4. BASIC RES	SPONSES		ARF AUST	RALIAN BRIDGE	
Jump raises - minors	aise, 10-11			DERATION LTD.	
Jump raises - Majors limit ra	aise, 10-11			RD SYSTEM CARD	
Jump shifts after minor opening	weak		ABF Nos. 1170821 Alex Hel		
Jump shifts after Major opening	weak		& Names: 1171097 Magnus	Eadle	
Responses to strong 2 suit open	2D 0-7, else 8+ natural		Basic System: Standard American	Out V Pu Day	_
Responses to 2NT opening	Same as 1NT		Brown Sticker Classification:		┥.
5. PLAY CON	IVENTIONS		1♣ 3+, 12+ points	cribe strength, min.length, or specific meaning Canapé 1♥ 5+, 12+ points	
Show priorities	Versus Suit (or both)	Versus NoTrump (if different)	1		
Leads Sequences:	top		·	1♠ 5+, 12+ points	V
Four or more with an honour	low		1NT 15-17 HCP, balanced	may contain 5 card Major	<u> </u>
From 4 small	high		1NT Responses 2 Simple Stayman		
From 3 cards (no honour)			2♦ transfer to Hearts	2♠	
In partner's suit			2♥ transfer to Spades	2NT invite	
Discards	low encourage		(Dbl)	other	
Count			2♣ 22+ points		
Signal on partner's lead:	low encourage		2♦ weak 6+		
Signal on declarer's lead:			2♥ weak 6+		
Notes			2♠ weak 6+		
			2NT 20-21 balanced	3NT 25-27	
			other		
6. SLAM CO	NVENTIONS 4 4 Gerber		2. PRE-ALERTS		
4NT: Blackwood X Rh	(CB				
Asking Bids Cue Bids					
			3. COMPETITIVE BIDS / OV	ERCALLS	
7. OTHER CO	ONVENTIONS		Doubles generally take-out, sometim	nes values or penalty Negative DBL thru 3H	
cue raises				Responsive DBL thru 3h	Н
			Jump overcalls weak	Unusual NT	
			1NT overcall: (immediate) 15-18	(re-opening) 12-14	
			Immediate cue: (minor)	(Major)	
			Over: Weak Twos	Opening Threes	
www.abf.com.	au		Opponent's transfers	. 5	
PDF Form Rev. 21E29			Opponent's 1NT natural		
MyRev.					
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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		Describe sire	ngın,	minimum length, or specific	c mea	aning
1 4 1	1	4+D, 6+ points	2		3◆	
1	Y	4+H, 6+ points	2	weak, 6+H, 0-5 points	3 Y	
1	^	4+S, 6+ points	2	weak, 6+S, 0-5 points	3 ^	
1	INT	6-10 points	2NT	11-12 points	3NT	to play
2	2	5+C, 6-10 points	3 -	5+C, 11-12 points	4 ♣	
01	ther					
1 1	Y	4+H, 6+ points	2	weak, 6+H, 0-5 points	3 💙	
1	•	4+S, 6+ points	2	weak, 6+S, 0-5 points	3	
	-	6-10 points	_	11-12 points	_	to play
		5+C, 10+ points	3	·	4	, ,
	-	4+D, 6-10 points	_	5+D 11-12 points	4	
	ther	,		,		
1 1	A	4+D, 6+ points	2	raise, 6-9 points	3◆	
	-	6-10 points		weak, 6+S, 0-5 points		raise, 10-12 points
		5+C, 10+ points		11-12 points	3	
		5+D, 10+ points	3	·		to play
	ther					
1 🖍 1	INT	6-10 points	2	raise, 6-9 points	3♥	
2	2	5+C, 10+ points	2NT	11-12 points	3 ♠	raise, 10-12 points
2	2	5+D, 10+ points	3 -	·		to play
2	2	5+H, 10+ points	3		4	
01	ther	·				
1NT 3	3.		3		4	
	3		_	to play	4	
	3		4	. ,	4	
	ther					
2 ♣ 2	2	waiting	2NT		3♥	
	2	ū	3		3	
	2		3		3NT	
	ther					
2 2	_		3♣		3♠	
	2		3	preemptive		to play
	2NT		3		4	. ,
	ther					
lotos						

Notes

2 2 2 4 3 4 3 7 10 play 2NT 3 7 10 play 2NT 3 8 7 10 play other 2 2 2NT 3 3 9 preemptive 4 10 play other 2NT 3 8 simple stayman 3 10 play 4 10 play other 2NT 3 8 simple stayman 3 10 play 4 10 play 3 10 to play 4 10 play 3 10 play 4 10 play 4 2 play								
3♣ other 2♠ 2NT 3♣ preemptive 4♣ to play other 2NT 3♣ simple stayman 3♠ 4♠ to play other 2NT 3♣ simple stayman 3♠ 4♠ to play 4♠ to play other 2NT 3♣ simple stayman 3♠ 4♠ transfer to H 3NT to play 4♠ other 9. CONVENTIONS Unusual NT: 4th Suit Forcing One round	2♥ 2♠		3		3NT	to play		
other 2♠ 2NT	2NT		3♥	preemptive	4			
2♠ 2NT 3♣ 3♠ preemptive 3♣ 3NT to play 4♣ to play other 2NT 3♣ simple stayman 3♠ 4♠ 3♠ transfer to H 3NT to play 3♥ transfer to S 4♣ other 9. CONVENTIONS Unusual NT: 4th Suit Forcing One round	3♣		3♠		4♥	to play		
