AUSTRALIAN BRIDGE 4. BASIC RESPONSES FEDERATION INC. Jump raises - minors limit Jump raises - Majors weak STANDARD SYSTEM CARD weak Jump shifts after minor opening ABF Nos. 804517 Jamie Thompson Jump shifts after Major opening 2NT=jacoby & Names: 893331 Finn Rennie Responses to strong 2 suit open. 2D=neg Basic System: Standard 3C=stayman, transfers 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 Overlead Overlead Leads Sequences: 1 5+, 12+hcp 14 3+, 12+hcp Four or more with an honour 4th 4th 1 5+, 12+hcp 1 3+, 12+hcp 2nd 2nd From 4 small may contain 5 card Major **1NT** 15-17 bal MUD MUD From 3 cards (no honour) 1NT Responses 2 Stayman In partner's suit nat nat 2♠ Clubs 2♦ Hearts low encourage low encourage **Discards** 2 Spades 2NT Diamonds natural count if given natural count if given Count other count Signal on partner's lead: count 2 GF or 23+ bal Signal on declarer's lead: weak 6-9(10) 6 diamonds **Notes** weak 6-9(10) 6 hearts weak 6-9(10) 6 spades 6. SLAM CONVENTIONS **2NT** 20-22 bal 3NT RKCB 1430 other Blackwood 4♣ Gerber when? 4NT: 2. PRE-ALERTS **Slam Notes** Cue Bids Asking Bids 7. OTHER CONVENTIONS 3. COMPETITIVE BIDS / OVERCALLS 4H Jump overcalls Weak Negative doubles through 4H **LUBS** Responsive doubles through Unusual NT 15-18 Immediate cue of minor Michaels 1NT overcall - immediate 1NT overcall - re-opening 15-18 Immediate cue of Major Michaels Over opening threes x=t/o www.abf.com.au Over weak twos x=t/o Over opponent's 1NT x=penalties, else natural PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	2000.120 011	J. 1.9 t. 1,	Thirminum length, or speci		-		
1♣ 1♦	4+, 6+hcp	2	weak	3◆	n/a		
1♥	4+, 6+hcp	2	weak	3	n/a		
1♠	4+, 6+hcp	2	weak	3 ^	n/a		
1NT	6-9 hcp	2NT	10-12 bal	3NT	To Play		
2♣	6-9 hcp, 5+C	3♣	10-12 hcp, 5+C	4	n/a		
other							
1♦ 1♥	4+, 6+hcp	2	weak	3♥	n/a		
1♠	4+, 6+hcp	2	weak	3	n/a		
1NT	6-9 hcp	2NT	10-12 bal	3NT	To Play		
2♣	10+, 4+C	3	n/a	4	n/a		
2	6-9, 5+D	3	10-12, 5+D	4	n/a		
other							
1♥ 1♠	4+, 6+hcp	2	6-9, 3+H	3�	n/a		
1NT	6-9 hcp	2	weak	3	0-5, 4+H		
2	10+, 4+C	2NT	10-12 or 16+, 3+H	3	n/a		
2	10+, 4+D	3♣	n/a	3NT	13-15, 3+H		
other							
1 ♠ 1NT	6-9 hcp	2	6-9, 3+S	3♥	n/a		
2♣	10+, 4+C	2NT	10-12 or 16+, 3+S	3	0-5, 4+S		
2	10+, 4+D	3 -	n/a	3NT	13-15, 3+S		
2	10+, 4+H	3	n/a	4	n/a		
other							
1NT 3♣	natural slam try	3♠	natural slam try	4	n/a		
3	natural slam try	3NT	To Play	4	To Play		
3♥	natural slam try	4	n/a	4	To Play		
other	·				·		
2♣ 2♦	<8 hcp	2NT	8-11 bal	3 💙	n/a		
2	8+ hcp, 5+H	3♣	8+ hcp, 5+C	3♠	n/a		
2	8+ hcp, 5+S	3	8+ hcp, 5+D	3NT	n/a		
other	, -	J •	1 /	3111			
2♦ 2♥	natural forcing	3♣	natural forcing	3♠	n/a		
2♠	natural forcing	3	pre-emptive raise	3NT			
2NT	strong enquiry	3♥	n/a	4	n/a		
other	gquj	J V		7-7-			
Outer							

NI	otoc.	

2♥ 2♠	natural forcing	3◆	natural forcing	3NT	To Play		
2NT	strong enquiry	3 Y	pre-emptive raise	4 ♣	n/a		
3♣	natural forcing	3 ^	n/a	4	To Play		
other							
2 ♠ 2NT	strong enquiry	3	natural forcing	4 ♣	n/a		
3♣	natural forcing	3 ^	pre-emptive raise	4	To Play		
3◆	natural forcing	3NT	To Play	4	To Play		
other							
2NT 3♣	simple stayman	3 ^	n/a	4	n/a		
3◆	hearts	3NT	To Play	4	n/a		
3♥	spades	4	n/a	4	n/a		
other							
9. CONVENTIONS							
Unusual NT: LUBS							
4th Suit Forcing One round Game force					Game force X		
NT Checkback Priorities:							
Defence to 3NT opening							
Defence to Opening Twos							

Unusual N	T:	LUBS				
4th Suit Fo	orcir	ng One round	Game force 🗶			
NT Checkl	back	Priorities:				
Defence to	3N	T opening				
Defence to	о Ор	ening Twos				
Multi 2◆		x=values				
RCO style 2-	-S	-values				
Other 2-s		x=values				
Defence	1♣	: {Replace with your defence to strong 1♣ openings}				
to						
strong	2♣	: {Replace with your defence to strong 2♣ openings}				
*						

Over 1NT Interference Lebensohl - other uses

Take out of 4 level pre-empts t/o **4♣/4**♦ 4♠ optional 4**♥** t/o

10. OTHER NOTES