4. BASIC RE		4 . :£ <b>A</b> )		ALIAN BRIDGE RATION LTD.
'	Raise 10-12 HCP, 5+ support (	4+ 11 ▼)	STANDAR	D SYSTEM CARD
,	Raise 10-12 HCP, 4+ support		ABF Nos. ABF Colts Oliver Brays	
Jump shifts after minor opening			& Names: ANC 2023 Lizzy Brays	
Jump shifts after Major opening			Basic System: Acol	
Responses to strong 2 suit oper	n. 2♦ = Waiting		Brown Sticker Classification: Gr	reen X Blue Red Yellow
Responses to 2NT opening			1. OPENING BIDS Describe	
5. PLAY CON		Manage Ma Transport (College and )	1♣ 4+♠ (11)12+HCP	1♥ 4+♥ (11)12+HCP
Show priorities	Versus Suit (or both)	Versus NoTrump (if different)	1♦ 4+♦ (11)12+HCP	1♠ 4+♠ (11)12+HCP
Leads Sequences:	Overlead		1NT 12-14 HCP BAL	may contain 5 card Major
	4th highest			may oontain o sara major
From 4 small	2nd highest		1NT Responses 2♣ Stayman 2♠ Transfer -> ♥	2♠ Transfer -> ♣
From 3 cards (no honour)	Middle		2♥ Transfer -> ♠	
In partner's suit	As above			2NT Transfer -> ♦
Discards			(Dbl)	other
Count			2♣ GF unbal OR 23+ BAL	
Signal on partner's lead:	Natural ATT		2♦ Weak 6-10 HCP, 6+♦	
Signal on declarer's lead:			2♥ Weak 6-10 HCP, 6+♥	
Notes			2♠ Weak 6-10 HCP, 6+♠	
			2NT 21-22 HCP (semi-)BAL	3NT
			other	
6. SLAM CO	NVENTIONS 4.4 Gerbe	er	2. PRE-ALERTS	
4NT: Blackwood RI	KCB			
Asking Bids Cue Bids				
			3. COMPETITIVE BIDS / OVER	CALLS
7. OTHER CO	DNVENTIONS		Doubles	Negative DBL thru 4D
				Responsive DBL thru 4D
			Jump overcalls Weak	Unusual NT
			1NT overcall: (immediate) 15-18 BAL, stop	(re-opening) 15-18 BAL, stop
			Immediate cue: (minor)	(Major)
			Over: Weak Twos X = T/O	Opening Threes X = T/O
www.abf.com	.au		Opponent's transfers	
PDF Form Rev. 21E29	by RoL		Opponent's 1NT X = PEN	
MyRev.				
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## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe strength, minimum length, or specific meaning							
1♣ 1♦	6+ HCP 4+◆	2		3				
1♥	6+ HCP 4+♥	2		3 <b>Y</b>				
1♠	6+ HCP 4+♠	2		3 <b>♠</b>				
1NT	6-9 HCP	2NT	10-12 HCP	3NT	To play			
2♣	6-9 HCP 4+♣	3♣	10-12 HCP 4+♣	4				
other								
1♦ 1♥	6+ HCP 4+♥	2		3 💙				
1♠	6+ HCP 4+♠	2		3				
1NT	6-9 HCP	_	10-12 HCP	_	To play			
2	10+HCP 4+♣	3♣		4				
2	6-9 HCP 4+◆	3	10-12 HCP 4+◆	4				
other								
1♥ 1♠	6+ HCP 4+♠	2	6-9 HCP 4♥	3				
1NT	6-9 HCP	2			10-12 HCP 4+♥			
2♣	10+HCP 4+♣		10-12 HCP	3				
2	10+HCP 4+◆	3 <b>♣</b>			To play			
other								
1 <b>♠</b> 1NT	6-9 HCP	2	6-9 HCP 4♠	3 💙				
2♣	10+HCP 4+♣	2NT	10-12 HCP	3 <b>♠</b>	10-12 HCP 4+♠			
2	10+HCP 4+◆	3 <b>-</b>		3NT	To play			
2	10+HCP 5+♥	3		4 <b>♣</b>				
other								
1NT 3♣		3		4				
3		_	To play	4	To play			
3♥		4 <b>♣</b>			To play			
other					. ,			
2♣ 2♦	Waiting	2NT		3 💙				
2	, and the second	3♣		3				
2		3		3NT				
other		•						
2 2 2	Natural	3	Natural	3♠				
	Natural	_	Invitational	3NT				
2NT		3		4				
other		<b>∪ ▼</b>		7-7-				
Motos								

**Notes** 

2♥ 2♠		3				3NT	
2NT		3 <b>Y</b>				4 <b>♣</b>	
3♣		3 <b>♠</b>				4	
other	Similar to over 2 <b>♦</b>						
2 <b>♠</b> 2NT		3 <b>Y</b>				4	
3♣		3 <b>♠</b>				<b>4</b>	
3◆		3NT				4	
other	Similar to over 2 <b>♦</b>						
2NT 3♣		3 <b>♠</b>				4	
3◆		3NT	To play			<b>4</b>	
3♥		4♣				4	
other							
9. CC	<b>ONVENTIONS</b>						
Unusual N	NT:						
4th Suit F	orcing One round						Game force
NT Check	back Priorities:						
Defence t	o 3NT opening X = pe	enalti	es				
	o Opening Twos X =						
Multi 2							
RCO style 2-s							
Other 2-s	_ 0						
Defence	(1♣) ·						
to	(12).						
	(2♣):						
strong	(24).						
	Interference						
	l - other uses		\ . = (0				
		<b>♣</b> /4 <b>♦</b>	X=T/O				
4♥ X=				4	X=T/O		
10. C	THER NOTES						