

4. BASIC RESPONSES

Jump raises - minors Limit Raise 10-12 HCP, 5+ support (4+ if \heartsuit)
 Jump raises - Majors Limit Raise 10-12 HCP, 3+ support
 Jump shifts after minor opening
 Jump shifts after Major opening
 Responses to strong 2 suit open. $2\heartsuit$ = Waiting
 Responses to 2NT opening

5. PLAY CONVENTIONS

Show priorities Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences: Overlead
 Four or more with an honour 4th highest
 From 4 small 2nd highest
 From 3 cards (no honour) Middle
 In partner's suit As above

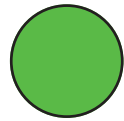
Discards
Count
Signal on partner's lead:
Signal on declarer's lead:
Notes

6. SLAM CONVENTIONS

$4\clubsuit$ Gerber
4NT: Blackwood RKCB
 Asking Bids Cue Bids

7. OTHER CONVENTIONS

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STANDARD SYSTEM CARD

ABF Nos. ABF Colts Joe MILNER, Anthony MILNER, Minnie GEALE (WA)
 & Names: ANC 2023 Jeremy REID (TAS)

Basic System: Standard American
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

$1\clubsuit$ $2+\clubsuit$ 11+HCP $1\heartsuit$ $5+\heartsuit$ 11+HCP
 $1\diamondsuit$ $4+\diamondsuit$ 11+HCP $1\spadesuit$ $5+\spadesuit$ 11+HCP

1NT 15-17 HCP BAL (5332/4432/4333) may contain 5 card Major

1NT Responses $2\clubsuit$ Stayman
 $2\diamondsuit$ $2\spadesuit$
 $2\heartsuit$ 2NT INV
 (Dbl) other

$2\clubsuit$ GF unbal OR 23+ BAL
 $2\diamondsuit$ Weak 6-10 HCP, $6+\diamondsuit$
 $2\heartsuit$ Weak 6-10 HCP, $6+\heartsuit$
 $2\spadesuit$ Weak 6-10 HCP, $6+\spadesuit$
2NT 20-22 HCP (semi-)BAL **3NT**
 other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

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
 Opponent's transfers
 Opponent's 1NT X = PEN

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ HCP 4+♦	2♦	3♦
1♥ 6+ HCP 4+♥	2♥	3♥
1♠ 6+ HCP 4+♠	2♠	3♠
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 6-9 HCP 5+♣	3♣ 10-12 HCP 5+♣	4♣
other		
1♦ 1♥ 6+ HCP 4+♥	2♥	3♥
1♠ 6+ HCP 4+♠	2♠	3♠
1NT 6-9 HCP	2NT 10-12 HCP	3NT To play
2♣ 10+HCP 4+♣	3♣	4♣
2♦ 6-9 HCP 4+♦	3♦ 10-12 HCP 5+♦	4♦
other		
1♥ 1♠ 6+ HCP 4+♠	2♥ 6-9 HCP 3♥	3♦
1NT 6-9 HCP	2♠	3♥ 10-12 HCP 3+♥
2♣ 10+HCP 4+♣	2NT 10-12 HCP	3♠
2♦ 10+HCP 4+♦	3♣	3NT To play
other		
1♠ 1NT 6-9 HCP	2♠ 6-9 HCP 3♠	3♥
2♣ 10+HCP 4+♣	2NT 10-12 HCP	3♠ 10-12 HCP 3+♠
2♦ 10+HCP 4+♦	3♣	3NT To play
2♥ 10+HCP 5+♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT To play	4♥ To play
3♥	4♣	4♠ To play
other		
2♣ 2♦ Waiting	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥ Natural	3♣ Natural	3♠
2♠ Natural	3♦ Invitational	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other	Similar to over 2♦	
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other	Similar to over 2♦	
2NT 3♣	3♠	4♦
3♦	3NT To play	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening X = penalties

Defence to Opening Twos X = T/O

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣):

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X=T/O

4♥ X=T/O

4♠ X=T/O

10. OTHER NOTES