	BASIC	RESPONSES						
Jump raises - minors	limit 🗌 forc	ing  Other:	Preemptive (inverted)					
Jump raises - majors	limit  forc	ing Other:	Preemptive					
Jump shifts after minor opening	T	o minor - 7-10 HCP ra	aise, to major - weak					
Jump shifts after major opening	T	o minor - Bergen raise	e, to major - nat, invitational					
Responses to strong 2 suit open	ning 2	• - negative or waiting	g, other - natural					
Responses to 2NT opening	Simple s	tayman, transfers, 34	forces 3NT, Texas					
PLAY CONVENTIONS								
'NT' Versus Notrump		' Versus Suit	= Both					
Sequence leads:	Overle	ead all	All except AK x (x)					
Underlea	d Other: A	- count, K - attitude						
Four or more with an honour	4ti	n highest	attitude					
3rd/5th	Other:							
From 4 small 2r	nd highest	Other:						
From 3 cards (no hono	ur) top	middle 🔍	bottom					
Signal on partner's lead: high encourage low encourage								
Other: F	Reverse count							
Signal on declarer's lead	Reverse cou	nt						
<b>Discards</b> McKenr	ey hig	n encourage	low encourage					
odd/eve	en Othe	r: Subsequent - rev	verse count					
Count nat	ural revers	se 🔽						
	CON	/ENTIONS						
4NT: Blackwo	ood $\square$	RKCB ⊠ (	Other: 1430, specific king ask					
4 <b>♣</b> Gerber	when?							
	Other Conver	ntions						
Support X + XX		4SF						
Ogust		Fit showing jum	Fit showing jumps in competition					
Splinters		Long suit game	Long suit game tries					
Bergen raises, Jacoby 2NT		1st + 2nd round	1st + 2nd round cues					
Criss cross + inverted minor	S	Reverse Kokish	Reverse Kokish					
ABC	©ABF Marketii PO Box 397 Fyshwick ACT Tel: 02 6239 2 FAX: 02 6239 Copyright © BCC 6.3.	2609 265 1816						



## AUSTRALIAN BRIDGE FEDERATION INCORPORA INCORPORATED ©

Names: Shane Harrison
Basic System: 2/1 GF
Classification: Green
OPENING BIDS  Describe strength, minimum length, or specific meaning  Canape  1
Describe strength, minimum length, or specific meaning  1
1♠ 3+, 11+ HCP       1♠ 3+, 11+ HCP       1♠ 5+, 11+ HCP       1♠ 5+, 11+ HCP         1 NT       (14)15-17       may contain 5 card major       ☑         2♠ Stayman:       simple       ☑       extended       ☑       Other:       Smolen         Transfers       2♠       ↓       ♠       2♠       ♠         2 NT       Other:       Superaccepts         2♠       (5)6+ ♠, 6-10 HCP         2♠       (5)6+ ♠, 6-10 HCP
1 NT       (14)15-17       may contain 5 card major       ✓         2♠ Stayman:       simple       ✓       extended       Other:       Smolen         Transfers       2♦       ♦       2♠       2♠       ♠         2 NT       ♦       Other:       Superaccepts         2♠       GF       2♦       (5)6+ ♦, 6-10 HCP       ♦       ♦         2♦       (5)6+ ♦, 6-10 HCP       ♦<
2♠ Stayman: simple
Transfers 2
2 NT
2♣ GF 2♦ (5)6+ ♦, 6-10 HCP 2♥ (5)6+ ♥, 6-10 HCP
2♦ (5)6+ ♦, 6-10 HCP 2♥ (5)6+ ♥, 6-10 HCP
2♥ (5)6+ ♥, 6-10 HCP
2♠ (5)6+ ♠, 6-10 HCP
2 NT 20-22, balanced
3 NT Gambling (1st/2nd), To play (3rd/4th)
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE
1M-1NT is forcing
COMPETITIVE BIDDING
Negative doubles through 4♥ Responsive doubles through 4♥
Jump overcalls Weak Unusual NT LUBS
1NT overcall (immediate) 15-18 (re-opening) 11-14
Immed cue of minor  Majors
Immed cue of major Other major + minor
Over opponent's 1NT (weak) 2♣ - majors, X - penalty, other - natural
Over opponent's 1NT (strong)  2♣ - majors, X - penalty, other - natural
Over weak twos X - takeout, Lebensohl

