		BAS	SIC RE	SPC	DNSE	S
Jump raises	- minors limit		forcing	\square	other	good trumps non-forcing
Jump raises	- majors limit		forcing		other	11 11
Jump shifts	after minor openii	ng	vari	ous: see	e inside	
Jump shifts	after major openii	ng	vari	ous: see	e inside	
Responses	to strong 2 suit op	ening	step	= less	than ace	e and king others nat
Responses	to 2NT opening	i	baron + tr	ansfers	+ 3S = r	minors
		PLA'	Y CON	IVEI	IOITI	NS
'NT' \	Versus Notrump		'S' \	/ersus	Suit	✓= Both
Sequence le	ads:	0	verlead al	ı <u> </u>		All except AK x (x)
	Underlead [oth	ner und	erlead	demands	s unblock eg AKJ10, King
Four or more	e with an honour		4th high	est	✓ a	attitude
3	3rd/5th	other	r			
From 4 sma	II 2nd high	est [√ othe	r 4tl	h is also	possible
From 3 card	s (no honour)		top \square] mid	dle 🔽	Z bottom \square
Signal on	partner's lead:	high (encourage	e [low encourage
	other natura	al count	t (an ace i	n the m	iddle of p	play may ask for attitude)
Signal on o	declarer's lead	natu	ıral count			
Discards	McKenney		high enc	ourage		low encourage
	odd/even		other	natura	al count (McK when obvious)
Count	natural		reverse			
		С	ONVE	NTI	SNC	
4NT:	Blackwood	\square	RKCI			other
4♣	Gerber 🗹	when?	1NT			
		Oth	er Conve	ntions		
(1) XX at on	e level shows per	nalty int	erest			
and our bids	otherwise ignore	the do	uble.			
(2) after 1N	T is doubled bids	are one	suited,			
redouble is	penalties and pas	s 2 suit	ed			
(possibly int	ending to pass)					
Δ	RQ	PO I	BF Marketi Box 397 nwick AC1	_		



Tel: 02 6239 2265 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD SYSTEM CARD
Names: Cathy Chua Janina Fleiszig
ABF Nos:
Basic System: 4 card Standard
Classification: Green ✓ Blue Red Yellow Yellow
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1♠ 4, about 11 + 1♦ 4, about 11+ 1♥ 4, about 11 + 1♠ 4, about 11 +
1 NT 15-17, a little less with playing strength may contain 5 card major
2 . Stayman: simple ☑ extended □ other
transfers 2♦ hearts 2♥ spades 2♠ clubs
2 NT diamonds other any 5422, 6322, bare honour in 4441/5431
2♣ strong with clubs or 23+ balanced. 'strong' = approx. 8 P.T. or better
2 strong with diamonds
2♥ strong with hearts
2♠ strong with spades
2 NT 20-22 balanced, baron and transfers, 3S = minors
3 NT gambling in minor, no outside ace or king
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE
Our takeout doubles are Italian style: classical The more shape the less points required.
shape not required, but values and a hand We mostly open 4 card major before
deemed unsuitable for an overcall (good suits) 4 card minor
COMPETITIVE BIDDING
Negative doubles through 6S Responsive doubles through 6S
Jump overcalls weak Unusual NT lower unbid suits
1NT overcall (immediate) 15-17 (18) (re-opening) 10-14
Immed cue of minor both majors
Immed cue of major other major + minor
Over opponent's 1NT (weak) ASPRO 2C = H + another; 2D = S + minor
Over opponent's 1NT (strong) ASPRO
Over weak twos Double = takeout and then 2NT = takeout
Over opening threes Double = takeout

