4. BASIC RESPONSES Jump raises - minors limit Jump raises - Majors weak Jump shifts after minor opening weak Jump shifts after Major opening Bergen Responses to strong 2 suit open. 2D=neg 3C=stayman, transfers Responses to 2NT opening **Show priorities 5. PLAY CONVENTIONS** Versus Suit (or both) Versus NoTrump (if different) Sequences: Overlead Overlead Leads Four or more with an honour 4th 4th From 4 small 2nd 2nd From 3 cards (no honour) MUD MUD In partner's suit nat nat Low encourage Low encourage **Discards** Natural if given Natural if given Count Signal on partner's lead: Signal on declarer's lead: **Notes** 6. SLAM CONVENTIONS **RKCB 1430** 4NT: Blackwood 4♣ Gerber when? **Slam Notes** Cue Bids X Sometimes Asking Bids 7. OTHER CONVENTIONS www.abf.com.au PDF Form Rev. 17D23 by RoL MyRev. Copyright © ABF 2017



AUSTRALIAN BRIDGE FEDERATION INC.



INT Responses 2♣ Stayman 2♠ Hearts 2♠ Clubs 2♥ Spades 2NT Diamonds other 2♣ GF or 23+bal 2♠ weak 6-9(10) 6+ diamonds 2♥ weak 6-9(10) 6+ spades 2NT 20-22 bal 3NT Gambling, solid minor, no A or K other 3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4H Jump overcalls Weak Responsive doubles through 4H Unusual NT LUBS INT overcall - immediate 15-18 Immediate cue of Major 5+/5+ INT overcall - re-opening 12-14 Immediate cue of Major Majors 5+/5+ Over weak twos X=T/O Over opening threes X=T/O		SIAI	NDARL	SYS	IEM	CARI		
Basic System: Standard (with "gadgets") Brown Sticker	ABF Nos. VIC YO	OUTH Jo	hn Mai-Da	nni Fulle	r-Damon	Flicker		
Brown Sticker	& Names: ALL Jamie & Victoria Thompson							
Describe strength, minimum length, or specific meaning Canape 1♣ 3+, 12+hcp 1♣ 5+, 12+hcp 1NT 15-17 bal INT Responses 2♣ Stayman 2♣ Clubs 2♥ Spades other 2♣ GF or 23+bal 2♠ weak 6-9(10) 6+ diamonds 2♥ weak 6-9(10) 6+ spades 2NT Diamonds other 2. PRE-ALERTS Negative doubles through AH Jump overcalls Negative doubles through AH Unusual NT LUBS INT overcall - immediate 15-18 Immediate cue of Major Negronsive doubles through AH Jump diate cue of Major Majors 5+/5+ Over weak twos X=T/O Over opening threes X=T/O	Basic System: Star	idard (with	"gadgets"))				
Describe strength, minimum length, or specific meaning 1♣ 3+, 12+hcp 1♠ 5+, 12+hcp 1NT 15-17 bal 1NT Responses 2♣ Stayman 2♠ Hearts 2♠ Clubs 2♥ Spades other 2♣ GF or 23+bal 2♠ weak 6-9(10) 6+ diamonds 2♥ weak 6-9(10) 6+ spades 2NT 20-22 bal 3NT Gambling, solid minor, no A or K other 2. PRE-ALERTS Negative doubles through 4H Jump overcalls Negative doubles through 4H Unusual NT LUBS 1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+/5+ 1NT overcall - re-opening 12-14 Immediate cue of Major N=2T/O Negrous Art 12+hcp 1	Brown Sticker	Classifica	<u>ation:</u> Gre	en 🗶	Blue		Red	Yellow
1♣ 3+, 12+hcp 1♦ 3+, 12+hcp 1 ↑ 5+, 12+hcp 1NT 15-17 bal INT Responses 2♣ Stayman 2♠ Hearts 2♠ Clubs 2♥ Spades other 2♣ GF or 23+bal 2♠ weak 6-9(10) 6+ diamonds 2♥ weak 6-9(10) 6+ spades 2NT 20-22 bal 3NT Gambling, solid minor, no A or K other 2. PRE-ALERTS Negative doubles through 4H Jump overcalls Negative doubles through 15-18 Immediate cue of minor Majors 5+/5+ 1NT overcall - re-opening 12-14 Immediate cue of Major Over weak twos X=T/O Negative doubles through 15-18 Immediate cue of Major Majors 5+/5+ Over weak twos X=T/O Over weak twos X=T/O			1. OPE	ENING	BIDS	3		