		Describe strength, minimum length of	or specific meanir	ng		
1♣	1•	6+ HCP, 4+ ◆	2NT	11-12 HCP, no major		
	1 <b>♥/</b> ♠	6+ HCP, 4+ <b>♥</b> /♠	3♠	Preemptive, 5+ ♣		
	1NT	6-10 HCP, no major	3♦	Splinter		
	2♣	10+, 5+ ♠, F to 3♠	3♥	Splinter		
	2♦	7-10, 5+ 🕏	3♠	Splinter		
	2♥	Weak, 6 ♥	3NT	13-15 HCP, no major		
	2♠	Weak 6 ♠	4 bids	Exclusion, 4♣ - keycard		
1•	1 <b>♥</b> /♠	6+ HCP, 4+ <b>♥</b> / <b>♠</b>	3♣	<b>7-10, 5+ ♦</b>		
	1NT	6-10 HCP, no major	3♦	Preemptive, 5+ ◆		
	2♠	GF, 4+ ♣	3♥	Splinter		
1 ♦	2♦	10+, 5+ ♦, F to 3♦	3♠	Splinter		
	2♥	Weak, 6 ♥	3NT	13-15 HCP, no major		
1 1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2♠	Weak, 6 ♠	4♦	Keycard		
	2NT	11-12 HCP, no major	4 Other	4♣ - splinter, other - Exclusion		
1 <b>♥</b> /♠	1NT	6-12 HCP, semi-forcing	3♣	6-10, 4 card raise		
	2♣	GF, 4+ <b>♣</b>	3♦	10-12, 4 card raise		
1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2♦	GF, 4+ ◆	3 <b>♥/</b> ♠	Preemptive, 4+ card raise		
	2♥/♠	6-9, 3 card raise	3NT	15-17, 3 card raise, 4333		
	2NT	13+, 4 card raise	4♣/♦	Splinter		
2♣	2•	Negative or waiting	2 <b>♥</b> /♠	Natural, 7+ HCP		
	other					
2•	2♥	Natural, forcing	CP, 4+ ♥/♠  HCP, no major  3			
1 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	2♠	Natural, forcing	3 <b>♥</b> /♠	Non-forcing, long suit		
	2NT	Ogust	3NT	To play		
1 ♥/♠  1 NT  2 ♠  2 ♦  2 ♥  2 ♠  1 NT  1 NT  2 ♠  2 ♦  2 NT  1 V/♠  1 NT  2 ♠  2 NT  2 ♦  2 NT	2NT	Ogust	3NT	To play		
	3♣/♦	Natural, forcing	4♣/♦	Splinter		
	3♥/♠	Preemptive raise	4♥/♠	Preemptive raise or to play		
2NT	3♣	Stayman	4♣	Transfer to ♥		
	3♦	Transfer to ♥	4♦	Transfer to ♠		
	3♥	Transfer to ♠	4♥	To play		
	3♠	Forces 3NT, minor/s	4♠	To play		
	3NIT	To play	othor			

	CONVENTIONS										
Additional respons	ses to 1NT										
3♣/3♦	3♣ - 5/5 minors, weak; 3♦ - 5/5 minors, strong										
3♥/3♠	3♥ - 13(54), 3♠ - 31(54)										
4♣	Transfer to 4♥										
4◆	Transfer to 4♠										
4♥	To play										
4♠	To play										
Unusual NT:	minors $\square$ other suits $\square$ lower 2 unbid suits $\boxtimes$										
other											
Other slam bidding	g Cue Bids $oxtimes$ Asking Bids $oxtimes$										
4th Suit Forcing	One round $\square$ 1 $\spadesuit$ -1 $\heartsuit$ -1 $\spadesuit$ - 1 round force $\square$ Game force $\square$										
NT Checkback	Priorities 2 way, up the line										
Defence to 3NT op	pening										
Defence to opening	g Two's: Multi 2♦ X - 16+, 2NT - 15-18 HCP (system on), other - natural										
RCO style	2-s										
Other 2-s											
Defence to strong	A - majors, 1NT - minors, other - natural										
Labanaabl	Over NIT interference										
Lebensohl	Over NT interference										
Other uses	5 7 51 M 54 M 25										
Take out of 4 level											
	4♥ X 4♠ 4NT										
	OTHER NOTES										

