AUSTRALIAN BRIDGE 4. BASIC RESPONSES FEDERATION LTD. Jump raises - minors Limit 10-12 HCP, 4+ cards STANDARD SYSTEM CARD Jump raises - Majors Limit 10-12 HCP, 3+ cards ABF Nos. Roger Swain 152714 Natural, game forcing Jump shifts after minor opening & Names: Felicity Wivell 666971 Natural, game forcing Jump shifts after Major opening Basic System: Responses to strong 2 suit open. 2D 0-3HCP, 2H 4-6HCP, 2S 7-9HCP, 2NT 10+HCP Classification: Green X Red Blue Brown Sticker Yellow 3C, 3D prefered minor, weak Responses to 2NT opening 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé 5. PLAY CONVENTIONS 1♣ 11+ HCP 1+ 1♥ 11+ HCP 5+ Versus Suit (or both) Versus **NoTrump** (if different) Show priorities 1 11+ HCP 5+ 1A 11+ HCP 5+ **Leads** Sequences: Overlead All, Journalist 1NT 15-18 Balanced may contain 5 card Major Four or more with an honour 4th highest 1NT Responses 2♣ 2nd highest From 4 small 2♠ TRF ♣ 2 Transfer ♥ Middle From 3 cards (no honour) 2♥ TRF ♠ 2NT Invite 3NT As above In partner's suit other 3♣TRANSFER TO ◆ (Dbl) Odd=ENCRG, Even=McKenney Discards 2♣ 23+ HCP or 4 losers or 8.5 playing tricks Not used Count Low Encourage 2 Multi: weak Major OR 20-22 BAL **Signal** on partner's lead: Signal on declarer's lead: Not used 2♥ Multi: weak, 5+♥ & 5 any other suit 2♠ Multi: weak, 5+♠ & 5 in either minor Notes **2NT** minors: 5+♣&5+♦ any range 3NT 25+ HCP balanced other 6. SLAM CONVENTIONS 4♣ Gerber X For NT bidding 2. PRE-ALERTS Puppet stayman if no 5 card major Transfer over IC **4NT:** Blackwood **X** RKCB 1430 Gerber CRO Cue Bids Asking Bids Gerber CRO 1430 3. COMPETITIVE BIDS / OVERCALLS 7. OTHER CONVENTIONS Doubles Take out Negative DBL thru 3 🏚 Responsive DBL thru 2NT Unusual NT minors Jump overcalls weak 1NT overcall: (immediate) 15-18 BAL (re-opening) Strong Immediate cue: (minor) Michaels 5/5 Majors (Major) 5 other Major & 5 minor Opening Threes Natural/Takeout Over: Weak Twos Take out/natural Opponent's transfers | Double = Lead-Directing www.abf.com.au Opponent's 1NT Double = same values (15 - 18) take out (12-14) PDF Form Rev. 21E29 by RoL MyRev. Copyright © ABF 2021

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		DC3	oribe stre	ingui,	minimum leng	in, or opcom	0 11100	ariirig	
1♣	1 🄷	6+ HCP,	4+♥	2	15+	3+♦	3◆	6+♦ weak	
	1♥	6+ HCP,	4+♠	2	15+	4+♥	3	6+♥ weak	
	1	6-9 Balanced		2	15+	4+♠	3 ♠	6+ ♠ weak	
	1NT	NT 10-11 No Major		2NT 12-13 Balanced			3NT	3NT 14+ Balanced	
	2♣	6-9	4+♣	3 -	10-11 5+♣		4	Invite to 5	R
	other								
1.	1 🖤	6+ HCP	4+♥	2	15+	4+♥	3 💙	Splinter	
	1♠	6+ HCP	4+♠	2	15+	4+♠	3 ♠	Splinter	
	1NT	6-9, No Major		2NT	10-12 Balanced		3NT	14+ Balanced	
	2	10+HCP	5+♣	3♣	15+ 5+	5+♣	4	Gerber CRO	
	2	6-9 HCP	3+♦	3	10-12	3+♦	4	Invite to 5	•
	other								
1 🖤	1♠	6+ HCP	4+♠	2	6-9	3+♥	3	15+	4+♦
		6-9HCP	<4 ♠	2	15+	4+♠	3	10-12	3+♥
	2	10+HCP	4+♣	2NT	10-12 Balan	ced	3 ♠	Splinter	
	2	10+HCP	4+♦	3 ♣	15+	5+♣	3NT	To Play	
	other								
1♠	1NT	6-9 HCP Balar	nced	2	6-9	3+♠	3	15+	5+♥
	2♣	10+HCP	4+♣	2NT	10-12 Balan	ced	3 ♠	10-12	3+♠
	2	10+HCP	4+♦	3 -	15+	5+♣	3NT	To Play	
	2	10+HCP	5+♥	3	15+	4+♦	4 ♣	Gerber CF	RO
	other								
1NT	3 ♣	TFR ◆		3	NA		4	TFR♥ weak	
	3			3NT	9+ Balanced	Balanced		TFR♠ weak	
	3 Y	NA		4 ♣	Gerber CRC)	4	TFR♣ wea	ık
	other								
2	2	0-3HCP		2NT	10+		3 💙	weak 6+♥	
_		4-6HCP			weak 6+♣		-	weak 6+ S	pades
	2	7-9HCP			weak 6+◆			NA	
	other								
2•	2	Pass or Correct	et	3♣	NA		3.	NA	
		♥ preference			NA			NA	
	2NT 15+HCP Enquiry			NA			NA		
	other		,	•					
Note									

Notes

2	2♠	Pass or correct	•	NA	3NT	NA
	2NT	15+HCP Enquiry		Game invite	4 ♣	Gerber CRO
	3 -	NA	3 ^	NA	4	Game preference
	other					
2	2NT	15+HCP Enquiry	3 \	NA	4 ♣	Gerber CRO
	3	Pass or correct	3 ♠	Game invite	4	NA
	3	NA	3NT		4	Game preference
	other					
2NT	3 -	♣ preference <10	3 ^	Long ♠ weak	4	◆ Invitation
	3◆	♦ preference<10	3NT	To Play	4	To Play
	3 Y	Long♥ weak	4	♣ Invitation	4	To Play
	other					
9.	C	ONVENTIONS				
Jnu	sual	NT: minors only if a jui	mp			
lth S	Suit I	Forcing One round X 4	th suit	t forcina		Game force X

Unusual NT: Thinlors only if a jump										
4th Suit Forcing One round X 4th suit forcing	Game force X									
NT Checkback Priorities:										
Defence to 3NT opening Takeout/Natural										
Defence to Opening Twos Takeout/Natural										
Multi 2♦ Takeout/Natural										
RCO style 2-s										
Other 2-s										
Defence (1♣): Takeout/Natural										
to										
strong (2♣): Takeout/Natural/Lead Directive	(2♣): Takeout/Natural/Lead Directive									
14 / 24										
Over 1NT Interference										

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double or equal unbalanced

4♥ Double or equal unbalanced

4♠ Double or equal unbalanced

10. OTHER NOTES