		RESPONSES TO C	PEN	IING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1 ♣	1♦	5+, 5+ HCP	2NT	strong raise
	1 ₩ ♠	4+ (5)6+ HCP	3♣	4/5 better trumps than 1-2 rais
	1NT	bal 6-10(11) HCP	3◆	splinter 3-4 controls
	2♣	3/4, (5)6-10(11) HCP	3♥	" "
	2♦	fit-showing 3-4 controls	3♠	" "
	2♥	11 11	3NT	16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4 bids	nat
1•	1 ₩ ♠	4: (5)6+ HCP	3♣	fit-showing 3-4 controls
	1NT	bal 6-10(11) HCP	3◆	4/5 better trumps than 1-2 rais
	2♣	nat, forcing one round	3♥	splinter 3-4 controls
	2♦	3/4, (5)6-10(11) HCP	3♠	" "
	2♥	fit-showing 3-4 controls	3NT	16-18 bal, no major
	2♠	(11)12-15 balanced, no major	4♦	nat
	2NT	strong raise	4 Othe	<u>r</u> nat
1 ₩ ♠	1NT	as above except after 1S:	3♠	strong raise
	2♣		3◆	
	2♦		3 ♥ ♠	
	2 ₩ ♠		3NT	
	2NT	(11) 12-15 bal	4 ∳ ♦	1H/S: splinters 3-4 controls
2♣	2•	less than A+K	2♥♠	nat, A+K or better
	other	nat, A+K or better		
2•	2♥	less than A+K	3 ≇ ♦	others as above
	2♠		3♥♠	
	2NT		3NT	
2 ∀ ♠	2NT	2H 2S less than A+K	3NT	
	3♣♦	2S 2NT less than A+K	4 ♣♦	
	3 ∜ ♠	others as above	4 ♥ ♠	
2NT	3♣	baron	4♣	nat
	3♦	transfer to H	4 •	"
	3♥	transfer to S	4♥	"
	3♠	minors	4 ♠	"
	3NT	nat	other	4NT = quan

