4. BASIC RESPONSES

Jump raises - minorsLimitJump raises - MajorsLimitJump shifts after minor openingJump shifts after Major openingResponses to strong 2 suit open.Responses to 2NT opening

N/A

Single jumps strong. Double jumps GF splinter Single Jumps= Mini/maxi-splinter. Double jumps= Splinter 11-14

(or equivalent), stayman, transfers.

	5. PLAY CONVENT	IONS Show priorities				
	Versus Suit (or both)	Versus NoTrump (if different)				
Leads Sequences:	Roman Leads Ace for attitude	Roman Leads Ace for attitude				
Four or more with an honour	Fourth highest	Fourth highest				
From 4 small	Second	Second				
From 3 cards (no honour)	MUD	MUD				
In partner's suit	As above	As above				
Discards	Odd=Enc., Even=McKenney	Odd=Enc., Even=McKenney				
Count	Low-High = Even	Low-High = Even				
Signal on partner's lead:	Low Encourage	Low Encourage				
Signal on declarer's lead:	Reverse count					
Notes 2nd and subse	d subsequent discards are reverese count.					

6. SLAM CONVENTIONS

 4NT: Blackwood
 RKCB
 3041
 4* Gerber X when?
 Gambling in 1st and 2nd.

 Slam Notes
 Minorwood if raise to 4 is strong and not in competition.

 Cue Bids X
 Infrequent

7. OTHER CONVENTIONS

Check-back (Crowhurst) System on for NT overalls

Cue raises

Truscott over opp T/O Double

Bourke Relay

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		SIA	NDARI	7 S Y 3		CA	RD	
ABF Nos.	172	057 A	Attilio De Lu	ıca				
& Names:	197	904 C	David Lusk					
Basic System:								
Brown Sticker		<u>Classific</u>	<u>ation:</u> Gre	en X	Blue		Red	Yellow
			1. OP		G BIDS	S		
Describe strer	ngth, mir	nimum leng	th, or specif	ic meanir	g			Canape
1♣ 11+, 3+	*			1♥	11+ 4+	•		
1 11+, 4+			1♠	11+ 5+				
1NT 15-17							may contain s	5 card Major
1NT Response	s 2♣	Stayman						
2 Trar	nsfer to	۷		2	Baron			
2♥ Trar	nsfer>	> 🛧		2	NT Relay	to a r	ninor	
other 3♣,	🔶 = Nat	tural,invita	tional with	broken (card suit			
2 4 Acol 2 C	GF or 2	1-22 balar	nced					
2 MULTI:	Weak ((6-9) 2 in e	either majo	r or 23-2	4 balance	d		
2 MULTI:	Weak &	5-4+ in 💙 a	and anothe	r suit, 6-	9.			
2 MULTI:	Weak &	5-4+ in 🛦 a	and a mino	r 6-9				
2NT Weak &	5-5+ in	minors, 6-	·11	3N	T Gambli	ing in	1st and 2n	d.
other								
			2. PF	E-AL	ERTS			
Multi 2s								
2NT = Minc	or suits							
TWERB ov	er stron	ıg 1 ♣						
		3. CON	ΛΡΕΤΙΤΙ\	/E BID	S/OVE	RCA	LLS	
Negative doubles	through	4♥	Jump overca	lls Wea	ak style			
Responsive doubl	es through	ı 4♥	Unusual N	IT Opp	osite rank			
1NT overcall - imn	nediate	15-18		Immediate	cue of minor	e of minor Major+ other minor		ninor
1NT overcall - re-opening Imme				Immediate	diate cue of Major Other major + minor			
Over weak twos	ike-out/val		Over of	ver opening threes $X = Take-out$				
Over opponent's 1								
X= Strong.	2 ♣ = M	lajors, 2 ♦ =	One majo	r, 2 ♥ = 5-	-1♥, 4+ m	inor, 2	2♠=5+♠, 4+	minor.
2NT = Minc	ors (55)							

