

#### 4. BASIC RESPONSES

Jump raises - minors	
Jump raises - Majors	bergen.
Jump shifts after minor opening	
Jump shifts after Major opening	
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:	top	
Four or more with an honour	attitude	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	low with an honour	
Discards	Odd=ENCRG, Even=McKenney	Odd=ENCRG, Even=McKenney
Count	High-Low = even	
Signal on partner's lead:	high low = even	
Signal on declarer's lead:	high low = even	
Notes impossible negative		
coded 9s and 10s only in NT.		

#### 6. SLAM CONVENTIONS

4♣ Blackwood	<input type="checkbox"/> RKCB	3014	1NT - 4 NT QUANTITATIVE.
Asking Bids	<input checked="" type="checkbox"/> Cue Bids	<input checked="" type="checkbox"/>	

#### 7. OTHER CONVENTIONS

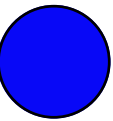
Jacoby	4th suit forcing.
multi landy	help suit game try.
minorwood 3014	NMF. drury.
bergen	count on the lead of a king.
lebonsohl	lead of an ace attitude. low encourage.

www.abf.com.au	2h. -2nt :-	2s-2nt
PDF Form Rev. 21E29 by RoL	3c/3d weak .	3c/d weak
MyRev. 2-2-26	3h = h&s weak	3h= S&C strong
Copyright © ABF 2021	3S =h\$s strong (3nt=h&m str)	3s=S& D.strong.



## AUSTRALIAN BRIDGE FEDERATION LTD.

### STANDARD SYSTEM CARD



ABF Nos.	727881	Barry Koster	S417 Q844
& Names:	766968	Sheila Wills	

Basic System: Precision

Brown Sticker ☐ Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐

#### 1. OPENING BIDS

1♣ STRONG, 16+ HCP, any shape	1♥ 11-15 HCP	5+♥
1♦ 11+15 ;1+ dia.	1♠ 11-15 HCP,	5+♠
1NT 14-16		may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Simple Stayman
2♦ Transfer ♥	2♠ TRF ♣
2♥ TRF ♠	2NT TRF ♦
(Dbl)	other 3c;3d;3h;3s slam interest.

2♣	11-15 HCP precision style: 6+♣ or 5♣ & 4Major		
2♦	weak major6h/s 6-10		
2♥	Multi : weak, 5+♥ and another 6-10 ncp.		
2♠	Multi : weak, 5+♠ and minor 6-10 hcp.		
2NT	minors: 5+♣&5+♦ weak or strong.	3NT	GAMBLING
other			

#### 2. PRE-ALERTS


#### 3. COMPETITIVE BIDS / OVERCALLS

Doubles	{Other Doubles and ReDoubles }	Negative DBL thru	3S
	{E.g. Support Doubles and Redoubles }	Responsive DBL thru	3S
Jump overcalls	weak	Unusual NT	2 lower suits
1NT overcall: (immediate)	15-17 BAL	(re-opening)	
Immediate cue: (minor)	Michaels 5/5 Majors 6-10	(Major)	5 other Major & 5 minor 6-10
Over: Weak Twos	x takeout 14+	Opening Threes	x take out 16+
Opponent's transfers	{ i.e. ..over opponent's transfer bids}		
Opponent's 1NT			
multi landy. x= long minor.2c= majors.2d=long major.2h=h&m.2s=s&m.2nt minors 5/5			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7.hcp	2♦ 8+hcp balanced	3♦
1♥ 8+hcp 5+card suit	2♥ weak 6h 3-6	3♥
1♠ 8+hcp 5+card suit	2♠ weak 6s 3-6	3♠
1NT 8+ HCP, 4+♣	2NT 10-12 NO MAJ.	3NT
2♣ 8+hcp 5+ Dia.	3♣	4♣
other		
1♦ 1♥ 4+H 6+ HCP	2♥ weak 6h 3-7HCP	3♥
1♠ 4+S 6+ HCP.	2♠ weak 6s 3-7 HCP.	3♠
1NT 6-10	2NT 5/4 MINORS, W OR S.	3NT
2♣ RELAY 11HCP.	3♣ SPLINTER	4♣
2♦ 13-15 hcp	3♦ 5+D 6-10HCP	4♦
other		
1♥ 1♠ 4+S 6+HCP	2♥ 3+H 6-11 HCP	3♦ 4h & 10-12
1NT 6-10	2♠ SPLINTER	3♥ 4h & 0-5
2♣ RELAY11+ HCP	2NT 13+ & 4h.	3♠
2♦ 5d+ 13-15	3♣ 4h & 6-9.	3NT 3433 13+
other		
1♠ 1NT 6-10 HP	2♠ 3+S 6-11	3♥
2♣ RELAY 11+ HCP	2NT 13+ 4S	3♠ 4s & 0-5
2♦ 4-5 d +10+	3♣ 4s & 6-9	3NT 4333 13+ HCP
2♥ 5H & 6-11	3♦ 4s & 10-12	4♣
other		
1NT 3♣ gf good suit	3♠ gf good suit	4♦
3♦ gf good suit	3NT TO PLAY	4♥
3♥ gf good suit	4♣ gerber	4♠
other		
2♣ 2♦ WAITING.	2NT RELAY GF 13+ HCP.	3♥ SPLINTER
2♥ 4/5 H 9-11 HCP	3♣ PRE-EMPT.	3♠ SPLINTER
2♠ 4/5 S 9-11 HCP.	3♦ SPLINTER	3NT TO PLAY
other 4C MINORWOOD.		
2♦ 2♥ TO PLAY	3♣ TO PLAY	3♠
2♠ TO PLAY	3♦ TO PLAY	3NT
2NT ASKING	3♥ TO PLAY	4♣
other		

**Notes** 1c-1h;1s-2s =rkc. drury 2c - 2d min.

bergen and jacoby of after interference. but not a X,

2♥ 2♠ TO PLAY	3♦ TO PLAY	3NT
2NT RELAY	3♥ TO PLAY	4♣
3♣ TO PLAY	3♠	4♥
other		
2♠ 2NT RELAY	3♥ TO PLAY	4♣
3♣ TO PLAY	3♠ TO PLAY	4♥
3♦ TO PLAY	3NT	4♠
other		
2NT 3♣ TO PLAY	3♠	4♦
3♦ relay	3NT	4♥
3♥	4♣	4♠
other		

## 9. CONVENTIONS

**Unusual NT:**

**4th Suit Forcing** One round ☒ Game force ☐

**NT Checkback** ☐ Priorities:

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** (1♣) : X= long suit. 1d = both majors. 1h/s= 5/4 or 4/4. 1 nt= both minors.

to

**strong** (2♣) :

**1♣ / 2♣** TRANSFER OVER 1C.X= THAT SUIT. BIDDING THE TFR SUIT IS TAKEOUT.

**Over 1NT Interference**

**Lebensohl - other uses** LEBENSOHL over weak 2s or multi 2s.

**Take out of 4 level pre-empts** 4♣/4♦ x is for t/o.

4♥

4♠

## 10. OTHER NOTES

2nt =	1. 5 no hon.	next suit by opener is control asking.
3c =	1c-1s	2. 5, 1 hon.
3d=	2s-trump ask.	3. 5 , 2 hon
3s=	or 1c-1nt	4. 6, 1 hon.
3nt =	2c = trump ask.	5. 6 , 2 hon.
4c =		6.5 to AKQ
4d =		7. 5 to AKQ void.