CONVENTIONS

3 ♣3 ♦ 3C/D = strong 3 ♥3 ♣ 3H=1444/1345/11354 game values 3S = 4144/3145/3154 4 ♣ gerber 4 ♣ 5-5+ in majors game-interest only, partner to choose 4 ♥ natural 4 ♣ natural Unusual NT: minors □ other suits □ lower 2 unbid suits other Other slam bidding Cue Bids ✓ Asking Bids □ 4th Suit Forcing One round ✓ Game force □ NT Checkback □ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♠ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference ✓ Other uses Take out of 4 level pre-empts 4♣4♠ X 4 ♥ X 4♠ X OTHER NOTES	Additional resp	onses to	1NT							
4 gerber 4 5-5+ in majors game-interest only, partner to choose 4 natural 4 natural Unusual NT: minors □ other suits □ lower 2 unbid suits other Other slam bidding Cue Bids ✓ Asking Bids □ 4th Suit Forcing One round ✓ Game force □ NT Checkback □ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ◆ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference ✓ Other uses Take out of 4 level pre-empts 4 ★4 × X	3 ⊈ 3♦	3C/D = strong								
4 5-5+ in majors game-interest only, partner to choose 4 natural 4 natural Unusual NT: minors □ other suits □ lower 2 unbid suits other Other slam bidding Cue Bids Asking Bids □ 4th Suit Forcing One round □ Game force □ NT Checkback □ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ◆ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference □ Other uses Take out of 4 level pre-empts 4 4 4 4 × X	3 ∜ 3♠	3H=1444/1345/11354 game values 3S = 4144/3145/3154								
atural A	4♣									
4♠ natural Unusual NT: minors other suits lower 2 unbid suits Other slam bidding Cue Bids Asking Bids □ 4th Suit Forcing One round Game force □ NT Checkback Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ◆ ASPRO X = H + another, 1D = S + minor Lebensohl Other uses Take out of 4 level pre-empts 4♣4◆ X 4♣ X 4	4♦	5-5+ in n	najors gam	e-interest onl	y, partner t	o choose)			
Unusual NT: minors □ other suits □ lower 2 unbid suits ☑ other Other slam bidding Cue Bids ☑ Asking Bids □ 4th Suit Forcing One round ☑ Game force □ NT Checkback □ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference ☑ Other uses Take out of 4 level pre-empts 4♣4◆ X 4♣4◆ X	4♥	natural								
Other slam bidding	4♠	natural								
Other slam bidding Cue Bids Asking Bids Game force NT Checkback Priorities Defence to 3NT opening If gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ASPRO X = H + another, 1D = S + minor Lebensohl Other uses Take out of 4 level pre-empts 444 X 44 X	Unusual NT:	mino	rs 🗆	other suits		lower 2	unbid suits	V		
4th Suit Forcing One round ✓ Game force □ NT Checkback □ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ◆ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference ✓ Other uses Take out of 4 level pre-empts 4 ◆ 4 ◆ 4 ◆ X	other									
4th Suit Forcing One round ✓ Game force □ NT Checkback □ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ◆ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference ✓ Other uses Take out of 4 level pre-empts 4 ◆ 4 ◆ 4 ◆ X										
NT Checkback ☐ Priorities Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4♣4 X 4♣ X	Other slam bid	ding	Cue Bio	ls 🗹	Asking Bio	ls 🗆				
Defence to 3NT opening if gambling 4C = 2 suits, forcing Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4♣4♠ X 4♠ X	4th Suit Forcin	g C	One round	\square	-		Game force			
Defence to opening 2-s: Multi X = 15+, bids 10-14 2H/S t/o of other major. RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Other uses Take out of 4 level pre-empts 4♣4 X 4♣ X	NT Checkback		Priorit	ies						
RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Other uses Take out of 4 level pre-empts 4♣4♠ X 4♣ X	Defence to 3N7	「 opening	if gar	mbling 4C = 2	2 suits, forc	ing				
RCO style 2-s Double = opening hand + and initiates a takeout double from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Other uses Take out of 4 level pre-empts 4♣4♠ X 4♣ X	Defence to ope	ening 2-s:	Multi	X = 15+, b	ids 10-14	2H/S t/o	of other major			
from each side. 2NT = 15-17(18) bal Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ASPRO X = H + another, 1D = S + minor Lebensohl Other uses Take out of 4 level pre-empts 4 4 4 X							•			
Other 2-s After strong 2C/2NT ASPRO applies Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4♣4♠ X 4♠ X	RCO styl	e 2-s Double = opening hand + and initiates a takeout double								
Defence to strong ♣ ASPRO X = H + another, 1D = S + minor Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4♣4		from each side. 2NT = 15-17(18) bal								
Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4	Other 2-s	3	After strong 2C/2NT ASPRO applies							
Lebensohl Over NT interference Other uses Take out of 4 level pre-empts 4										
Other uses Take out of 4 level pre-empts 4 4 4 X 4 X	Defence to stro	ong 🕭	ASPRO X	= H + anothe	er, 1D = S +	- minor				
Other uses Take out of 4 level pre-empts 4 4 4 X 4 X										
Take out of 4 level pre-empts 4	Lebensohl	Ov	er NT interfe	erence 🔽	1					
4♥ X 4♠ X	Other use	es								
	Take out of 4 le	evel pre-er	mpts	4 ♣ 4♦	Χ					
OTHER NOTES		4♥	Χ	4 ♠ X						
OTHER NOTES										
			OI.	HER NO	TES					

All our natural NT bids may contain singletons if that is deemed the most appropriate but no competition 2NT and 4NT bids are often for takeout.

BASIC RESPONSES	AKG
Jump raises - minors limit	
Jump raises - majors limit	CT
Jump shifts after minor opening Fit-Show	ST Names Jappy Lord 8
Jump shifts after major opening Fit-Show	Names: Jenny Lord & ABF Nos:
Responses to strong 2 suit opening Over 2C - 2D Negative/Waiting	Basic System: Acol
Responses to 2NT opening Natural (2NT=Minors)	Classification: Green
PLAY CONVENTIONS	Glassification. Green t
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum
Sequence leads: Overlead all All except AK x (x)	1 ♠ 4+Cards 1 ♦
Underlead other A=Attitude K=Count	1 NT 12-14HCP
Four or more with an honour 4th highest attitude	2 ♣ Stayman: simple
3rd/5th other	transfers 2♦ To 2H
From 4 small 2nd highest other	2 NT To 3D
From 3 cards (no honour) top middle bottom	2 ♣ Strong
Signal on partner's lead: high encourage low encourage	2◆ Multi. Weak 2H or We
other	2♥ 5/5 Hearts + Other
Signal on declarer's lead Count	2♠ 5/5 Spades + Minor
Discards McKenney ☐ high encourage ☐ low encourage ✓	2 NT 5/5 Minors
odd/even other Subsequent Discards Count	3 NT 4-Level Minor Preer
Count natural reverse	PRE-ALERTS
CONVENTIONS	MEANING
4NT: Blackwood RKCB other 1430	Fit-Shows 1-Round Force C
4● Gerber ✓ when? Over 1NT Directly	4C Opening Strong 4H 4D Opening Strong 4S
Other Conventions	
	Negative doubles through
	Jump overcalls Weak
	1NT overcall (immediate)
	Immed cue of minor
©ABF Marketing	Immed cue of major
PO Box 397	Over opponent's 1NT (weak
Fyshwick ACT 2609 Tel: 02 6239 2265	Over opponent's 1NT (stron
FAX: 02 6239 1816	Over weak twos