BASIC RESPONSES	AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit  forcing Other: Inverted	INCORPORATED ©
Jump raises - majors limit ⊠ forcing □ Other:	STANDARD SYSTEM CARD
Jump shifts after minor opening Weak	Names: Alex Dunbar Jarrad Dunbar
Jump shifts after major opening Splinters	
Responses to strong 2 suit opening 2♦ = negative, all else natural	ABF Nos: 557048 601161
Responses to 2NT opening Puppet stayman and transfers	Basic System: Standard 2/1 Brown Sticker ☐  Classification: Green ⊠ Blue ☐ Red ☐ Yellow ☐
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning Canap
Sequence leads: Overlead all All except AK x (x)	1♠ 3+♠, 11+ 1♦ 5+♠, 11+ 1♥ 5+♥, 11+
Underlead Other:	1 NT (14) 15-17 may contain 5 card major
Four or more with an honour 4th highest attitude	2♠ Stayman: simple ⊠ extended □ Other:
3rd/5th Other:	Transfers 2♦ ♥'S 2♥ ♠'S 2♠ ♠'S
From 4 small 2nd highest Other:	2 NT ♦'s Other: Super-accepts
From 3 cards (no honour) top middle bottom	2♠ Game Force
Signal on partner's lead: high encourage low encourage	2♦ 5+♦, 6-10
Other:	2♥ 5+♥, 6-10
Signal on declarer's lead Reverse count	2♠ 5+♠, 6-10
Discards McKenney high encourage low encourage	2 NT 20-22
odd/even Other:	3 NT 1st/2nd Gambling, 3rd/4th to play
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood RKCB Other:	
4♣ Gerber ⊠ when? 1NT/2NT openings	
Other Conventions	
4th suit Game Force	COMPETITIVE BIDDING
Long suit game tries	Negative doubles through 4♥ Responsive doubles through 4♥
Splinters	Jump overcalls Weak Unusual NT LUBS
Jacoby 2NT	1NT overcall (immediate) 15-18 (re-opening) 11-14
1st/2nd cues	Immed cue of minor Majors
@ADE Madrating	Immed cue of major Other major and a minor
©ABF Marketing PO Box 397	Over opponent's 1NT (weak) 2♣ = majors
Fyshwick ACT 2609	Over opponent's 1NT (strong) 2♣ = majors
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos X = take out
Copyright © BCC 6.3.20.1	Over opening threes X = take out



	53	XZ									INCO	ORPC	)RA	TED	©			
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mes: F No		Alex Du 557048						Jarra 601	ad D									
sic S	ystem:	S	tandard	1 2/1							Brown	Sticke	r					
ssifi	cation:		Green	$\boxtimes$		lue [			Red			Yell	OW					
						OPI	ENI	NG	BI	DS								
scrib	e strengt	th, minimu	ım lengt	h, or spe	ecific	meani	ng								С	anape		
3	8+♣, 11+		1	3+	<b>•</b> , 11	+			1♥	5+	<b>V</b> , 11+	ŀ		1♠	5+ <b>♠</b> , ¹	11+		
IT	(14)	15-17										may co	ontain	5 car	d major		$\boxtimes$	
! <b>♣</b> St	ayman:		simple				exten	ded		]		Other:						
Trans	sfers	2 •	<b>'</b> 'S				2♥	<b>♠</b> 'S					2♠	<b>♣</b> 'S	3			
2	NT	<b>♦</b> 'S			0	ther:	Su	per-a	ccep	ots								
	Game F	orce																
ļ	5 <b>+♦</b> , 6-1	10																
!	5+ <b>∀</b> , 6-´	10																
	5+ <b>♠</b> , 6-´	10																
IT	20-22	)																
ΙΤ	1st/2r	nd Gamb	oling, 3r	d/4th to	play	ı												
			·	RTS:	. ,		TH	ΔΤ Λ	ЛΑΥ	′ H ⁄	\VF	UNE	(PF	CTF	D			ĺ
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				C	ON	IPE					OING							l
_		s through			4♥			•	onsiv			hrough			4	•		
np o	vercalls	1	Weak			Unus	sual N	T		LUE	3S							
Tove	ercall (im	mediate)			15-1	18			(re-c	peni	ing)		11-14	4				
ned	cue of m	inor		Majors														
ned	cue of m	ajor		Other i	majo	r and	a mii	nor										
er op	ponent's	1NT (we	ak)			2♣=	majo	ors										
er op	ponent's	a 1NT (stro	ong)			2♣=	majo	ors										
or w	ak twos					V _ +	aka a	NI IT										

