 shape	3♠ 8-11, 1444
1NT 12+, Balanced (8-10 if PH)	2NT	3NT
2♣ 12+, 5+♣ (8-10 if PH)	3♣ 8-11, 4441	4♣
other		
1♦ 1♥ 6+, 4+♥ (Rarely 3♥ or <6)	2♥ 5♠, 4+♥, less than Inv	3♥ 7♥, less than Inv
1♠ 6+, 4+♠ (Rarely 3♠ or <6)	2♠ 5♠, 4+♥, Inv	3♠ 7♠, less than Inv
1NT 7-11, not 4♥♠, NF	2NT Good 11-12, not 4♥♠	3NT To Play
2♣ 10+, 4+♣	3♣ 5/4+minors, less than Inv	4♣ 5/5+minors, less than Inv
2♦ 10+, 5+♦ or 3343	3♦ Pre-emptive (6+♦)	4♦ Pre-emptive
other 4♥♠ = To Play		
1♥ 1♠ 6+, 4+♠	2♥ 7-10, 3♥	3♦ 9-12, 6+♦, INV
1NT 5-12, <3♥, NF	2♠ 9-12, 6+♠, INV	3♥ 7-9, 4♥
2♣ 4+♣, FG	2NT 10+, 3+♥, INV+	3♠ Splinter
2♦ 4+♦, FG	3♣ 9-12, 6+♣, INV	3NT 13-16, 3343/3334, NF
other 4♣/♦ = Splinter; 4♥ = To Play (wide range); 4♠ = To Play		
1♠ 1NT 5-12, <3♠, NF	2♠ 7-10, 3♠	3♥ 9-12, 6+♥, INV
2♣ (3)4+♣, FG	2NT 10+, 3+♠, INV+	3♠ 7-9, 4♠
2♦ 4+♦, FG	3♣ 9-12, 6+♣, INV	3NT 13-15, 3343/3334, NF
2♥ 5+♥, FG	3♦ 9-12, 6+♦, INV	4♣ Splinter
other 4♦/♥ = Splinter; 4♠ = To Play (wide range)		
1NT 3♣ Asks for 5M	3♠ Splinter with 5/5 minors	4♦ 6+♥
3♦ 5+/5+ Majors, Inv	3NT To Play	4♥ 6+♠
3♥ Splinter with 5/5 minors	4♣ Ace ask	4♠ To Play
other 4NT = Invitational		
2♣ 2♦ Enquiry	2NT To Play in 3♣ or 5/5 FG	3♥ 6+♠, Inv or better
2♥ 5+♥, constructive, NF	3♣ 6+♦, Inv or better	3♠ 6♠+4♥, FG
2♠ 5+♠, constructive, NF	3♦ 6+♥, Inv or better	3NT To Play
other After 2♣-2♦: 2♥ = 4♥ or 4♠; 2♠ = No 4M, not min; 2N = MM stops; 3♣ = No 4M, min		
2♦ 2♥ To Play (unless 4315)	3♣ To Play	3♠ 5+♠, Inv
2♠ To Play	3♦ 6+♦, Very good suit, Inv	3NT To Play
2NT Strong Enquiry	3♥ 5+♥, Inv	4♣ 4+♣, Inv
other 2♦-2NT: 3♣ = Any min except 4405; 3♦ = 4414; 3♥ = 4315; 3♠ = 3415; 3N/4♣ = 4405		

Notes After 1M-2NT: 3♣ = Accepts game try (then 3♦ = slam try, asks for shortage)

3♦ = ART, counter game try; 3M = Declines game try; 3otherM = Void; 4♣ = Void; 4♦ = Void

2♥ 2♠ (5)6+♠, NF	3♦ 6+♦, NF	3NT To Play
2NT Strong Enquiry	3♥ To Play	4♣ Splinter, agrees ♥
3♣ 6+♣, NF	3♠ 6+♠, Inv	4♥ To Play
other After 2NT 3♣ med or max 3♦ min 3♥ 4OM 3NT 5OM 4♣ 4♦ 4+Min		
2♠ 2NT Strong Enquiry	3♥ 6+♥, NF	4♣ Splinter, agrees ♠
3♣ 6+♣, To Play	3♠ To Play	4♥ To Play
3♦ 6+♦, To Play	3NT To Play	4♠ To Play
other After 2NT 3♣ med or max 3♦ min 3♥ 4OM 3NT 5OM 4♣ 4♦ 4+Min		
2NT 3♣ 5 card Major ask	3♠ 6+♠ or 5♣+5♦	4♦ 6+♥
3♦ 5+♥	3NT To Play	4♥ 6+♠
3♥ 5+♠	4♣ 6+♦	4♠ Ace ask
other After 2NT-3♣: 3♦ = 4♥ and/or 4♠; 3♥ = No 4M; 3♠ = 5♠; 3NT = 5♥		

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: 2♣ = Puppet to 2♦ then invite; 2♦ = FG

Defence to 3NT opening 4♣ = Takeout, better ♥; 4♦ = Takeout, better ♠

Defence to Opening Twos X = Takeout with Lebensohl; (2M)4m = 5m+5oM; 2♦-4♦ = 5♥+5♠

Multi 2♦ X = Takeout of ♠ or Strong hand; 2♥ = Takeout of ♥ (then Lebensohl); 2NT = 15-18

RCO style 2-s X = Values; 2NT = 15-18

Other 2-s X = Values; 2NT = 15-18 (over 2NT=minors: 3♣ = takeout, 16+; 3♦ = takeout, <16)

Defence	X = ♣
to	1♦/♥/♠ = Natural
strong	1N = 4M, 5+m
♣	2♣ = ♥+♠; 2♦ = 6♥ or 6♠; 2♥ = 5♥+m; 2♠ = 5♠+m; 2N = ♣+♦; 3any = Natural

Over 1NT Interference Tfr Lebensohl 3NT via 2NT shows stop; Cue = Stayman; X = T/O

Lebensohl - other uses After we double a weak two; after our 1NT overcall and next hand bids

Take out of 4 level pre-empts 4♣/4♦ X = Takeout; 4NT = Natural

4♥ X = Takeout; 4NT = Minors 4♠ X = Takeout; 4NT = 2 suiter

10. OTHER NOTES

After 2M 2NT strong enquiry 3♣=med or max 3♦ Asks 3♥ med 3♠ max

May open light in 3rd seat