## **AUSTRALIAN BRIDGE** 4. BASIC RESPONSES Jump raises - minors preemptive Other: FEDERATION INC. Jump raises - Majors preemptive Other: STANDARD SYSTEM CARD Game force Jump shifts after minor opening ABF Nos. Fiona Hickey 182958 Jump shifts after Major opening Game force Alaine MacMorran ANC 2019 & Names: 305405 Responses to strong 2 suit open. Basic System: Standard 2 over 1 5 card Stayman & transfers Responses to 2NT opening Brown Sticker X Green X Blue Red Yellow Classification: 5. PLAY CONVENTIONS **Show priorities** 1. OPENING BIDS Versus Suit (or both) Versus **NoTrump** (if different) Describe strength, minimum length, or specific meaning Canape Leads Sequences: lead top of sequence including interior sequences 1 3+, 11+ hcp 1 5+, 11+ hcp Four or more with an honour 4th highest 1 4 (3+), 11+ hcp 1 5+, 11+ hcp 2nd highest From 4 small **1NT** 15-17 hcp balanced may contain 5 card Major Middle Up Down From 3 cards (no honour) 1NT Responses 2♣ Stayman Other: 4th highest etc In partner's suit 2 transfer to ♥ 2 transfer to clubs or diamonds Odd=Enc., Even=McKenney **Discards** 2 transfer to S 2NT invitational High low = even number Count other 1NT - 3d = GF with both minors high encourage Signal on partner's lead: 24 23+ hcp balanced or Game Force Signal on declarer's lead: n/a 2♦ 5/6-card ♦ suit & 5-10 hcp Notes lead of an honour or a high card including 9 and 10 does not always deny higher honour 5/6card ♥ suit & 5-10 hcp Raptor:1H/1nt = either 4+ S + unspec 5 card minor (15-17 hcp)or unspec 6 card 2 5/6 card spade suit & 5-10 hcp 1s/1nt = either 4+ H + unspec 5 card minor (15-17 hcp)or unspec 6 card minor (5-10hcp) 2NT 21-22 hcp balanced 3NT gambling (solid 7 card minor) 6. SLAM CONVENTIONS other Blackwood RKCB 3041 4♣ Gerber when? NO 2. PRE-ALERTS **Slam Notes** Transfer responses over 1C Cue Bids cue bids 1st or 2nd round control 1nt overcall is Raptor =15-17 hcp with OR Asking Bids one 4+ card major +one 5+ card minor 7. OTHER CONVENTIONS 3. COMPETITIVE BIDS / OVERCALLS Bergen raises Negative doubles through 3s Jump overcalls weak Kickback key card ask (minors) Jacoby 2NT N/A other 2 unbid suits or two lowest suits Responsive doubles through Unusual NT Negative Free Bids Good/bad 2NT 1NT overcall - immediate Raptor \* see above Immediate cue of minor Michaels (0+hcp both majors5/5wi Raptor 1NT overcall Lebensohl Immediate cue of Major Michaels 0+hcp other maj + minor 1NT overcall - re-opening 11-14 hcp DOPI/ROPI Checkback Over opening threes X=T/O else natural 5+ Over weak twos X = T/O else natural 11+, 5+ Fit showing jumps at 3 level in competitive auction www.abf.com.au Over opponent's 1NT over strong N T: DONT...(X in 2nd or 4th posn is long suit PDF Form Rev. 13F21 by RoL MyRev. Over weak NT- DONT (x in 2nd position is penalties; x in 4th position is long suit) Copyright © ABF 2013

Describe strength, minimum length, or specific meaning

1♣ 1♦	4+ Hearts	2	Diamonds 10+points	3◆	splinter
1♥	4+spades	2	Game force with H	3♥	splinter
1♠	0-5 artificial	2♠	Game force with S	3♠	splinter
1NT	6-11	2NT	GF with clubs	3NT	natural
2♣	weak raise	3♣	preemptive raise	4♣	Slam try
other					
1♦ 1♥	Hearts	2 💙	Game force with H	3 💙	splinter
1♠	Spades	2♠	Game force with S	3♠	Splinter
1NT	6-11	2NT	GF with D	3NT	natural
2♣	Natural game force	3♣	splinter	4♣	cue bid
2	weak raise	3◆	Preemptive raise	4	slam try
other	XXXXXXX				
1♥ 1♠	Spades	2	weak raise usually 3 card	3	Bergen raise
1NT	6-11	2♠	GF with spades	<b>3</b>	Preemptive raise
2♣	Natural GF	2NT	Jacoby raise	3♠	Splinter
2	Natural GF	3♣	Bergen raise	3NT	5card support
other					
1 <b>♠</b> 1NT	6-11	2	weak raise usually 3 card	3 💙	Splinter
2♣	Natural GF	2NT	Jacoby	<b>3♠</b>	preemptive raise
2	Natural GF	3♣	Bergen raise	3NT	5 card support
2	Natural GF	3	Bergen raise	4♣	splinter
other					
1NT 3 <b>♣</b>	5 card stayman	3♠	Spade shortage	4	diamond slam try
3◆	GF with the minors	3NT	to play	<b>4</b>	n/a
3♥	Heart shortage	4 <b>♣</b>	club slam try	4	n/a
other					
2♣ 2♦	Waiting	2NT	n/a	3 💙	n/a
2	n/a		n/a	<b>3♠</b>	n/a
2♠	n/a	3	n/a	3NT	n/a
other					
2♦ 2♥	to play	3♣	F for one round	3♠	splinter
	to play		preemptive		to play
	strong enquiry	3 💙			splinter
other	. ,	• •		•	
lotes					

N	Ο.	tΔe

2 🗸	2♠	to play	3	F one round	3NT	to play
	2NT	strong enquiry	3 <b>Y</b>	preemptive	4♣	splinter
	3♣	F one round	3♠	splinter	<b>4</b>	to play
C	other					
2	2NT	strong enquiry	3 <b>Y</b>	F one round	4♣	splinter
	3♣	F one round	3♠	preemptive	<b>4</b>	splinter
	3◆	F one round	3NT	to play	4	to play
C	other					
2NT	3♣	5 card stayman	3♠	transfer to clubs or diamo	4	n/a
	3◆	transfer to H	3NT	to play	<b>4</b>	n/a
	3♥	transfer to S	4♣	n/a	4	n/a
C	other					

## 9. CONVENTIONS

<b>Unusual N</b>	T:	two lowest/2 unbid	
4th Suit Fo	orci	ng One round X	Game force
NT Check	bac	k Priorities: partner's major, other major	
Defence to	o 3N	IT opening 4c is both majors (H longer or equal ) 4 d is majors	with longer spades
Defence to	o Op	pening Twos as ones	
Multi 2		natural2nt is strong balanced	
RCO style 2-s XXX (Points Ta		XXX (Points Take out Penalty)	
Other 2-s		as above	
Defence	1C	: x = majors1NT is minors	
to			
strong	2♣	: XXX	
•			

Over 1NT Interference lebensohl

**Lebensohl - other uses** by responder after Ps take out of weak twos

Take out of 4 level pre-empts 4 - 4 + 4 x = take out

4♥ x = take out

4 x is take out; 4NT is take out for 2 suits

## **10. OTHER NOTES**