		RESPONSES 1	TO OPENIN	NG BIDS
		Describe strength, minimum length	or specific meanir	ng
1 <b>♣</b>	1♦	Suit, 6+	2NT	11-12, no major
	1 <b>♥</b> /♠	Suit, 6+	3♠	5+♣, weak
	1NT	No major, 6-10	3♦	Splinter
	2♣	5+ <b>♣</b> , 11+	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4 bids	
1 <b>♦</b>	1♥/♠	Suit, 6-10	3♠	Weak
	1NT	No major, 6-10	3♦	5+♦, weak
	2♠	Suit	3♥	Splinter
	2♦	5+ <b>♦</b> , 11+	3♠	Splinter
	2♥	Weak	3NT	13-15, no major
	2♠	Weak	4♦	
	2NT	No major, 11-12	4 Other	
1 <b>♥</b> /♠	1NT	Forcing, 6-11	3♠	Splinter
	2♣	Suit, Game Force	3♦	Splinter
	2♦	Suit, Game Force	3♥/♠	4+ support, 10-12
	2 <b>♥</b> /♠	3+ support, 6-9	3NT	4+ support, 13-15
	2NT	4+ support, Game Force	4 <b>♣/</b> ♦	Splinter
2♣	2♦	0-6	2 <b>♥/</b> ♠	5+ card suit, 7+
	other			
2•	2♥	Natural, forcing	3♣/♦	Natural, forcing / Natural
	2♠	Natural, forcing	3♥/♠	Natural, non-forcing
	2NT	Ogust	3NT	To play
2 <b>♥</b> /♠	2♥ 2♠ 2NT  V/♠ 1NT 2♠ 2♦ 2♥/♠ 2NT  • 2♦ 2NT  V/♠ 2NT  3♠/♦ 3♥/♠	Ogust	3NT	To play
	3♣/♦	Natural, forcing	4♣/♦	Splinter
	3♥/♠	Natural	4♥/♠	Natural
1 \  \/. \  1 \  \/. \  1 \  \/. \  2 \  \  2 \  2 \  2 \  2 \  2 \  2	3♣	Puppet stayman	4♣	Gerber
	3♦	5+♥ transfer	4♦	5+♣/5+♦
	3♥	5+ <b>♠</b> transfer	4♥	To play
	3♠	Minor suit slam try	4♠	To play
	3NT	To play	other	

		CONVENTIONS							
Additional responses	to 1NT								
3 <b>♣</b> /3♦ S	lam try								
3 <b>♥</b> /3♠ S	lam try								
4 <b>♣</b> G	Gerber								
4♦ 5-	+ <b>♣</b> /5+ <b>♦</b>								
4 <b>♥</b> To	o play								
4 <b>♠</b> To	o play								
Unusual NT:	m	inors  other suits  lower 2 unbid suits	$\boxtimes$						
other									
Other slam bidding		Cue Bids ☐ Asking Bids ☐							
4th Suit Forcing		One round Game force	$\boxtimes$						
NT Checkback	$\boxtimes$	Priorities Up the line							
Defence to 3NT openi	ng								
Defence to opening T	wo's:	Multi 2♦ X = 16+							
RCO style 2-s									
Other 2-s									
Defence to strong ♠		X = Majors; 1NT = minors							
Lebensohl		Over NT interference							
Other uses									
Take out of 4 level pre		4 <b>♠</b> /4 <b>♦</b> X							
	4♥	X 4♠ 4NT (2/3 suits)							
		OTHER NOTES							

