## **AUSTRALIAN BRIDGE** 4. BASIC RESPONSES Jump raises - minors Limit 10-12 Other: FEDERATION INC. Jump raises - Majors Limit 10-12 Other: STANDARD SYSTEM CARD 16 HCP, 5+ suit Jump shifts after minor opening ABF Nos. Callum Baldwin 921467 Jump shifts after Major opening 16 HCP, 5+ suit & Names: 864951 David Gue 2D=0-6 HCP; Other bids 7+HCP; 2NT =no 5 card suit; Others= 5+cards Responses to strong 2 suit open. Basic System: Standard 3C or 3D is to play Responses to 2NT opening Green X Brown Sticker Classification: Blue Red 5. PLAY CONVENTIONS Show priorities 1. OPENING BIDS Versus Suit Versus **NoTrump** (or both) (if different) Describe strength, minimum length, or specific meaning Overlead All Leads Sequences: Overlead All 14 12+, 3+ clubs 1 12+, 5+hearts Four or more with an honour 4th highest 4th highest 1 12+, 3+ diamonds 1♠ 12+, 5+ spades 2nd highest 2nd highest From 4 small 1NT 15-17, balanced may contain 5 card Major Middle Middle From 3 cards (no honour) 1NT Responses 2 Simple Stayman Other: In partner's suit 2 Transfer to Hearts 2 Transfer to a Minor **Discards** McKenney McKenney 2 Transfer to Spades 2NT 8-9 HCP, balanced, invites game Low-High = Even Low-High = Even Count other 3NT =10+ HCP, no 4 card Major Low encouraging Low encouraging Signal on partner's lead: 24 23+ HCP & balanced or an 8+ playing trick hand Reverse Count Signal on declarer's lead: Multi two bid :- Weak 2 in a major suit or 20-22 HCP and balanced Notes 6-10 HCP, 5+ hearts & 4+ spades 26 6-10 HCP, 5+ spades & 5+ of a minor 2NT 6-10 HCP, 5+ clubs & 5+ diamonds 3NT Gambling 6. SLAM CONVENTIONS other Blackwood X RKCB No 4♣ Gerber **X** when? After NT bid or suit agreement 2. PRE-ALERTS Slam Notes -Modified Cappelletti Michael's Cue Bid (non SA version) X Cue Bids Cue Raises Jacoby 2NT Asking Bids 7. OTHER CONVENTIONS 3. COMPETITIVE BIDS / OVERCALLS 3S weakish Negative doubles through Jump overcalls 3S Minors Responsive doubles through Unusual NT 15-17 HCP 1NT overcall - immediate Immediate cue of minor Both majors, 5-5 12-14 HCP Other major and a minor, 5-5 1NT overcall - re-opening Immediate cue of Major Over opening threes X for takeout Over weak twos X for takeout www.abf.com.au Over opponent's 1NT Modified Cappelletti PDF Form Rev. 13F21 by RoL MyRev. Copyright © ABF 2013

