4. BASIC RESPONSES

Jump raises - minors LIM	IIT
Jump raises - Majors LIM	IIT
Jump shifts after minor openi	ng
Jump shifts after Major openi	ng JUMP TO GAME TO PLAY
Responses to strong 2 suit of	pen. 2♦ = WAITING; SUIT = V. GOOD SUIT
Responses to 2NT opening	3♣ = STAYMAN, 3♦/♥ = TRANSFER

5. PLAY CONVENTIONS

Show	<u>priorities</u>	Versus Suit	(or both)	Versus	NoTrump	(if different)
Leads	Sequences:	OVERLEAD A	LL			
Four or r	nore with an honour	4th				
From 4	l small	MIDDLISH				
From 3 c	ards (no honour)	MUD				
In partner's suit		MUD				
Discards		REVERSE AT	Т			
Count		REVERSE				
Signal	on partner's lead:	LOW ENCOU	RAGE			
Signal	on declarer's lead:	REV COUNT				
Notes						

6. SLAM CONVENTIONS	4 Gerber	
4NT: Blackwood RKCB		
Asking Bids Cue Bids		

7. OTHER CONVENTIONS

www.abf.com.au PDF Form Rev. 21E29 by RoL MyRev.

Copyright © ABF 2021

		07				N LTD.		
ABF Nos.	445	52777	Catherir		or 5		τD	
			••••••					
& Names:		52785	Annie M	a				
Basic System	: Sta	andard						
Brown Sticke	r 🗌	Class	sification:	Green	Х	Blue	Red	Yellow
1. OPE	NIN	G BI	DS Desc	ribe strer	ngth, m	<u>iin.length, or spe</u>	ecific meaning	Canapé
1♣ 3+					1♥	5+		
1 3+					1♠	5+		
1NT 15-17							may contain 5 c	ard Major 🗙
1NT Response	es 24	S						
2 TRF					2			
2¥ TRF	*				2NT	NAT, INV		
(Dbl)					other			
24 ART GF	or 22	-23 Bala	anced					
2 WEAK								
2 WEAK								
2 WEAK								
2NT 20-21					3NT			
other								
2. PRE	-ALI	ERTS	3					

AUSTRALIAN BRIDGE

3. COMPETITIVE BIDS / OVERCALLS

Doubles		Negative DBL thru	3♠
		Responsive DBL thru	3♠
Jump overcalls WEAK	Unusual NT		
1NT overcall: (immediate) 15-18	(re-opening)	15-18	
Immediate cue: (minor)	(Major)		
Over: Weak Twos X	Opening Threes X		
Opponent's transfers			
Opponent's 1NT NATURAL			

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

		<u> </u>	inimitant longin, et opeens		0
1♣ 1♦	6+ HCP, 4+	2�		3�	
1♥	6+ HCP, 4+	2 💙		3 🧡	
1 🛧	6+ HCP, 4+	2		3	
1NT	6-10 HCP	2NT	10-12 HCP, BAL	3NT	
2	6+ HCP, 5+	34	INVITE	4	
other					
1♦ 1♥	6+ HCP, 4+	2 💙		3 💙	
1♠	6+ HCP, 4+	2		3♠	
1NT	6-10 HCP	2NT		3NT	
2♣	11+ HCP, 5+	3♣		4	
2�	6+ HCP, 5+	3�	INVITE	4�	
other					
1♥ 1♠	6+ HCP, 4+	2 💙	6-10 HCP, 3+	3�	
1NT	6-10 HCP	2		3♥	INVITE
2♣	11+ HCP, 5+		10-12 HCP, BAL	3	
2�	11+ HCP, 5+	3♣		3NT	
other					
1 🛧 1NT	6-10 HCP	2	6-10 HCP, 3+	3♥	
	11+ HCP, 5+	-	10-12 HCP, BAL		INVITE
-	11+ HCP, 5+	3♣		3NT	
2 💙	11+ HCP, 5+	3		4	
other					
1NT 3 ♣		3♠		4	
3		3NT		4♥	
3 💙		4		4	
other					
2♣ 2♦		2NT		3♥	
2		3♣		3♠	
2		3		3NT	
other		• •		UNT	
2 ♦ 2 ♥		3♣		3♠	
		3 ••		3 MT	
2 ♠ 2NT		3♥ 3♥		3in i 4 ♣	
other		3		4 7	
Notes					

2♥ 2♠		3		3NT	
2NT		3♥		4	
3♣		3♠	4	4 💙	
other					
2 A 2NT		3♥		4	
34		3♠		4♥	
3		3NT		4♠	
other					
2NT 3♣		3♠		4	
3♦		3NT		4♥	
3♥		4		4♠	
other	ONVENTIONS				
Defence to Multi 2 RCO style 2 Other 2-s					
Defence	(1♣):				
to					
strong	(2♠):				
1♣/2♣					
Over 1NT	Interference				
Lebensoh	I - other uses				
Take out o	of 4 level pre-empts 4	♣/4♦			
4♥			4♠		
10. O	THER NOTES				

Notes