		BASIC	RESP	ONSE	S		
Jump raises -	minors limit	🛛 for	rcing 🗆	other			
Jump raises -	majors limit	🛛 for	rcing 🗆	other			
Jump shifts af	ter minor openin	g	weak				
Jump shifts aft	ter major openin	g	weak				
Responses to	strong 2 suit ope	ening	🔶 no 3 co	ntrols, A	м = 2, К = 1		
Responses to	2NT opening	<b>4</b>	card staym	an, 🔶 to	♥, ♥ to ♠, ♠	both mine	ors
	P	LAY (	ONVE	NTIO	NS		
'NT' Ve	rsus Notrump		'S' Versus	Suit		= Both	
Sequence lead	ds:	Overle	ad all		All except AK	x (x)	$\checkmark$
	Underlead	other	A for attit	ude, K f	or count		
Four or more w	with an honour	4th	n highest		attitude		
3rd	l/5th	other					
From 4 small	2nd highe	est 🗹	other				
From 3 cards	(no honour)	top	mic	dle 🗔	∠ bottom		
Signal on pa	Signal on partner's lead: high encourage 🗌 low encourage 🗹						
	other						
Signal on de	clarer's lead	reverse	count				
Discards	McKenney	hig	h encourage		] low encou	rage 🔤	$\checkmark$
	odd/even	oth	er				
Count	natural	rev	erse 🗹				
CONVENTIONS							
4NT:	Blackwood	$\boxtimes$	RKCB 🗵	]	other 3014		
4	Gerber 🗆 🗤	vhen?					
		Other C	onventions				



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816 Copyright © BCC 6.3.20

AUST	RALIAN BRIDGE FEDERATION INCORPORATED ©					
Names:Anil SharmaABF Nos:616265	ARD SYSTEM CARD Jane Reynolds 666701					
Basic System: Standard Weak Classification: Green ⊠ Blu	ue C Red C Yellow C					
	PENING BIDS					
Describe strength, minimum length, c						
1♠ 3♠, 11+ HCP 1♦ 3♦, 11						
1 NT (11)-14 HCP balanced	may contain 5 card major 🛛					
2 <b></b> Stayman: simple ⊠	extended  other					
transfers 2♦ ♥	2♥ ♠ 2♠ ♠					
2 NT 🔶 ot	her					
2♣ 23+ HCP or game force						
2♦ 6♦, 6-10 HCP						
2♥ 6♥, 6-10 HCP						
2♠ 6♠, 6-10 HCP						
2 NT 21-22 HCP balanced						
3 NT gambling						
	LS THAT MAY HAVE UNEXPECTED REQUIRE SPECIAL DEFENCE					
superaccepts showing good 4 car	rd side suitS.A. texas transfers					
modified cappelletti	Jacoby NT					
rubensohl						
COMP	ETITIVE BIDDING					
Negative doubles through 3	Responsive doubles through					
Jump overcalls weak	Unusual NT two lowest unbid suits					
1NT overcall (immediate) 16-	18+ HCP (re-opening) 15-(18) HCP					
Immed cue of minor 5/5 ♥+♠	weak or strong					
Immed cue of major 5/5 other	major + a minor					
Over opponent's 1NT (weak) X penalties (14+ HCP), modified Cappelled						
Over opponent's 1NT (strong)	X penalties (16+ HCP), modified Cappelletti					
Over weak twos	X for takeout then Lebensohl					
Over opening threes	X for takeout					