Yellow

Canape

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

6+ HCP, 4 diamonds	2	16+ HCP, 5+ diamonds	<b>3</b>	
6+ HCP, 4 hearts	2	16+ HCP, 5+ hearts	3 <b>Y</b>	
6+ HCP, 4 spades	2♠	16+ HCP, 5+ spades	3 <b>♠</b>	
8-10 HCP, not forcing	2NT	10-12, no major	3NT	13-15 HCP, no major
6-9 HCP, 4+ cards	3 <b>-</b>	9-11, 5+ clubs	4	Ace Ask
6+ HCP, 4 hearts	2	16+ HCP, 5+ hearts	3	Splinter raise
6+ HCP, 4 spades	2♠	16+ HCP, 5+ spades	3 <b>♠</b>	Splinter raise
6-9, Non forcing	2NT	10-12, no 4 card major	3NT	13-15 HCP, no major
10+ HCP, 4 clubs	3 <b>-</b>		4	Ace ask
6-9 HCP, 4+ diamonds	3	9-11, 5+ diamonds	4	Preemptive
6+ HCP, 4 spades	2	6- 9 points, support	3	16+ HCP, 5+ diamonds
6-9 HCP	2♠	16+, 5+ spades	3 <b>Y</b>	10-12 points, 4+ support
10+ HCP, 4 clubs	2NT	13+ HCP, 4+ Hearts	3 <b>♠</b>	
10+ HCP, 4 diamonds	3 <b>-</b>	16+ HCP, 5+ clubs	3NT	13-15, no 4 major
4H = 5 trumps and less th	an 12	HCPs/ 4C=Ace ask		
6-9 HCP	2	6-9 points, support	3	16+ HCP, 5+ hearts
10+, 4 clubs	2NT	13+ HCPs, 4+ Spades	3 <b>♠</b>	10-12 points, 4+ support
10+, 4 diamonds	3 <b>-</b>	16+ HCP, 5+ clubs	3NT	13-15 HCP, no 4 major
10+, 5+ hearts	3	16+ HCPs, 5+ diamonds	4 <b>♣</b>	Ace ask
4S = 5 trumps and less that	an 12	HCPs		
game try	3	slam invitational	4	
game try	3NT	10+ HCP, no 4+ major	<b>4</b>	to play
slam invitational	4	Gerber- Ace Ask	4	to play
4NT= Quantitative- Not BI	ackw	ood- Asks opener to go to	slam v	with maximum
0-6 HCP, any hand	2NT	7+ HCP, no 5 card suit	3 💙	
7+ HCP, 5+ hearts	3 <b>-</b>	7+ HCP, 5+ clubs	3	
7+ HCP, 5+ spades	3	7+ HCP, 5+ diamonds	3NT	
Pass or Correct	3♣		3	
Correctable,has 3+hearts	3			-
Enquiry, Relay, 15+	<b>3</b> ♥		<b>4♣</b>	
	6+ HCP, 4 hearts 6+ HCP, 4 spades 8-10 HCP, not forcing 6-9 HCP, 4+ cards  6+ HCP, 4 hearts 6+ HCP, 4 spades 6-9, Non forcing 10+ HCP, 4 clubs 6-9 HCP, 4+ diamonds  6+ HCP, 4 spades 6-9 HCP 10+ HCP, 4 clubs 10+ HCP, 4 diamonds 4H = 5 trumps and less th 6-9 HCP 10+, 4 clubs 10+, 4 diamonds 10+, 5+ hearts 4S = 5 trumps and less th game try game try slam invitational 4NT= Quantitative- Not BI 0-6 HCP, any hand 7+ HCP, 5+ hearts 7+ HCP, 5+ spades	6+ HCP, 4 hearts 6+ HCP, 4 spades 8-10 HCP, not forcing 6-9 HCP, 4+ cards  6+ HCP, 4 hearts 6+ HCP, 4 spades 6-9, Non forcing 10+ HCP, 4 clubs 6-9 HCP, 4+ diamonds  6+ HCP, 4 spades 6-9 HCP, 4+ diamonds  6+ HCP, 4 spades 6-9 HCP 10+ HCP, 4 clubs 10+ HCP, 4 diamonds 4H = 5 trumps and less than 12 6-9 HCP 10+, 4 clubs 10+, 4 clubs 10+, 4 diamonds 3-10+, 5+ hearts 4S = 5 trumps and less than 12 game try game try game try slam invitational 4NT= Quantitative- Not Blackw 0-6 HCP, any hand 7+ HCP, 5+ hearts 7+ HCP, 5+ spades  Pass or Correct 3-10 3-10 3-10 3-10 3-10 3-10 3-10 3-10	6+ HCP, 4 hearts 6+ HCP, 4 spades 8-10 HCP, not forcing 6-9 HCP, 4+ cards  6+ HCP, 4 hearts 6+ HCP, 4 hearts 6+ HCP, 4 hearts 6-9 HCP, 4+ cards  6-9 HCP, 4 spades 6-9, Non forcing 10+ HCP, 4 clubs 6-9 HCP, 4+ diamonds 6-9 HCP, 4+ diamonds 6-9 HCP, 4 spades 6-9 HCP, 4 spades 6-9 HCP, 4 diamonds  6-9 HCP 10+ HCP, 4 clubs 10+ HCP, 4 clubs 10+ HCP, 4 diamonds  7-9 HCP 10+ HCP, 4 diamonds  8-16+ HCP, 5+ spades 10+ HCP, 4 clubs 10+ HCP, 4 clubs 10+ HCP, 4 diamonds 10+ HCP, 5+ clubs 10+ HCP, 4 clubs 10+ HCP, 4 clubs 10+ HCP, 5+ clubs 10+ HCP, 4 clubs 10+ HCP, 4 clubs 10+ HCP, 5+ clubs 10	6+ HCP, 4 hearts 6+ HCP, 4 spades 8-10 HCP, not forcing 6-9 HCP, 4+ cards  6+ HCP, 5+ hearts 6+ HCP, 4 hearts 6-9 HCP, 4+ cards  6-9 HCP, 4 spades 6-9, Non forcing 10+ HCP, 4 clubs  6-9 HCP, 4+ diamonds  6-9 HCP, 4+ diamonds  6-9 HCP, 4 spades 6-9 HCP 10+ HCP, 4 clubs 6-9 HCP 2↑ 16+ HCP, 5+ spades 6-9 HCP 10+ HCP, 4 clubs 10+ HCP, 5+ clubs 10+ HCP, 4 clubs 10+ HCP, 5+ clubs 10+ A clubs 1

2♥ 2♠ To play 3♦ To play 3NT To play 2NT Enquiry,15+ 3♥ Preemptive 4 3♣ To play 3♠ Preemptive 4♥ To play other 4 Spades to play 2♠ 2NT Enquiry/Asks for 2nd suit 3♥ Clubs & upper range 4 3♣ Clubs & minimum points 3♠ Preemptive 3♦ Diamonds & minimum pts 3NT To play 4♠ To play other 2NT 3♣ to play 3♠ Natural, one round force 4 Preemptive 3♦ to play 3NT to play **4♥** To play 4♠ To play 3♥ Natural, one round force 4♣ preemptive other 5 Clubs or 5 Diamonds is to play 9. CONVENTIONS Unusual NT: minors One round X Game force 4th Suit Forcing Priorities: NT Checkback **Defence to 3NT opening** 4C for the majors **Defence to Opening Twos** X= Takeout Multi 2 X= Take out, Suit bids are natural, 2NT= natural RCO style 2-s X= Take out, Suit bids are natural, 2NT= natural X= Take out, Suit bids are natural, 2NT= natural Other 2-s **Defence** Over Precision 1C:- Doubles= Majors, NT= Minors, Suit bids are natural Over strong 2C:- Doubles = Majors, NT= minors, Suit bids are natural to strong **Over 1NT Interference** X=Penalty, Other bids are natural Lebensohl - other uses X= values Take out of 4 level pre-empts 4♠ X=values 4♥ X= values 10. OTHER NOTES