			ES TO OPENIR minimum length, or specifi		
					-
1♣ 1♦	Nat, 5+,4+♦	2♦	Strong, 16+, 6+♦	3	GF Splinter
1 💙	Nat 5+, 4+♥	2 🧡	Strong, 16+, 6+♥	3 💙	GF Splinter
1♠	Nat 5+. 4+	2♠	Strong 16+, 6+	3♠	GF Splinter
1NT	8-10 Bal	2NT	16+ Bal, 3+ 	3NT	To play
2♣	Limit raise, 6-9	3♣	Limit raise, 10-12	4♣	Minorwood
other					
1♦ 1♥	Nat 5+, 4+♥	2 💙	Strong, 16+, 6+♥	3♥	GF Splinter
1♠	Nat 5+. 4+	2♠	Strong 16+, 6+	3♠	GF Splinter
1NT	5-8, no major	2NT	16+ Bal, 3+♦	3NT	To play
2♣	9+, 4+ *	3♣	16+, 6+ *	4	GF Splinter
2�	Limit raise, 6-9	3�	Limit raise, 10-12	4�	
other					
1♥ 1♠	Nat 5+. 4+	2 💙	Limit raise, 6-9	3	Mini/maxi splinter
1NT	5-8, not 🛧	2	Strong 16+, 6+	3♥	Limit raise, 10-12
24	9+, 4+ •	2NT	16+ Bal, 3+♥	3♠	GF Splinter
2	9+, 4+♦	3♣	Mini/maxi splinter	3NT	Bal raise with 4+♥
other			·		
1 🛧 1NT	5-8	2♠	Limit raise, 6-9	3♥	Mini/maxi splinter
2♣	9+, 4+♣	2NT	16+ Bal, 3+ ♠	3♠	Limit raise, 10-12
2♦	9+, 4+♦	3♣	Mini/maxi splinter	3NT	Bal raise with 4+
2 💙	9+, 5+♥	3♦	Mini/maxi splinter	4♣	GF splinter
other					
1NT 3♣	Invitational, broken 6.	3♠	Slam interest, 5/6+♠	4�	
3♦	Invitational, broken 6.	3NT	To play	4♥	To play
3♥	Slam interest, 5/6+♥	4♣	Gerber	4♠	To play
other					
24 2	<2 controls	2NT	4 controls	3♥	N/A
2♥	2 controls	3♣	5+ controls	3♠	N/A
2♠	3 controls	3	N/A	-	N/A
other	A = 2 controls, K=1 con				
2 2	Pass/correct	3♣	Forcing	3♠	Pass/correct
2	Pass/correct, better ¥	3	Forcing	3NT	To play
2 . ,		3♥	Pass/correct	4 ♣	N/A
other		0 🗸		I-	

2♥ 2♠	Pass/correct	3🔶	Pass/correct			To play (unlikely)	
2NT	2NT Forcing enquiry		3 Natural, obstructive		1	N/A	
3♣	Pass/correct	3♠	N/A	4	4♥	Natural, ambiguous	
other							
2 ♠ 2NT	Forcing enquiry	3♥	Forcing, r	natural	1 %	Pass/correct	
3♣	Pass/correct		Natural, c	bstructive	1♥	Pass/correct	
3♦	Pass/correct		To play	4	1	Natural, ambiguous	
other							
2NT 3🐥	Preference	3♠	Forcing	4	1♦	Preference/ good fit	
3♦	Preference	3NT	To play	4	₩	To play	
3 🧡	Forcing	4♣	Preference	ce/ good fit	1	To play	
other							
		9. C	ONVE	NTIONS			
Unusual	NT:						
4th Suit Forcing One round Game force X							
NT Checkback X Priorities: Major suits, fits and max/min							
Defence to 3NT opening X= values, no other conventions							
	to Opening Twos	3 double					
Multi 2		0 000.010					
· · · ·							
RCO style 2-s 3 doubles							
Other 2-							
Defence	1. Twere up	10 3111.50	uits= suit a	bove of other ty	NO,	NT= Unmatched suits	
to							
strong	2♣ : No conventi	ion					
1♣/2♣							
Over 1N	Interference Let	pensohl; A	fter a doub	le: XX = one su	uit, s	uit bid = 2 suits	
Lebensohl - other uses Over weak 2: X, 2NT is relay and 0-7/8							
Take out of 4 level pre-empts 4♣/4♦ X major oriented Take-out							
4♥ X = values			4♠	X = values, 4NT = any 2, 5-5			
10. OTHER NOTES							

Notes