4. BASIC RESPONSES Jump raises - minors Preempt 0-8 HCP, 5(4)+ cards Jump raises - Majors Preempt 0-8 HCP, 4+ cards Natural weak Major jumps at 2 level, criss-cross minor Jump shifts after minor opening Jump shifts after Major opening bergan 2♦= no A and K, 2♥ = +ve, 2nt = ♥ Responses to strong 2 suit open. Responses to 2NT opening puppet, transfers 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Sequences: Overlead, A-Attitude K-Count Overlead, A-Attitude K-Count Leads Four or more with an honour 4th highest 4th highest 2nd highest 2nd highest From 4 small Middle Middle From 3 cards (no honour) In partner's suit Ssx Xx xXx Hx hxX Ssx Xx xXx Hx hxX Odd=Enc., Even=McKenneyish Odd=Enc., Even=McKenneyish **Discards** Low-High = Even Low-High = Even Count Low Encourage Low Encourage **Signal** on partner's lead: Signal on declarer's lead: Count if leading partners suit that leader has unsupported then xxX 6. SLAM CONVENTIONS RKCB 1430 Blackwood 4♣ Gerber when? 4NT: **Slam Notes** X Cue Bids 1st or 2nd Asking Bids 7. OTHER CONVENTIONS 3 way checkback drury, (2 - 3, 2 - 4)super accepts (3suit=wk +4, 2nt=max +4) www.abf.com.au PDF Form Rev. 15F06 by RoL MyRev. Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



	SIANL	JARD 5	YSIEW	CARD				
ABF Nos. 6667	701 Jane	Reynolds						
& Names: 324	043 Viv W	/ood						
Basic System: Stan	dard							
Brown Sticker	Classification	<u>n:</u> Green [X Blue	Red	Yellow			
	1	. OPENI	NG BIDS	6				
Describe strength, minimum length, or specific meaning Canape								
1♣ 12+ HCP, 3+♣			1 ♥ 12+ HCF					
1♦ 12+ HCP, 3+♦			1♠ 12+ HCP 5+♠					
1NT 15-17 Balance	d			may contain 5	card Major 🗶			
1NT Responses 2♣ E	Extended Sta	ıyman (Lavin	gs)					
2♦ Transfer ♥			2♠ TRF ♣					
2♥ TRF ♠	2♥ TRF ♠							
other								
2♣ 23+ BAL or any	game force							
2♦ Weak Major								
2♥ weak, 5+♥ & 5(4	not vul) mn	or						
2♠ weak, 5+♠ & 5(4	not vul) min	or						
2NT 20-21 balanced			3NT Gambling, solid minor,					
other								
		2. PRE-	ALERTS					
3. COMPETITIVE BIDS / OVERCALLS								
Negative doubles through	4D Ju	mp overcalls w	reak					
Responsive doubles through	3S U	nusual NT L	ower 2 unbid	suits				
1NT overcall - immediate	15-18 BAL	Imme	diate cue of minor	Michaels 5/5 M	ajors			
1NT overcall - re-opening 10-14 BAL Imm		Imme	diate cue of Major	·				
Over weak twos 2NT 16	5-18, T/O X v	vith leb. 0	er opening threes T/O X					
Over opponent's 1NT X= PEN, 2♣=Majors, 2♦= single suit, 2M= 5Major and 4minor,								
2NT= both minors5/5, 3level =preempt								

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

			minimum length, or specifi		
	6+HCP, 4+ ♦	2	7-9HCP, 5+ ♣		SPL
	6+HCP, 4+♥	2	weak 6+♥		SPL
	6+HCP, 4+♠	2 ♠	weak 6+♠		SPL
	6-10HCP	2NT	11(12)HCP, no major		` '
2♣	10+HCP, 5+ ♣	3 -	preempt	4	SPL
other					
1♦ 1♥	6+HCP, 4+♥	2	weak 6+♥	3	SPL
1♠	6+HCP, 4+ ♠	2♠	weak 6+♠	3♠	SPL
1NT	6-10HCP	2NT	11(12)HCP, no major	3NT	(12)13-14HCP, <4M
2	10+HCP, 4+♣	3♣	7-9HCP, 4+ ♦	4	SPL
2	10+HCP, 4+ ♦	3◆	preempt	4	Keycard
other					
1♥ 1♠	6+HCP, 4+ ♠	2	6-9HCP, 3+♥	3◆	10-11(12) HCP, 4+♥
1NT	6-11HCP	2	10-11(12)HCP, 3♥	3	preempt
2♣	GF, unless3♣ bid next	2NT	GF, 4+♥ or 16+3+♥	3♠	SPL
2	GF, unless3♦ bid next	3	6-9HCP, 4+♥	3NT	(12)13-15HCP, 3♥
other					
1♠ 1NT	6-11HCP	2	6-9HCP, 3+♠	3 Y	10-11(12)HCP, 3♠
2	GF, unless3♣ bid next	2NT	GF, 4+♠ or 16+3+♠	3 ^	preempt
2	GF, unless3♦ bid next	3♣	6-9HCP, 4+♠	3NT	(12)13-15HCP, 3♠
2	GF, 5+ ♥	3◆	10-11(12) HCP, 4+♠	4	SPL
other					
1NT 3 ♣	slam try	3♠	13(5/4)	4	texas
3◆	slam try	3NT	to play	4	to play
3♥	31(4/5)	4 ♣	texas	4	to play
other					
2♣ 2♦	no +ve	2NT	+ve and ♥ Hxxxx	3	
2	+ve no suit	3 -	+ve and ♣ Hxxxx	3 ♠	
2	+ve and ♠ Hxxxx	3	+ve and ♦ Hxxxx	3NT	
other					
2♦ 2♥	P/C	3♣	nat, 1F	3♠	P/C
2	P/C	3	nat, 1F	3NT	to play
2NT	enquiry	3	P/C	4	. ,
other	, ,	- •		•	
lotes					

2♥ 2♠	nat, 1F	3 ♦ P/0	C	3	3NT	to play		
2NT	enquiry	3 ♥ to	play	4	4 ♣	to play		
3♣	P/C	3♠		4	4 Y	to play		
other								
2 ♠ 2NT	enquiry	3♥ na	at, 1F	4	4 ♣			
3♣	P/C	3♠ to	play	4	4 \	to play		
3◆	P/C	3NT to	o play	4	4 ♠	to play		
other								
2NT 3♣	puppet	3♠ bot	th mino	rs	4	Kcard		
3◆	Transfer 💙	3NT 5♠	and 4	2	4 Y	to play		
3♥	Transfer 🛧	4 ♣ Kc	ard	4	4 ♠	to play		
other								
	9	. CON	IVEN	ITIONS				
Unusual	Unusual NT: Lower 2 unbid suits							
4th Suit	4th Suit Forcing One round Game force X							
NT Chec	ckback Priorities:	2 ♣ =pup	pet to	a then invites,	2 =	GF, 2nt= puppet to 3♣		
Defence	Defence to 3NT opening							
		T=16-18 E	BAL, lea	ping michaels	;			
Multi 2◆								
RCO style 2-s								
Other 2-s								
Defence		s. 2 ♣ = ma	aiors. 2	♦= single maid	or. 2	₹ and 4+minor.		
to								
\$tiong								
Over 1NT Interference lebensohi (slow shows stop)								
Lebensohl - other uses after doupling a weak								
Take out of 4 level pre-empts 4♣/4♦ X								
4♥ X, 4nt minors 4♠ X, 4nt								
10. OTHER NOTES								