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STANDARD SYSTEM CARD
Names: Jenny Lord & Belinda Lindsay
ABF Nos:
Basic System: Acol
Classification: Green ☐ Blue ☑ Red ☐ Yellow ☐
OPENING BIDS
Describe strength, minimum length, or specific meaning Canape
1♠ 4+Cards 1♦ 4+Cards 1♥ 4+Cards
1 NT 12-14HCP may contain 5 card major ✓
2 ≜ Stayman: simple ☑ extended □ other
transfers 2♦ To 2H 2♥ To 2S 2♠ To 3C
2 NT To 3D other 3C/3D/3H/3S Natural Slam Try
2♣ Strong
2 Multi. Weak 2H or Weak 2S or 20-22HCP Balanced
2♥ 5/5 Hearts + Other
2♠ 5/5 Spades + Minor
2 NT 5/5 Minors
3 NT 4-Level Minor Preempt Single-Suited
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE
Fit-Shows 1-Round Force Only
4C Opening Strong 4H
4D Opening Strong 4S
COMPETITIVE BIDDING
Negative doubles through 4H Responsive doubles through 4H
Jump overcalls Weak Unusual NT Lower Unbid
1NT overcall (immediate) 16-18HCP (re-opening) 11-14HCP
Immed cue of minor Michaels - Spades + Red
Immed cue of major Michaels - Other Major + Minor
Over opponent's 1NT (weak) 2H/2S Suit - 2C=H+Other/2D=S+Other - X=Minor
Over opponent's 1NT (strong) 2H/2S Suit - 2C=H+Other/2D=S+Other - X=Minor
Over weak twos X = T/O

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		RESPONSES TO C	PEN	ING BIDS
		Describe strength, minimum length	n or spec	sific meaning
1 ♣	1•	4+Cards Forcing	2NT	Flat Raise Limit or Strong
	1 ₩ ♠	4+Cards Forcing	3♣	Value Raise - 8 Losers
	1NT	8-10HCP No Major	3◆	Splinter GF
	2♠	Weak Raise	3♥	Splinter GF
	2♦	Fit-Show	3♠	Splinter GF
	2♥	Fit-Show	3NT	Flat Raise NF
	2♠	Fit-Show	4 bids	4H/4S To Play
1 ♦	1 ♥ ♠	4+Cards Forcing	3♣	Fit-Show
	1NT	6-9HCP	3◆	Value Raise - 8 Losers
	2♣	4+Cards 10+HCP	3♥	Splinter GF
	2◆	Raise	3♠	Splinter GF
	2♥	Fit-Show	3NT	Flat Raise NF
	2♠	Fit-Show	4♦	Weak Raise
	2NT	Flat Raise Limit or Strong	4 Other	4H/4S To Play
1 ₩ ♠	1NT	6-9HCP	3♣	Fit-Show
	2♣	4+Cards 10+HCP	3◆	Fit-Show
	2♦	4+Cards 10+HCP	3♥♠	Value Raise (1S-3H Fit-Show)
	2 ∜ ♠	Raise (1S-2H Natural 10+HCP)	3NT	Flat Raise Forcing
	2NT	Flat Raise Limit or Strong	4 ∳ ♦	Splinter GF
2♣	2•	Negative or Waiting	2♥♠	Natural Forcing
	other			
2♦	2♥	Correctible	3 ≇ ♦	Natural Forcing
	2♠	Correctible	3♥♠	Premptive - Correctible
	2NT	Forcing Ask	3NT	To Play (Opposite Weak Two)
2 ∀ ♠	2NT	Forcing Ask	3NT	To Play
	3♣♦	Correctible	4♣♦	Correctible
	3 ♥ ♠	Correctible	4 ♥ ♠	To Play
2NT	3♣	To Play	4♣	Natural NF
	3♦	To Play	4♦	Natural NF
	3♥	Natural Forcing	4♥	To Play
	3♠	Natural Forcing	4♠	To Play
	3NT	To Play	other	