3♣ preemptive 3♣ to play other 2NT 3♣ simple stayman 3♣ transfer to H 3NT to play 3♣ transfer to S other 9. CONVENTIONS Unusual NT: 4th Suit Forcing One round Game force X NT Checkback X Priorities: up the line Defence to 3NT opening Defence to Opening Twos Multi 2♣ RCO style 2-s Other 2-s Defence (1♣): natural to strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♣ 4♣	other							
3 other 2NT 3 simple stayman 3 transfer to H 3NT to play 3 transfer to S other 9. CONVENTIONS Junual NT: With Suit Forcing One round Game force X NT Checkback X Priorities: up the line Defence to 3NT opening Defence to Opening Twos Multi 2 ↑ RCO style 2-s Other 2-s Defence (1 ♠): natural to strong (2 ♠): 1 ♣ / 2 ♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4 ♣ / 4 ◆	2 ♠ 2NT		3		4 .			
other 2NT 3♣ simple stayman 3♠ 4♠ 3♠ transfer to H 3NT to play 4♠ 3♥ transfer to S 6 6 7 8 8 8 8 9 8 9 8 9 8 9 8 9 8 9 8 9 8 9	_							
2NT 3♣ simple stayman 3♠ transfer to H 3NT to play 4♥ 3♥ transfer to S other 9. CONVENTIONS Unusual NT: Ath Suit Forcing One round NT Checkback Priorities: up the line Defence to 3NT opening Defence to Opening Twos Multi 2♠ RCO style 2-s Other 2-s Defence (1♣): natural to strong (2♣): 1♣/2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♠ 4♠			3NT	to play	4	to play		
transfer to H transfer to S transfer to H transfer to P trans	other							
y transfer to S other 9. CONVENTIONS Unusual NT: Ith Suit Forcing One round Game force X NT Checkback X Priorities: up the line Defence to 3NT opening Defence to Opening Twos Multi 2◆ RCO style 2-s Other 2-s Defence (1♣): natural to strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ 4♣/4◆		•	3		4			
9. CONVENTIONS Jnusual NT: Ith Suit Forcing One round	• •			to play				
9. CONVENTIONS Unusual NT: Ath Suit Forcing One round		transfer to S	4 ♣		4			
Unusual NT: Ith Suit Forcing One round			_					
Ath Suit Forcing One round NT Checkback Priorities: up the line Defence to 3NT opening Defence to Opening Twos Multi 2 RCO style 2-s Other 2-s Defence (1♣): natural to strong (2♣): 1♣/2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4 4♠	9. C	ONVENTIONS	3)					
NT Checkback	Unusual	NT:						
Defence to 3NT opening Defence to Opening Twos Multi 2 RCO style 2-s Other 2-s Defence (1): natural to strong (2): 1 / 2 Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4 / 4 / 4	4th Suit I	Forcing One round					Game force X	
Defence to Opening Twos Multi 2 RCO style 2-s Other 2-s Defence (1): natural to strong (2): 1 / 2 / Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4 / 4 / 4 / 4 / 4 / 4 / 4 / 4 / 4 / 4								
Multi 2◆ RCO style 2-s Other 2-s Defence (1♣): natural to strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ 4♣/4◆	_							
Multi 2◆ RCO style 2-s Other 2-s Defence (1♣): natural to strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4◆ 4♣/4◆								
Other 2-s Defence (1♣): natural to strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣/4♦	Multi 2◆							
Other 2-s Defence (1♣): natural to strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣/4♦								
Defence (1♣): natural to strong (2♣): 1♣/2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣								
to strong (2♣): 1♣/2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣/4♦		(1♣) : natural						
strong (2♣): 1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣		(-)						
1♣ / 2♣ Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣		(24)						
Over 1NT Interference Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♣	•							
Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♦ 4♥ 4♠								
Take out of 4 level pre-empts 4♣/4♦ 4♣								
4❖	Lebenso	hl - other uses						
		of 4 level pre-empts	4♣/4 ♦					
10. OTHER NOTES	4 \			4�				
	10. C	OTHER NOTE	S					