AUSTRALIAN BRIDGE 4. BASIC RESPONSES Jump raises - minors Inverted Other: FEDERATION INC. Jump raises - Majors Preempt Other: STANDARD SYSTEM CARD Strong, natural. Jump shifts after minor opening ABF Nos. Avi Kanetkar 232637 Jump shifts after Major opening 3m = mod. Bergen, 2NT = Jacoby. Other major is 3 card raise, invite. & Names: 45632 Bruce Neill Responses to strong 2 suit open. 2♦ = negative. Others = positive, 8+ points. Basic System: Standard. 2/1 shows 10+. 3♣=Puppet Stayman, 3♦/3♥=transfers, 3♠=minor ask. Responses to 2NT opening Green X Brown Sticker Blue Red Classification: 5. PLAY CONVENTIONS Show priorities 1. OPENING BIDS Versus **NoTrump** (if different) Versus Suit (or both) Describe strength, minimum length, or specific meaning Overlead almost always. Leads Sequences: Overlead almost always. 1 3, 12+ or less with shape 1♥ 5, 12+ or less with shape Four or more with an honour 4th highest 4th highest 1 3, 12+ or less with shape 1 5, 12+ or less with shape 2nd highest 2nd highest From 4 small may contain 5 card Major **1NT** 15-17 or thereabouts. May be off shape. Middle Middle From 3 cards (no honour) 1NT Responses 2♣ Simple Stayman Other: Same mostly. In partner's suit Same mostly. 2♠ Transfer to ♥ 2 Transfer to 4 **Discards** High Encourage High Encourage 2♥ Transfer to ♠ 2NT Transfer to ♦ High-Low = Even High-Low = EvenCount other 3 of a suit = natural, slam interest. Attitude primarily. Attitude primarily. Signal on partner's lead: 2. Game force Count / suit preference Signal on declarer's lead: Weak, usually 6 card suit, 6-10 HCP. **Notes** Weak, usually 6 card suit, 6-10 HCP. Weak, usually 6 card suit, 6-10 HCP. 2NT 20-22 balanced. 3NT minimum opening, 5♠ 6♥ 6. SLAM CONVENTIONS when? over 1NT other 4♣ Gerber 🗶 Blackwood **RKCB 3041** 2. PRE-ALERTS **Slam Notes** 3NT opening shows major 2 suiter. Cue Bids First round control up the line usually. Asking Bids N/A 7. OTHER CONVENTIONS 3. COMPETITIVE BIDS / OVERCALLS 4th suit forcing to game Cue raises in competition Jump overcalls Weak. Negative doubles through 4 Drury 2♦ after 3rd/4th seat opening CTP doubles (cards/takeout/penalty) 4 Unusual NT Lower unbid suits, 5-5. Responsive doubles through 1NT overcall - immediate 15-18. System on. Immediate cue of minor 5-5 in majors. 1NT overcall - re-opening Immediate cue of Major 5-5 including other major. 12-15. Over weak twos Double Over opening threes Double www.abf.com.au PDF Form Rev. 13E21 by RoL MyRev. 17 Nov 2018 Copyright © ABF 2013

Yellow

Canape

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		J ,	minimum length, or specif		
1♣ 1♦	Nat F1. Prefer 1M if <11	2	Strong natural	3	Splinter GF
1♥	Nat, F1	2	Strong natural	3	Splinter GF
1 🖍	Nat, F1	2♠	Strong natural	3♠	Splinter GF
1NT	6-10	2NT	invite	3NT	13-15
2♣	Nat, F1, 10+	3♣	♣ weak	4♣	
other					
1♦ 1♥	Nat, F1	2	Strong natural	3	Splinter GF
	Nat, F1	2	Strong natural		Splinter GF
1NT	6-10	2NT	invite	3NT	13-15
2♣	Nat, F1, 10+	3♣	Strong natural	4	
	Nat, F1, 10+	3	♦ weak	4	
other					
1♥ 1♠	Nat, F1	2	Nat 6-9	3	4+ support 6-9
	6-10	2♠	3 card invitational raise.	3	weak
	Nat, F1, 10+	2NT	4(3)+ support GF		Splinter GF
2	Nat, F1, 10+	3♣	4+ support invite	3NT	13-15
other					
1 ♠ 1NT		2♠	Nat 6-9	3♥	3 card invitational raise.
2♣	Nat, F1, 10+	2NT	4(3)+ support GF	3♠	weak
2	Nat, F1, 10+	3♣	4+ support invite	3NT	13-15
2	Nat, F1, 10+	3	4+ support 6-9	4 ♣	Splinter GF
other					
1NT 3♣	Strong natural	3♠	Strong natural	4	
3◆	Strong natural	3NT		4	
3♥	Strong natural	4♣	Gerber	4	
other					
2♣ 2♦	Negative or waiting	2NT	Nat 8+	3 💙	
2	Nat 8+	3♣	Nat 8+	3♠	
2♠	Nat 8+	3	Nat 8+	3NT	
other					
2♦ 2♥	Nat, F1	3♣		3♠	
	Nat, F1	3		3NT	
_	Ask	3 💙		4	
other				•	
lotes					

Othor	A						
Notes							

2♥ 2♠	Nat, F1	3◆	Nat, F1		3NT	Nat, NF.
2NT	Ask	3♥	To play		4♣	Splinter
3♣	Nat, F1	3♠	Splinter		4	To play
other						
2 ♠ 2NT	Ask	3♥	Nat, F1		4 ♣	Splinter
3♣	Nat, F1	3♠	To play		4	Splinter
3◆	Nat, F1	3NT	To play		4	To play
other						
2NT 3♣	Puppet Stayman	3♠	Minor ask		4	Nat, F1.
3◆	Transfer to ♥	3NT	To play		4	Nat, slam try.
3♥	Transfer to 🛧	4♣	Nat, F1		4	Nat, slam try.
other						
		9. C	ONVE	NTIONS		
Jnusual	NT: Lower 2 unb					
	Forcing One	_				Game force
	· —	_	checkhack (or to sign off in 3	?♣	
	to 3NT opening	nondoo. ZZ	orroombaon (or to orgin on in t		
	to Opening Twos	Double le	phoneohl			
			enensonii			
Multi 2◆	Double = 13					
RCO style	2-s 1/2/3 double	S				
Other 2-s						
Defence	Double = majors	s, 1NT = mino	ors.			
to						
strong						
*						
Over 1N	Γ Interference ∟	ebensohl				
	ohl - other uses					
	t of 4 level pre-em	nnts	4♣/4♦	Double		
	Double	ipto		Double		
7 🔻	Double	40.6				
		10. (JIHER	NOTES		