1♣ 5+, 12+hcp 1NT 15-17 bal may contain 5 card Major 1NT Responses 2♣ Stayman 2♣ Clubs 2♥ Spades other 2♣ GF or 23+bal 2♠ weak 6-9(10) 6+ diamonds 2♥ weak 6-9(10) 6+ spades 2NT 20-22 bal 3NT Gambling, solid minor, no A or K other 2. PRE-ALERTS Negative doubles through AH Jump overcalls Responsive doubles through 1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+/5+ 1NT overcall - re-opening 12-14 Immediate cue of Major Over weak twos X=T/O Over weak twos X=T/O Over opening threes ### 12+hcp may contain 5 card Major 2♣ Clubs 2♠ Clubs 2♠ Clubs 2♠ Clubs 2NT Diamonds 2♠ Clubs 2NT Diamonds 2♠ Weak Clubs 2♠ Weak Clubs 2♠ Weak G-9(10) 6+ spades 2♠ Weak G-9(10) 6+ pades 2♠ Ulus Gambling, solid minor, no A or K other 2. PRE-ALERTS Over weak twos X=T/O Over opening threes X=T/O	Describe strength, mir	nimum leng	th, or specifi	c meaning	J			Canape
INT Responses 2♣ Stayman 2♣ Hearts 2♣ Clubs 2♥ Spades 2NT Diamonds other 2♣ GF or 23+bal 2♦ weak 6-9(10) 6+ diamonds 2♥ weak 6-9(10) 6+ spades 2NT 20-22 bal 3NT Gambling, solid minor, no A or K other 2. PRE-ALERTS Segative doubles through 4H Jump overcalls Weak Responsive doubles through 4H Unusual NT LUBS INT overcall - immediate 15-18 Immediate cue of Major Majors 5+/5+ INT overcall - re-opening 12-14 Immediate cue of Major M+m 5+/5+ Negative Majors X=T/O Over weak twos X=T/O Over opening threes 2 Clubs 2 Clubs 2 Clubs 2 NT Diamonds 2 NT Diamonds 2 NT Diamonds 2 Weak Clubs 2 NT Diamonds 2 Weak G-9(10) 6+ diamonds 2 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 3 NT Gambling, solid minor, no A or K 4 NT Gambling, solid minor, no A or K 4 NT Gambling, solid minor, no A or K 4 NT Gambling, solid minor, no A or K 5 NT Gambling, solid minor, no A or K 5 NT Gambling, solid minor, no A or K 5 NT Gambling, solid minor, no A or K 5 NT Gambling, solid minor, no A or K 5 NT Gambling, solid minor, no A or K 5 NT Gambling, solid minor, no A or K 6 NT Gambling, solid minor, no A or K 6 NT Gambling, solid minor, no A or K 6 NT Gambling, solid minor, no A or K 6 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 7 NT Gambling, solid minor, no A or K 8 NT Gambling, solid minor, no A or K 8 NT Gambling, solid minor, no A or K 8 NT Gambling, solid minor, no A or K 8 NT Gambling, solid minor, no A or K 8 NT Gambling, solid minor, no A or K 8 NT Gambling, solid minor, no A or K 8 NT Gambl	1♣ 3+, 12+hcp			1♥	5+, 12+h	пср		
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3. COMPETITIVE BIDS / OVERCALLS Negative doubles through	2NT 20-22 bal			зит	Gamblir	ng, solid	minor, no	A or K
3. COMPETITIVE BIDS / OVERCALLS Negative doubles through 4H Jump overcalls Weak Responsive doubles through 4H Unusual NT LUBS 1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+/5+ 1NT overcall - re-opening 12-14 Immediate cue of Major OM+m 5+/5+ Over weak twos X=T/O Over opening threes X=T/O	other					.		
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1NT overcall - immediate 15-18 Immediate cue of minor Majors 5+/5+ 1NT overcall - re-opening 12-14 Immediate cue of Major OM+m 5+/5+ Over weak twos X=T/O Over opening threes X=T/O	Negative doubles through							
1NT overcall - re-opening 12-14 Immediate cue of Major OM+m 5+/5+ Over weak twos X=T/O Over opening threes X=T/O	Responsive doubles through	4H	Unusual N	T LUBS				
Over weak twos X=T/O Over opening threes X=T/O	1NT overcall - immediate	15-18		Immediate d	ue of minor	Majors	5+/5+	
, ,	1NT overcall - re-opening	12-14		Immediate d	diate cue of Major oM+m 5+/5+			
O NIT Versus His OC-Maiors ONT-Miners	Over weak twos X=T/O			Over ope	ning threes	X=T/O		
Over opponent's 1NT X=penalties, 2C=Majors, 2NT=Minors	Over opponent's 1NT X=	penalties,	2C=Major:	s, 2NT=N	linors			

