## **AUSTRALIAN BRIDGE** 4. BASIC RESPONSES FEDERATION INC. Jump raises - minors Limit 10-12 Other: Jump raises - Majors Limit 10-12 Other: STANDARD SYSTEM CARD Jump shifts after minor opening weak ABF Nos. 163252 Ros Scott Jump shifts after Major opening Bergen & Names: 163198 Catherine Patchett Responses to strong 2 suit open. $2 \Rightarrow = 0.7$ HCP, Other = 8+ HCP Basic System: Standard American Responses to 2NT opening to play Green X Brown Sticker Blue Red Yellow Classification: **Show priorities** 5. PLAY CONVENTIONS 1. OPENING BIDS Versus **NoTrump** (if different) Versus Suit (or both) Describe strength, minimum length, or specific meaning Canape Overlead except AKx(+) Leads Sequences: 1♣ 11+ HCP 2+♣ 1♥ 11+ HCP 5+♥ Four or more with an honour 4th highest 1 ◆ 11+ HCP 4+ ◆ 1♠ 11+ HCP 5+♠ 2nd highest From 4 small may contain 5 card Major **1NT** 15 - 18 From 3 cards (no honour) Top 1NT Responses 2♣ Simple Stayman Other: In partner's suit Top of 2 2♦ TFR ♥ 2▲ TRF 3♣ **Discards** McKenney 2♥ TRF♠ 2NT inv Not used Count other **Signal** on partner's lead: Low encourage 24 21+ unbal, 23+ bal Signal on declarer's lead: 2 Multi: Weak 6-9 HCP 6 card major, 21-22 bal **Notes** High-low on partner's first lead 2♥ Weak 6-9 HCP 5/5 ♥ 's + a minor 2♠ Weak 6-9 HCP 5/5 ♠'s + a minor 2NT Weak majors 3NT Game 6. SLAM CONVENTIONS other Blackwood X 4♣ Gerber X when? Most ace ask contracts **RKCB** 2. PRE-ALERTS **Slam Notes** Cue Bids Asking Bids 7. OTHER CONVENTIONS 3. COMPETITIVE BIDS / OVERCALLS 3 Jump overcalls Negative doubles through weak Responsive doubles through 3 Unusual NT minors 1NT overcall - immediate 16 - 18 Immediate cue of minor majors 1NT overcall - re-opening 16 - 18 Immediate cue of Major Over weak twos DBL Over opening threes DBL www.abf.com.au Over opponent's 1NT PDF Form Rev. 13F21 by RoL Natural MyRev. Copyright © ABF 2013

## 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

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1♣	1♦	5+ HCP 4+◆	2	weak	3◆	
	1♥	5+ HCP 4+♥	2	weak	3 <b>Y</b>	
	1♠	5+ HCP 4+♠	2 <b>♠</b>	weak	3♠	
	1NT	6-10	2NT	10-12 inv no 4 cd major	3NT	13-15 no 4 card major
	2	5-9 HCP 5+♣	3♣	Limit raise 5+♣	4♣	Gerber
	other					
1 •	1♥	5+ HCP 4+♥	2	weak	3 <b>Y</b>	
	1	5+ HCP 4+♠	2♠	weak	3♠	
	1NT	6-10	2NT	10-12 inv no 4 cd major	3NT	13-15 no 4 card major
	2	10+ HCP 4+♣	3♣		4	Gerber
	2	5-9 HCP 4+◆	3◆	Limit raise 4+♦	4	
	other					
1 💙	1♠	5+ HCP 4+♠	2	5-9 HCP 3♥	3	Bergen 10-12 HCP 4+♥
	1NT	6-10	2	weak	3 <b>Y</b>	Limit raise 10-12
	2♣	10+ HCP 4+♣	2NT	10-12 bal	3 <b>♠</b>	
	2	10+ HCP 4+◆	3 <b>-</b>	Bergen 6-9 HCP 4+♥	3NT	13-15
	other					
1 🛧	1NT	6-10	2	5-9 HCP 3♠	3 <b>Y</b>	
	2	10+ HCP 4+♣	2NT	10-12 bal	3 <b>♠</b>	Limit raise 10-12
	2	10+ HCP 4+◆	3 <b>-</b>	Bergen 6-9 HCP 4+♠	3NT	13-15
	2	10+ HCP 5+♥	3◆	Bergen 10-12 HCP 4+♠	4♣	Gerber
	other					
1NT	3 <b>♣</b>	6+♣ game inv	3	5+♠ forcing	4	
	3	6+♦ game inv	3NT	to play	4 <b>\</b>	to play
	<b>3</b>	5+♥ forcing	4♣	Gerber	4	to play
	other					
2	2	waiting	2NT	8+ HCP	3	
-		8+ HCP 5+♥	3 <b>♣</b>	8+ HCP 5+♣	3 <b>♠</b>	
	2	8+ HCP 5+♠	3	8+ HCP 5+ <b>♦</b>	3NT	
	other					
2	2	Pass or correct	3	to play	3♠	Pass or correct
- *		Pass or correct		to play	3NT	
		Strong enquiry		Pass or correct	4	
	other	3 - 1 - 7	•		1-1-	
ote						

2 to play 2NT Strong enquiry 3 Preemptive 4 A 3 Pass or correct 3 Peremptive 3 Peremptive 4 A 4 A 4 A 4 A 4 A 4 A 4 A 4 A 4 A 4 A							
