AUSTRALIAN BRIDGE 4. BASIC RESPONSES Limit 10-12 FEDERATION INC. Jump raises - minors limit 10-12 Jump raises - Majors STANDARD SYSTEM CARD Strong Jump shifts after minor opening ABF Nos. 882313 George Bartley Jump shifts after Major opening Strong & Names: 939684 James Lawry Responses to strong 2 suit open. Points count Basic System: Standard System on, 3NT to play, 4♣ Gerber Responses to 2NT opening Classification: Green X Blue Red Yellow Brown Sticker 5. PLAY CONVENTIONS **Show priorities** 1. OPENING BIDS Versus NoTrump (if different) Versus Suit (or both) Describe strength, minimum length, or specific meaning Canape Over Lead all Leads Sequences: 1♣ 3+ ♣, 11-19HCP 1♥ 5+♥, 11-19 HCP Four or more with an honour 4th highest 1♦ 3+ ♦, 11-19 HCP 1♠ 5+ ♠, 11-19 HCP 2nd highest From 4 small **1NT** 15-18 HCP may contain 5 card Major Middle From 3 cards (no honour) 1NT Responses 2♣ Simple Stayman In partner's suit 2 Minors 2 Low encourage **Discards** 2♥ ♠ 2NT 8-9 HCP NA Count other Signal on partner's lead: Low ecourage 2♣ 20+ unbalanced Signal on declarer's lead: NA Weak 6 card • **Notes** Weak 6 💙 2♠ Weak 6♠ 2NT 20-22 Blanced 3NT 23+ Balanced 6. SLAM CONVENTIONS Blackwood X 4♣ Gerber X when? after NT open or rebid other 2. PRE-ALERTS **Slam Notes** Cue Bids Asking Bids 7. OTHER CONVENTIONS 3. COMPETITIVE BIDS / OVERCALLS **OGUST 3** Jump overcalls Weak Negative doubles through NA Responsive doubles through **3** Unusual NT 15-18 sys on NA 1NT overcall - immediate Immediate cue of minor 1NT overcall - re-opening 15-18 sys on NA Immediate cue of Major Over weak twos X values t/o, 2NT=15-18 hcp Over opening threes www.abf.com.au Natural Over opponent's 1NT 2♣, 2♦, 2♥, 2♠ tnatural o play PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015

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

	Describe site	ingui,	minimum length, or specific	C IIIC	ariirig	
1♣ 1♦	6+ HCP, 4 ♦	2	16+HCP 6+◆	3◆	splinter	
1♥	6+ HCP, 4♥	2	16+HCP 6+♥	3 Y	splinter	
1♠	6+ HCP, 4 ♠	2	16+HCP 6+ ♠	3 ^	splinter	
1NT	6-10 HCP no major	2NT	11-13 HCP, Bal.	3NT	14-16 Balanced	
2♣	6-9 HCP, 5+♣ , no M	3♣ 5+♣ opening hand 4♣ N/A				
other	4♥, 4♠ to play					
1♦ 1♥	6+ HCP, 4♥	2	16+HCP 6+♥	3	Splinter	
1♠	6+ HCP, 4♠	2	16+HCP 6+ ♠	3 ^	Splinter	
1NT	6-10 HCP no major	2NT	11-13 HCP, Bal.	3NT	14-16 Balanced	
2	9+ HCP, 4+ ♣	3 -	16+HCP 6+♣	4 ♣	Splinter	
2	6-9 HCP, 4+♦, no M	3	5+♦ opening hand	4	N/A	
other						
1♥ 1♠	5+ HCP, 4+ ♠	2	6-10, 3+♥	3	16+HCP 6+ ♦	
1NT	6-10, no 3♥ or 4♠	2	16+HCP 6+ ♠	3	opening hand, 3+♥	
2♣	10+HCP, 4+ ♣	2NT	11-13 HCP, Bal, No 4♠	3 ^	Splinter	
2	10+HCP, 4+◆	3 -	16+HCP 6+♣	3NT	14-16 balanced	
other	4♣/4♦ Splinter, 4NT B	lack	wood			
1 ♠ 1NT	6-9 no 3♠	2	6-9, 3+♠	3 💙	16+HCP 6+♥	
2♣	10+HCP, 4+ ♣	2NT	11-13 HCP, Bal	3 ^	10-12, 3+♠	
2	10+HCP, 4+◆	3 -	16+HCP 6+♣	3NT	14-16 balanced	
2	9+, 5+♥	3	16+HCP 6+◆	4 ♣	Splinter	
other	4NT Blackwood					
1NT 3♣	N/A	3	N/A	4	N/A	
3	N/A	3NT	To Play	4	To Play	
3♥	N/A	4	gerber	4	To Play	
other						
2♣ 2♦	0-3 HCP	2NT	10+ HCP	3 💙	N/A	
2	4-6 HCP	3♣	N/A	3 ♠	N/A	
2	7-9 HCP		N/A	3NT	N/A	
other						
2♦ 2♥	To play	3♣	To play	3♠	N/A	
2♠	To play	3	Natural, non forcing	3NT	To Play	
2NT	To play	3	N/A	4 ♣	N/A	
other	- 17	J •		. 7		
Notes						

2♥ 2♠	To play	3	To play	3N	T To Play					
2NT	To play	3	pre-empti	ve raise 44	N/A					
3♣	To play	3♠	N/A	4	To play					
other										
2♠ 2NT	To play	3♥	To play	4	N/A					
3♣	To play	3	Pre-empti	ve raise 4	N/A					
3◆	To play	3NT	To play	44	To play					
other										
2NT 3♣	Stayman	3♠	Natural fo	rcing 4	N/A					
3◆	Transfer to ♥	3NT	To play	4	1 7					
3♥	Transfer to ♠	4	Gerber	44	To play					
other										
9. CONVENTIONS										
Unusual NT: N/A										
4th Suit Forcing One round Game force										
NT Checkback Priorities:										
Defence to 3NT opening 4C=both majors with better H, 4D= both majors with better S										
Defence to Opening Twos Natural										
Multi 2	Multi 2♦ X=16+ t/out, 2NT= 15-18 balanced									
RCO style	RCO style 2-s									
Other 2-s										
Defence	Natural									
to										
strong										
*										
Over 1NT Interference Natural										
Lebensohl - other uses										
Take ou	t of 4 level pre-empts	X= t/out								
4 ♥ X= t/out			4	4NT= t/out, X= penalities						
10. OTHER NOTES										