		RESPONSES TO C	OPEN	ING BIDS
		Describe strength, minimum lengt	h or spea	cific meaning
1 <b></b>	1♦	6 HCP, 4♦	2NT	GF, 5 <b></b> ♠
	1♥/♠	6 HCP, 4♥/♠	3♣	10/11, 5🛳
	1NT	6-9 HCP	3♦	splinter
	2	6-9, 5♣, no 4+ card major	3♥	splinter
	2♦	<6 HCP, 6♦	3♠	splinter
	2♥	<6 HCP, 6♥	3NT	natural
	2♠	<6 HCP, 6 <b>≜</b>	4 bids	RKCB, 4 minor suit key card
1♦	1♥/♠	6 HCP, 4♥/♠	3	<6 HCP, 7♠
	1NT	6-9 HCP	3♦	10/11, 5♦
	2	10 HCP, 4 , no 4+ card major	37	splinter
	2♦	6-9, 5♦	3♠	splinter
	2♥	<6 HCP, 6♥	3NT	natural
	2♠	<6 HCP, 6 <b>♠</b>	4♦	minor suit key card
	2NT	GF, 5♦	4 Other	RKCB
1♥/♠	1NT	6-9	3♣	<6 HCP, 7 <b>♣</b>
	2 🛖	10 HCP, 4 <b></b>	3♦	<6 HCP, 7♦
	2♦	10 HCP, 4	3♥/♠	10/11, 3♥/♠
	2♥/♠	6-9, 3♥/♠	3NT	natural
	2NT	GF, 3♥/♠	4 <b>♣/♦</b>	splinter
2 🛖	2♦	<3 controls (A=2, K=1)	2♥/♠	positive, 4♥/♠
	other	2NT positive, no 4+ major		
2♦	2♥	natural	3 <b>∉/</b> ♦	▲ natural, ◆ competitive suppor
	2♠	natural	3♥/♠	natural, GF
	2NT	ogust	3NT	natural
2♥/♠	2NT	ogust	3NT	natural
	3 <b>₫/</b> ♦	natural	4 <b>≜</b> /♦	natural, GF
	3♥/♠	competitive support	4♥/♠	natural
2NT	3♠	4 card stayman	4	transfer 🎔
	3♦	transfer to 💙	4♦	transfer 🛓
	3♥	transfer to 🛦	4♥	natural
	3♠	5/5 both minors	4♠	natural
	3NT	natural	other	quantitative 4NT

	CONVENTIONS							
Additional res	sponses to 1NT							
3♣/3♦	natural							
3♥/3♠	natural							
4 🛖	transfer to 💙							
4♦	transfer to 🛓							
4 🌪	natural							
4♠	natural							
Unusual NT:	minors $\Box$ other suits $\Box$ lower 2 unbid suits $\boxtimes$							
other								
Other slam bid	dding 🛛 Cue Bids 🖾 Asking Bids 🗆							
4th Suit Forcin	ng One round 🗆 Game force 🛛							
NT Checkback	k 🛛 Priorities 3 card support							
Defence to 3N	IT opening							
Defence to ope	ening Two's: Multi 2							
RCO sty	yle 2-s							
Other 2-	-S							
Defence to stre	rong 🛳							
Lebensohl	Over NT interference							
Other us								
Take out of 4 l	level pre-empts 4€/4♦							
	4♥ 4♠							

## **OTHER NOTES**

BASIC RESPONSES						
Jump raises - minors limit  Grocing  other  Preemptive						
Jump raises - majors limit 🛛 forcing 🗆 other						
Jump shifts after minor opening Weak, preemptive						
Jump shifts after major opening Weak, preemptive						
Responses to strong 2 suit opening 2 <> <3 controls, all else natural						
Responses to 2NT opening Stayman, transfers to ♥/♠, 3♠ both minors						
PLAY CONVENTIONS						
'NT' Versus Notrump 'S' Versus Suit √ = Both						
Sequence leads: Overlead all All except AK x (x)						
Underlead other A-Attitude, K-Count						
Four or more with an honour 4th highest 🗹 attitude 🔲						
3rd/5th other						
From 4 small 2nd highest 🗹 other						
From 3 cards (no honour) top middle 🗹 bottom						
Signal on partner's lead: high encourage 🗌 low encourage 🗹						
other						
Signal on declarer's lead Reverse Count						
Discards McKenney in high encourage in low encourage						
odd/even other First discard only						
Count natural reverse						
CONVENTIONS						
4NT: Blackwood  RKCB  other 0314						
4						
Other Conventions						



©ABF Marketing PO Box 397 Fyshwick ACT 2609 Tel: 02 6239 2265 FAX: 02 6239 1816 Copyright © BCC 6.3.20