3♣ Pass or correct other  2♠ 2NT Strong enquiry 3♣ Pass or correct 3♠ Preemptive 3♣ Pass or correct 3♠ Preemptive 4♠ 3♠ to play other  2NT 3♣ 3♠ to play 3NT to play 4♠ 3♥ to play 4♠ 3♥ to play other  2NT 3♣ 3♠ to play 3NT to play 4♠ 3♥ to play 5NT to play 5NT to play 5NT to play 5NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos  DBL  Multi 2♠ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♣ 2♠ = single suit to  strong 5NT Interference Strong 5NT Interference Natural Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  DBL  DBL  DBL  DBL  DBL  DBL  DBL			3			T to play	
other  2♠ 2NT Strong enquiry 3♣ Pass or correct 3♠ Preemptive 3♣ to play 3NT to play 4♣ 3♣ to play 4♣ 3♣ to play 4♣ 3♣ to play 5NT to play 4♣ 3♣ to play 5NT to p			3	Preemptive	e 44	•	
2♠ 2NT Strong enquiry 3♣ Pass or correct 3♣ Preemptive 3♣ to play 3NT to play 4♣  2NT 3♣ 3♣ to play 3NT to play 4♣ 3♣ to play 4♣ 3♣ to play 4♣ 3♣ to play 4♣ 3♣ to play 4♣ 4♣ 3♣ to play 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣ 4♣	3♣	Pass or correct	3		4		
3♣ Pass or correct 3♠ Preemptive 4♥ 3♦ to play 3NT to play 4♠ 3♦ 3NT to play 4♠ 3♦ 40 play 3NT to play 4♠ 3♦ 40 play 4♠ 3♥ to play 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠ 4♠	other						
3 to play other  2NT 3 to play 3NT to play 4	2♠ 2NT	Strong enquiry	3	to play	4	•	
other  2NT 3♣ 3♠ to play 4♣ 4♥ 3NT to play 4♥ 3♥ to play 4♣ 4♠ 3♥ to play 4♣ 4♠ 4♠ 3♥ to play 5♥ EONVENTIONS  Unusual NT: minors  4th Suit Forcing One round N/A Game force NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2♠ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♣ 2♠ = single suit to strong 2♣: Natural ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  4♠ DBL 4♠ DBL Penalty	3♣	Pass or correct	3	Preemptive	э 4	•	
3♣ to play 3♣ 3NT to play 3♥ to play 3♥ to play 3NT to play 3♥ to play 4♣  9. CONVENTIONS  Unusual NT: minors  4th Suit Forcing One round N/A Game force NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2♠ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♣ 2♠ = single suit  to strong 2♣: Natural ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts  4♣/4♠ DBL  4♠ DBL = Penalty	3	to play	3NT	to play	44	•	
3 to play 3 to play other  9. CONVENTIONS  Unusual NT: minors  4th Suit Forcing One round N/A Game force NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2 X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1 ★: X = majors, 1NT = minors, 1 ↑ 1 ★ 2 ★ 2 ♦ = single suit  to  strong 2 ★: Natural  Cover 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4 ♣ /4 ◆ DBL  4 DBL	other						
3 to play 3 to play 4 to	2NT 3♣		3	to play	4		
9. CONVENTIONS  Unusual NT: minors  4th Suit Forcing One round N/A Game force MT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2 X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1 ★: X = majors, 1NT = minors, 1 1 1 ★ 2 ★ 2 ★ 2 ★ = single suit  to strong 2 ★: Natural  Cover 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4 ★ /4 ◆ DBL  4 DBL  DBL  DBL  Defence 1 ★ DBL	3◆				4		
9. CONVENTIONS  Unusual NT: minors  4th Suit Forcing One round N/A Game force NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2  X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1  X = majors, 1NT = minors, 1  1  2  2  2  = single suit  to strong \$\frac{2}{2}\$: Natural \$\frac{1}{2}\$: Natural  Cover 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts  4  4  DBL  4  DBL  DBL  DEL  DEL  DEL  DEL  DEL  DEL	3♥	to play	4		44	•	
Unusual NT: minors  4th Suit Forcing One round N/A Game force MT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2♠ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♣ 2♠ 2♠ = single suit  to  strong 2♠: Natural  ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  4♠ DBL	other						
