	BASIC RESPONSES					
Jump raises - minors	limit forcing Other: 8 losers					
Jump raises - majors	limit forcing Other: 8 losers					
Jump shifts after minor open	ing Fit showing					
Jump shifts after major open	ing Fit showing					
Responses to strong 2 suit o	ppening N/A					
Responses to 2NT opening	3 of a major = natural & forcing, others to play					
PLAY CONVENTIONS						
'NT' Versus Notrum	np 'S' Versus Suit = Both					
Sequence leads:	Overlead all S All except AK x (x)					
Underle	ead Other: Vs NT, A or Q = attitude, K = unblock or count					
Four or more with an honour	4th highest 🗹 attitude 🛄					
3rd/5th	Other:					
From 4 small 2	2nd highest Cther:					
From 3 cards (no hon	nour) top middle 🗹 bottom					
Signal on partner's lead:	high encourage low encourage					
Other:	Natural count					
Signal on declarer's lead	Natural count					
Discards McKer	nney high encourage low encourage					
odd/e	ven Other: Natural count					
Count na	atural 🔀 reverse 🛄					
	CONVENTIONS					
4NT: Blackv	vood 🗆 RKCB 🗹 Other:					
4 • Gerber	when?					
	Other Conventions					
Swine	Lebensohl					
4th suit forcing to game	Puppet Stayman					
	Cue raises					
Dopi & Ropi	Mini splinters by opener					
Blackout	1-2-3 doubles					
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		SIAND	ARD SY	SIEMC	ARD		
Names:	Arjuna de Liv	<i>iera</i>	lar	n Robinson			
ABF Nos:	0196134		16	8000			Ň
Basic System:	Acol			Bro	wn Sticker		
Classification:	Green	🗹 Blu	е 🗆	Red	Yellow		
		0	PENINC	BIDS			
Describe stren	gth, minimum le	ngth, or specific	meaning			C	Canape 🗌
1 ♣ 4	1	♦ 4		1♥ 4		1♠ 4	
1 NT 12-1	14				may conta	in 5 card majo	or 🗌
2 ∉ Stayman:	simp	le 🗹	extended	1	Other:		
Transfers	2♦ ♥		27		2	≜	
2 NT	•	Oth	er: 2+-2	-2 = Baron			
2 4 21-22 E	Bal or Acol 2 in	any suit or a	ny Game Fo	orce			
2• Weak,	6 cards in 🔻 or	ŕ ≜					
2 v Weak, •	♥& ♠, 4+/4+						
2 ≜ Weak,	5 🛦						
2 NT Wea	k, ♣ & ♦, 5+/5·	+					
3 NT Gam	bling						
		RTS: CALI					
2♥ openings							
Toxic							
_	_	COME		e Biddii		_	_
Negative doubl	oc through			ponsive doubl		44	
0	5	4♥			Ũ	4	
Jump overcalls			Jnusual NT		suits 5+/5+		
1NT overcall (in		15-18 Maiara F. /F		(re-opening)	11-1	4	
Immed cue of r		Majors 5+/5		- /=			
Immed cue of major		Other major & a minor 5+/5+					
Over opponent's 1NT (weak)			Dbl = penalties, Toxic otherwise to 2NT inclusive Dbl = penalties, Toxic otherwise to 2NT inclusive				
	's 1NT (strong)		•		erwise to 2N	i i inclusive	
Over weak two)bl = Takeou				
Over opening threes		Γ	bl = Takeou	ut			

		RESPONSES TO (OPENI	NG BIDS		
Describe strength, minimum length or specific meaning						
1 £	1♦	6+ HCP, 4+ ♦	2NT	10-12 or 16+ balanced raise		
	1♥/♠	6+ HCP, 4+ ♥/♠	3♣	8 losers		
	1NT	6-9 HCP	3♦	13-15 fit showing		
	2 🙅	9 losers	37	13-15 fit showing		
	2♦	10-12 or 16+ fit showing	3♠	13-15 fit showing		
	2♥	10-12 or 16+ fit showing	3NT	13-15 balanced raise		
	2♠	10-12 or 16+ fit showing	4 bids	N/A		
1♦	1♥/♠	6+ HCP, 4+ ♥/♠	3♠	10-12 or 16+ fit showing		
	1NT	6-9 HCP	3♦	8 losers		
	2	9+ HCP, 4+ 🛳	3♥	13-15 fit showing		
	2♦	9+ HCP, 4+ 🔶	3♠	13-15 fit showing		
	2♥	10-12 or 16+ fit showing	3NT	13-15 balanced raise		
	2♠	10-12 or 16+ fit showing	4♦	Pre-emptive		
	2NT	10-12 or 16+ balanced raise	4 Other	4		
1♥/♠	1NT	6-9 HCP	3♠	10-12 or 16+ fit showing		
	2 🙅	9+ HCP, 4+ 🛖	3♦	10-12 or 16+ fit showing		
	2♦	9+ HCP, 4+♦	3♥/♠	8 losers		
	2♥/♠	9 losers	3NT	13-15 balanced raise		
	2NT	10-12 or 16+ balanced raise	4 ♣/♦	13-15 fit showing		
2♣	2♦	0-3 or 10+ HCP any shape	2♥/♠	2♥4-6 HCP any shape, 2♠ other		
	other	2♠, 2NT, 3♣, 3♦, 3♥, 3♠, 3NT = 7-9 HCP transfers				
2♦	2♥	Correctable	3 ≜/ ♦	To play		
	2♠	Correctable	3♥/♠	Correctable		
	2NT	Enquiry	3NT	To play		
2♥/♠	2NT	Enquiry	3NT	To play		
	3♣/♦	To play	4♣/♦	To play		
	3♥/♠	To play	4♥/♠	To play		
2NT	3♣	To play	4	To play		
	3♦	To play	4♦	To play		
	3♥	Natural, 1 round force	4♥	To play		
	3 ≜	Natural, 1 round force	4 ♠	To play		
	3NT	To play	other	N/A		

CONVENTIONS

Additional responses to 1NT							
3∉/3♦	Natural, slam interest, requests cue						
3♥/3♠	Natural, slam interest, requests cue						
4	Transfer to 💙						
4♦	Transfer to 🚖						
4♥	To play						
4 ≜	To play						
Unusual NT:	minors other suits lower 2 unbid suits						
other							
Other slam biddir	ng Cue Bids 🗹 Asking Bids 🗆						
4th Suit Forcing	One round Game force Game force						
NT Checkback	Priorities (modified 2-way checkback)						
Defence to 3NT o	ppening 4♣/4♦ = both majors						
Defence to opening	ng Two's: Multi 2 1-2-3 dbls						
RCO style	2-s 1-2-3 dbls						
Other 2-s	Dbl = takeout						
Defence to strong	g						
Lebensohl	Over NT interference						
Other uses After weak 2s							
Take out of 4 level pre-empts 4♣/4♦ Dbl							
	4♥ Dbl 4★ 4NT						

OTHER NOTES

Many doubles in competition have special meanings, eg raises or various 15+ hands

Invisible cue bids used

Minor suit RKC in some situations