	B	AU	STRAL	IAN I	BRIDGI II				on Ed ©	
	S			SY	STEN		_		20	
Names:	Oliver Mai			_	ita Shar					
ABF Nos:	546585				6273	ma				
Basic Syste		d maior	s, weak l							
Classificatio		-	Blue		Red 🗌	Yel	low			
			OPEN	ING	BIDS	5				
Describe st	rength, minim								Canap	e [
1 10-20	, 3+	1 10-	20, 3+♦		1♥ 10-2	20, 5+	Y	1♠	10-20	, 5+♠
1 NT 12	-14				m	iay con	tain 5	card	major	
2 <b>⊕</b> Staym	an: simple	e 🛛	ext	ended		oth	er			
transfers	2♦ ->♥		2	->4			2	2♠ ->	<b>.</b>	
2 NT	->♦		other	Super	accepts					
2 23+ 0	or Game For	се		•						
2 5+/4+	· in Majors, 6	5-9 pts								
	• <b>v</b> /minor, 6-	-								
	. <b>≜</b> /minor, 6-	•								
	) 21-22									
•	od 4-level m	inor pre	empt							
	RE-ALERT		•	HAT	MAY H	AVE	UN	EXP	ECTE	D
	MEANIN	IG/S O	R REC	UIRI	E SPEC	CIAL	DE	EN	CE	
2 level ope	enings									
Inverted m	inors									
		CON	<b>IPETI</b>	TIV	E BIDI	DIN	G			
Negative do	oubles through		<b></b>		ponsive d			ıgh		
Jump overc	alls Weal	k	Unus	ual NT	2 Lo	west u	unbid	suits	, weak/	'stron
1NT overca	ll (immediate)		(15) 16-1	8	(re-open			-14		
Immed cue	of minor		♥/♠, we		ona					
Immed cue	of major				inor, wea	ak/stro	na			
	ent's 1NT (we			pelletti			5			
	ent's 1NT (str			pelletti						
Over weak		57			16-18					
					10-10					

		RESPONSES TO (	OPEN	ING BIDS
		Describe strength, minimum lengt	h or spe	cific meaning
1 <b>≜</b>	1♦	6+, 4+♦, Walsh	2NT	10-12 balanced
	1♥/♠	6+, 4+♥/♠, Walsh	3♠	~4-7, 5+♣
	1NT	6-9, no 4 card major	3♦	Splinter
	2	10+, 4+ <b>4</b> , no 4 card major	3♥	Splinter
	2♦	6-8, 6+♦	3♠	Splinter
	2♥	6-8, 6+♥	3NT	To play
	2♠	6-8, 6+ <b>±</b>	4 bids	To play
1♦	1♥/♠	6+, 4+♥/♠	3♣	6-8, 7+
	1NT	6-9, no 4 card major	3♦	~4-7, (4)5+♦
	2 🛖	10+, 4+ 🜩	3💙	Splinter
	2♦	10+, 4+♦	3♠	Splinter
	2♥	6-8, 6+♥	3NT	To play
	2♠	6-8, 6+ <b>±</b>	4♦	Preemptive
	2NT	10-12 balanced	4 Othe	<sup>r</sup> To play
1♥/♠	1NT	6-9	3♠	6-8, 7+
	2	10+, 4+ 🜩	3♦	6-8, 7+♦
	2♦	10+, 4+	3♥/♠	Limit (10-11)
	2♥/♠	6-9, 3+ support	3NT	To play
	2NT	GF raise	4 <b>♣/</b> ♦	Splinter
2 🛳	2♦	<3 controls	2♥/♠	Natural, positive
	other			
2♦	2♥	To play	3 <b>♣/</b> ♦	Natural F1
	2♠	To play	3♥/♠	To play
	2NT	Relay	3NT	To play
2♥/♠	2NT	Ogust	3NT	To play
	3 <b>∉/</b> ♦	Pass/Correct	4 <b>♣/</b> ♦	To play
	3♥/♠	Preemptive	4♥/♠	To play
2NT	3♣	Stayman	4 🛧	Gerber
	3♦	->♥	4♦	
	3♥	->♠	4♥	To play
	3♠	Minors 5+/4+	4♠	To play
	3NT	To play	other	

	CONVENTIONS					
Additional resp	ponses to 1NT					
3 <b>♣</b> /3♦	Slam try in suit					
3♥/3♠	Slam try in suit					
4 <b>♣</b>	Gerber					
4♦						
4 🖤	To play					
4♠	To play					
Unusual NT:	minors  other suits  lower 2 unbid suits					
other						
Other slam bid	Iding Cue Bids 🖾 Asking Bids 🗆					
4th Suit Forcin	g One round □ Game force ⊠					
NT Checkback	Priorities 3 card support					
Defence to 3N	Γ opening					
Defence to opening Two's: Multi 2						
RCO sty	le 2-s					
Other 2-s	s X usually takeout of the most likely option					
Defence to stro	ong 🛳					
Lebensohl	Over NT interference					
Other us	es					
Take out of 4 level pre-empts     4♣/4♦						
	4♥ 4♠					

## **OTHER NOTES**