Unusual NT: minors  4th Suit Forcing One round N/A Game force MT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2♠ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♣ 2♠ 2♠ = single suit  to  strong 2♠: Natural  ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  4♠ DBL			a C	ONVE	NTIONS		
Ath Suit Forcing One round N/A Game force NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2◆ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1 ▼ 1♠ 2♣ 2 ◆ = single suit  to strong 2♣: Natural ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4◆ DBL  4♠ DBL Penalty	Haususl		<i>J</i> . O	OIVE	THONG		
NT Checkback Priorities:  Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2♠ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♠: X = majors, 1NT = minors, 1♥ 1♠ 2♠ 2♠ 2♠ = single suit  to  strong 2♠: Natural  ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  4♠ DBL			_	NI/A			0
Defence to 3NT opening  Defence to Opening Twos DBL  Multi 2◆ X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♠ 2♠ = single suit  to strong 2♣: Natural ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  4♠ DBL DBL		<u> </u>		N/A			Game force
Defence to Opening Twos DBL  Multi 2	NT Chec	kback Priorities					
Multi 2  X = Take out, 16-18 bal, nat overcalls  RCO style 2-s Other 2-s  Defence 1 : X = majors, 1NT = minors, 1  2  2  2  = single suit  to strong 2 : Natural  Over 1NT Interference Natural Lebensohl - other uses  Take out of 4 level pre-empts 4  DBL  DBL  DBL  DBL  DBL  DBL  DBL  DBL	Defence	to 3NT opening					
Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♠ 2♠ = single suit  to  strong ♣  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts  4♣/4♠ DBL  DBL  DBL  DBL  DBL  DBL DBL = Penalty	Defence	to Opening Twos DB	L				
Other 2-s  Defence 1♣: X = majors, 1NT = minors, 1♥ 1♠ 2♣ 2♠ = single suit  to  strong 2♣: Natural  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4♠ DBL  4♠ DBL 4♠ DBL = Penalty	Multi 2	X = Take out, 16-1	8 bal, ı	nat overcalls	S		
Defence to strong  2♣: Natural  Over 1NT Interference  Natural  Lebensohl - other uses  Take out of 4 level pre-empts  4♣/4♦  DBL  DBL  DBL  DBL  DEL  DEL  DEL  DEL	RCO style	2-s					
to strong 2 : Natural  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4 4/4 DBL  DBL  DBL  DBL  DBL  DBL  DBL  DBL	Other 2-s						
to strong 2 : Natural  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4 4/4 DBL  DBL  DBL  DBL  DBL DBL = Penalty	Defence	1 <b>♣</b> : X = maiors, 1NT =	minor	s. 1♥ 1♠ 2º	♣ 2♦ = single suit		
strong  2♣ : Natural  Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4◆ DBL  4♣ DBL  DBL  DBL  DBL  DBL  DBL		_ :,		-,			
Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4*/4 DBL  DBL  DBL  DBL Penalty		2♣ · Natural					
Over 1NT Interference Natural  Lebensohl - other uses  Take out of 4 level pre-empts 4♣/4◆ DBL  4♣ DBL 4♠ DBL = Penalty	strona						
Lebensohl - other uses  Take out of 4 level pre-empts  4♣/4♦ DBL  DBL 4♠ DBL = Penalty	•						
Take out of 4 level pre-empts  4♣/4  DBL  DBL  DBL = Penalty	•						
4♥ DBL = Penalty	Over 1NT	Interference Natura					
	Over 1NT	Interference Natura	1				
10. OTHER NOTES	Over 1NT	Interference Natura		4♣/4♦	DBL		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		
	Over 1NT Lebenso Take out	Interference Natura hI - other uses of 4 level pre-empts DBL		4	DBL = Penalty		