		CO	NVENTI	ONS				
Additional responses to 1NT								
3 ⊈ 3♦	8 4 3♦ Natural Slam Try 6+Cards							
3♥3♠	Natural S	Natural Slam Try 6+Cards						
4♣	Gerber							
4♦								
4♥	To Play							
4♠	To Play							
Unusual NT:	minor	rs 🗆	other suits		lower	2 unbid suits	\square	
other								
			_					
Other slam bid	ding	Cue Bid	s 🔽	Asking	Bids 🗆]	,	
4th Suit Forcing	g ,C	One round				Game force	abla	
NT Checkback	\square	Prioritie	es					
Defence to 3NT	opening							
Defence to ope	ning 2-s:	Multi	X=Values	15+HCF	Other N	atural		
RCO style	e 2-s	X=Values 15+HCP Other Natural						
Other 2-s		Over Natural Opening X=T/O Other Natural						
Defence to stro	ng ♣	X=Good Ha	and					
Labarrabl	0	NIT :tf	rence 🔽	,				
Lebensohl		er NT interfe		1				
Other use		osite Dbl at	: ∠-Levei 4 ∉ 4♦	V				
Take out of 4 le	ever pre-er 4♥	•		X				
	4▼	X	4 • 4N	H				
		ОТІ	HER NO	TES				

BASIC RESPONSES	A R AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit	INCORPORATED ©
Jump raises - majors limit	
Jump shifts after minor opening Fit-Show	STANDARD SYSTEM CARD
Jump shifts after major opening Fit-Show	Names: Sally Murray-White Helen Snashall
Responses to strong 2 suit opening Over 2C - 2D Negative/Waiting	ABF Nos:
Responses to 2NT opening 3C=ASKS 5CM Transfers to Majors	Basic System: Acol Classification: Green Blue Red Yellow
PLAY CONVENTIONS	Classification: Green ☐ Blue ☐ Red ☐ Yellow ☐ OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning Canape
Sequence leads: Overlead all All except AK x (x)	1♠ 4+Cards 1♠ 4+Cards 1♠ 4+Cards
Underleadother A=Unblock or Count (NT only)	1 NT 12-14HCP may contain 5 card major
Four or more with an honour 4th highest attitude attitude	2 . Stayman: simple ☑ extended □ other
3rd/5th other	transfers 2♦ To 2H 2♥ To 2S 2♠ To 3C
From 4 small 2nd highest other	2 NT To 3D other 3C/3D/3H/3S Natural Slam Try
From 3 cards (no honour) top middle bottom	2♠ Strong
Signal on partner's lead: high encourage low encourage	2◆ Weak 6-9HCP 6-Card Suit
other Natural Count	2♥ Weak 6-9HCP 6-Card Suit
Signal on declarer's lead Natural Count	2€ Weak 6-9HCP 6-Card Suit
Discards McKenney high encourage low encourage	2 NT 20-22HCP Balanced 3C=5-Card Major Ask
odd/even other	3 NT Gambling
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood □ RKCB ☑ other	Fit-Show 1-Round Force Only
4♠ Gerber ✓ when? Over 1NT Directly	
Other Conventions	
	COMPETITIVE BIDDING
	Negative doubles through 4H Responsive doubles through 4H
	Jump overcalls Weak Unusual NT Minors
	1NT overcall (immediate) 15-18HCP (re-opening) 10-14HCP
	Immed cue of minor Michaels Both Majors
	Immed cue of major Michaels Other Major Plus Minor
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) X=Penalties 2C Landy (Majors)
Fyshwick ACT 2609	Over opponent's 1NT (strong) X=Penalties 2C Landy (Majors)
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X=T/O
1704. 02 0200 1010	Over opening threes X=T/O