8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

	Describe stre	igui,	minimum length, or specific	, 11100	xiiiig
1♣ 1♦	4+, 6+hcp	2	weak	3◆	splinter
1♥	4+, 6+hcp	2	weak	3 Y	splinter
1 🖍	4+, 6+hcp	2♠	weak	3 ♠	splinter
1NT	6-9 hcp	2NT	10-12 bal	3NT	To Play
2♣	6-9 hcp, 5+C	3 -	10-12 hcp, 5+C	4 ♣	n/a
other					
1♦ 1♥	4+, 6+hcp	2	weak	3 💙	splinter
1♠	4+, 6+hcp	2	weak	3 ♠	splinter
1NT	6-9 hcp	2NT	10-12 bal	3NT	To Play
2♣	10+hcp, 4+C	3 ♣	splinter	4 ♣	n/a
2	6-9 hcp, 5+D	3	10-12 hcp, 5+D	4	n/a
other					
1♥ 1♠	4+, 6+hcp	2	6-9 hcp, 3H	3	10-12hcp, 4+H
1NT	6-9 hcp	2	weak	3 Y	preemptive raise
2♣	10+hcp, 4+C	2NT	GF, 4+H	3 ♠	splinter
2	1-+hcp, 4+D	3 -	6-9hcp, 4+H	3NT	To Play
other					
1 ♠ 1NT	6-9 hcp	2	6-9 hcp, 3S	3 💙	splinter
2♣	10+hcp, 4+C	2NT	GF, 4+S	3 ♠	preemptive raise
2	10+hcp, 4+D	3 -	6-9hcp, 4+S	3NT	To Play
2♥	10+hcp, 4+H	3	10-12hcp, 4+S	4 ♣	splinter
other					
1NT 3	natural slam try	3♠	natural slam try	4	Texas Transfer
	natural slam try	3NT	To Play	4♥	To Play
3♥	natural slam try	4 ♣	Texas Transfer	4	To Play
other					
2♣ 2♦	<8hcp	2NT	8-11 bal	3 💙	n/a
2 💙	8+hcp, 5+H	3♣	8+hcp, 5+C	3 ♠	n/a
	8+hcp, 5+S	3	8+hcp, 5+D	3NT	n/a
other					
2♦ 2♥	natural F1	3♣	natural F!	3	n/a
	natural F1		preemptive raise		To Play
_	ogust		n/a		n/a
other	-				
Notes					

2♥ 2♠	natural F1	3	natural F1	3NT	To Play		
2NT	ogust	3 Y	preemptive raise	4♣	n/a		
3♣	natural F1	3♠	n/a	4	To Play		
othe	r						
2 ♠ 2NT	ogust	3♥	natural F1	4♣	n/a		
3♣	natural F1	3 ♠	preemptive raise	4	To Play		
3◆	natural F1	3NT	To Play	4	To Play		
othe	r						
2NT 3♣	simple stayman	3 ♠	n/a	4	Texas Transfer		
3◆	transfer 3NT To Play 4♥ To Play						
3♥	transfer 4♣ Texas Transfer 4♠ To Play			To Play			
other							
9. CONVENTIONS							
Unusual NT: LUBS							
4th Sui	t Forcing One round				Game force X		
NT Checkback Priorities: Two way							
Defence to 3NT opening							
Defence to Opening Twos							

Multi 2♦ X=values RCO style 2-s X=values X=values Other 2-s **Defence** (1♣): X=Majors, 1NT=Minors, 2C=Nat to strong (2♣) : Same 14/24 Over 1NT Interference

Lebensohl - other uses T/O **4♣/4♦** Take out of 4 level pre-empts 4♠ Values 4**♥** T/O **10. OTHER NOTES**