BASIC RESPONSES	A B AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit ⊠ forcing □ Other:	INCORPORATED ©
Jump raises - majors limit ⊠ forcing □ Other:	STANDARD SYSTEM CARD
Jump shifts after minor opening	
Jump shifts after major opening	Names: Jessie De Garis Sam Thorpe ABF Nos: 740969 778273
Responses to strong 2 suit opening  Step responses showing no of controls	Basic System: Standard
Responses to 2NT opening Stayman	Classification: Green Blue Red Yellow
PLAY CONVENTIONS	OPENING BIDS
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strength, minimum length, or specific meaning  Canape
Sequence leads: Overlead all All except AK x (x)	1♠ 3+, 11-20 1♦ 3+, 11-20 1♥ 5+, 11-20 1♠ 5+, 11-20
Underlead Other:	1 NT 15-17 may contain 5 card major $\Box$
Four or more with an honour 4th highest attitude attitude	2♣ Stayman: simple ⊠ extended □ Other:
3rd/5th Other:	Transfers 2♦ Jacoby 2♥ Jacoby 2♠ minor transfer
From 4 small 2nd highest Other:	2 NT invitational Other:
From 3 cards (no honour) top middle bottom	2♣ Near game force, or 23+ balanced
Signal on partner's lead: high encourage low encourage	2♦ weak two in diamonds, 6-10 hcp
Other:	2♥ weak two in hearts, 6-10 hcp
Signal on declarer's lead	2♠ weak two in spades, 6-10 hcp
Discards McKenney high encourage low encourage	2 NT 20-22 balanced
odd/even Other:	3 NT 25-26 balanced
Count natural reverse	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood 🖂 RKCB 🗌 Other:	
4♠ Gerber ⊠ when? Any jump to 4♠ in response to partner	
Other Conventions	
Splinter raises	COMPETITIVE BIDDING
	Negative doubles through 2♠ Responsive doubles through 2♠
	Jump overcalls weak Unusual NT
	1NT overcall (immediate) 15-17 (re-opening) 15-17
	Immed cue of minor 5-5, both majors (if minor is 3+ cards)
©ABF Marketing	Immed cue of major 5-5, other major & a minor
PO Box 397	Over opponent's 1NT (weak)
Fyshwick ACT 2609 Tel: 02 6239 2265	Over opponent's 1NT (strong) Natural
FAX: 02 6239 1816	Over weak twos X
Copyright © BCC 6.3.20.1	Over opening threes X

		RESPONSES TO (	<b>OPENIA</b>	NG BIDS
		Describe strength, minimum length or spe	cific meanir	ng
1 <b>♣</b>	1•	4+, 6+ pts	2NT	10-12 pts bal
	1 <b>♥</b> /♠	4+, 6+ pts	3♣	5+; 10-12 pts
	1NT	6-9 pts	3♦	
	2♣	5+ clubs, 6-9	3♥	
	2♦	5+ cards, 10+ points	3♠	
	2♥		3NT	13-15 pts
	2♠		4 bids	
1♦	1 <b>♥</b> /♠	4+, 5+ pts	3♣	
	1NT	6-9 pts	3♦	5+; 10-12 pts
	2♣	4 +, 10 + pts	3♥	
	2♦	5+ diamonds, 6-9	3♠	
	2♥	5+ cards, 10+ points	3NT	13-15 pts
	2♠	5+ cards, 10+ points	4♦	5+ diamonds 13+ hcp
	2NT	10-12 pts bal	4 Other	Natural, to play
1 <b>♥</b> /♠	1NT	6-9 pts	3♠	
	2♣	4+, 10+ pts	3♦	
	2♦	4+, 10+ pts	3 <b>♥/</b> ♠	3+ suit, 10-12 hcp
	2 <b>♥</b> /♠	3+, 6-9 pts	3NT	13-15 pts, bal
	2NT	10-12 bal	4♣/♦	Splinters
2♣	2•	less than 1 control	2♥/♠	1/2 controls
	other	step responses showing number of co	ntrols	
2•	2♥		3♣/♦	
	2♠		3♥/♠	
	2NT	Ogust	3NT	To play
2 <b>♥</b> /♠	2NT	Ogust	3NT	To play
	3♣/♦		4♣/♦	
	3 <b>♥/</b> ♠		4 <b>♥</b> /♠	To play
2NT	3♣	Stayman	4♣	Gerber
	3♦	Transfer to hearts	4♦	slam try
	3♥	Transfer to spades	4♥	To play
	3♠	Minor Transfer	4♠	To play
	3NT	To play	other	

		CON	VENTIO	NS			
Additional respons	es to 1NT						
3♣/3♦							
3♥/3♠							
4♣	Gerber						
4♦							
4♥							
4♠							$\boxtimes$
Unusual NT:	mi	nors $\square$	other suits		lower 2 ι	unbid suits	
other							
Other slam bidding	ı	Cue Bids	$\boxtimes$	Asking Bids			
4th Suit Forcing	•	One round		7 Islang Blas		Game force	$\boxtimes$
NT Checkback		Priorities					
Defence to 3NT ope	ening						
Defence to opening	g Two's:	Multi 2♦ [	Double show	s values			
RCO style 2	2-s						
Other 2-s							
D. 6		5 11 1					
Defence to strong	<b>.</b>	Double shows bot	h majors				
Lebensohl		Over NT interfere	nce $\square$				
Other uses	Over	weak 2s					
Take out of 4 level		Would 25	4♣/4♦				
	 4 <b>♥</b>		4♠				
		0.7.1		=0			
		OIH	ER NOT	ES			