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		RESPONSES TO C	PEN	ING BIDS
		Describe strength, minimum lengtl	n or spec	cific meaning
1 ♣	1♦	4+Cards Forcing	2NT	Flat Raise Limit or Strong
	1 ₩ ♠	4+Cards Forcing	3♠	Value Raise
	1NT	8-10HCP No Major	3◆	Splinter GF
	2♣	Weak Raise	3♥	Splinter GF
	2♦	Fit-Show	3♠	Splinter GF
	2♥	Fit-Show	3NT	Flat Raise NF
	2♠	Fit-Show	4 bids	4H/4S To Play
1•	1 ∀ ♠	4+Cards Forcing	3♣	Fit-Show
	1NT	6-9HCP	3♦	Value Raise
	2♠	4+Cards 10+HCP	3♥	Splinter
	2♦	Raise	3♠	Splinter
	2♥	Fit-Show	3NT	Flat Raise NF
	2♠	Fit-Show	4	Weak Raise
	2NT	Flat Raise Limit or Strong	4 Other	4H/4S To Play
1 ₩ ♠	1NT	6-9HCP	3♣	Fit-Show
	2♣	4+Cards 10+HCP	3♦	Fit-Show
	2♦	4+Cards 10+HCP	3 ♥ ♠	Value Raise (1S-3H Fit-Show)
	2♥♠	Raise (1S-2H Natural 10+HCP) 3NT	Flat Raise NF
	2NT	Flat Raise Limit or Strong	4 ♣ ♦	Splinter
2♣	2•	Negative or Waiting	2 ∜ ♠	Natural Forcing
	other			
2♦	2♥	Natural Forcing	3 ∳	3C Natural Forcing 3D To Play
	2♠	Natural Forcing	3 ♥ ♠	Fit-Show
	2NT	Feature Ask	3NT	To Play
2 ∀ ♠	2NT	Feature Ask	3NT	To Play
	3 ⁴ ♦	Natural Forcing	4 ♣♦	Fit-Show
	3 ∜ ♠	Raise To Play New Suit Forcing	g4 ∜ ♠	To Play
2NT	3♣	5-Card Major Ask	4 ♣	Natural Forcing
	3♦	Transfer to 3H	4◆	Natural Forcing
	3♥	Transfer to 3S	4♥	To Play
	3♠	Natural Forcing	4♠	To Play
	3NT	To Play	other	

		CO	NVENT	IONS						
Additional responses to 1NT										
3 ⊈ 3♦	Slam Try	Slam Try 6-Card Suit								
3 ♥ 3♠	Slam Try	Slam Try 6-Card Suit								
4♣	Gerber									
4•	Natural F	orcing								
4♥	To Play									
4♠	To Play									
Unusual NT:	mino	rs 🗹	other suits		lower 2	2 unbid suits				
other										
Other slam bid	dding	Cue Bid	s 🗹	Asking	Bids 🗆]				
4th Suit Forcii	-	One round			•	Game force	abla			
NT Checkback	_	Prioriti	es							
Defence to 3N	T opening									
Defence to op		Multi	X=16+H	CP Othe	r Natural					
RCO sty	le 2-s	X=16+HCF	Other Na	tural						
Other 2-	s	Over Natur	al Opening	X=T/O	Other Natu	ral				
Defence to str	ong 뢒	X=Majors	1NT=Mind	ors						
Lebensohl	Ov	er NT interfe	rence	Z						
Other us	ses Opp	oosite Dbl a	t 2-Level							
Take out of 4 l	evel pre-er	mpts	4 4 4♦	Χ						
	4♥	Χ	4♠ 4	NT						
		ОТ	HER N	OTES						