BASIC RESPONSES	
Jump raises - minors limit forcing Other: Preemptive	
Jump raises - majors limit forcing Other: Preemptive	
Jump shifts after minor opening Criss Cross, Weak	Names:
Jump shifts after major opening Bergen	ABF Nos:
Responses to strong 2 suit opening 2D=Negative/Waiting	
Responses to 2NT opening 3C=Puppet, 3D/3H=Transfers, 3S=Minors	Basic System: Classification:
PLAY CONVENTIONS	
'NT' Versus Notrump 'S' Versus Suit = Both	Describe strengt
Sequence leads: Overlead all All except AK x (x) [1♣ 3
Underlead Other:	1 NT (14)1
Four or more with an honour 4th highest attitude	2 ⊕ Stayman:
3rd/5th Other:	Transfers
From 4 small 2nd highest 🗹 Other:	2 NT
From 3 cards (no honour) top middle 🗹 bottom	2 ♠ GF
Signal on partner's lead: high encourage Iow encourage Iow	2• 3-7 Wea
Other:	2 ♥ 8-11 We
Signal on declarer's lead Count/Suit Preference	2 ≜ 8-11 We
Discards McKenney high encourage low encourage	2 NT 20-21
odd/even 🗹 Other:	3 NT Namy
Count natural reverse	
CONVENTIONS	
4NT: Blackwood C RKCB C Other: 14/30	
4	
Other Conventions	
	Negative doubles
	Jump overcalls
	1NT overcall (im
	Immed cue of mi
	Immed cue of ma
ABF Marketing PO Box 397	Over opponent's
Fyshwick ACT 2609	Over opponent's
Tel: 02 6239 2265 FAX: 02 6239 1816	Over weak twos
Copyright BCC 6.3.20.1	Over opening thr



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		ST	AND/	ARD	SYS		ARD			
ames:	Nye	Griffiths		Bob Richman						
BF Nos:	3250	41			51845	i			(
asic System:		2/1				Bro	own Sticker			
lassification:		Green 🗹	Blue		R	ed 🗌	Yellow			
			0	PEN	ING E	BIDS				
escribe strenç	gth, mini	mum length, or s	pecific me	aning					Canape	
3		1• 4			1	5		1 ≜ 5		
NT (14))15-17						may conta	iin 5 card n	najor	\square
2 ♣ Stayman:		simple 🖂		exte	nded		Other:			
Transfers	2♦	Н		27	S		2	C		
2 NT	D		Other	r:						
GF										
3-7 We	eak 2 in	H/S								
8 -11 W	/eak 2									
8-11 W	/eak 2									
NT 20-2	1									
NT Nam	ivats pr	eempt in H/S								
	,	RE-ALERTS	· CALL	S TH				ECTED		
		MEANING								
			COMP	ETT	IVE	BIDDIN	IG			
egative doubl	es throu	gh	4H		Respon	sive double	es through		4H	
Imp overcalls		Intermediate	Ur	nusual I	NT	Lowest	t Unbid			
NT overcall (ir	nmediat	e)	15-18		1)	e-opening)	(11)12-16		

tive doubles through 4H		4H	Respon	4H					
overcalls	Intermediate	Unus	ual NT	Lowest Un	bid				
overcall (immediate	ercall (immediate) 15-		(I	re-opening)	(11)12-16				
d cue of minor	Majors 5+/5	+							
d cue of major Other Majo			or and a Minor 5+/5+						
opponent's 1NT (weak)			X=Penalty, 2C=Majors, 2D=Weak with H/S, 2H/2S=Nat						
opponent's 1NT (strong)			X=T/O, 2C=Majors, 2D=Weak with H/S, 2H/2S=Nat						
weak twos		X= T/	O + Lebens	sohl					
opening threes		X = T/	0						

RESPONSES TO OPENING BIDS								
Describe strength, minimum length or specific meaning								
1	1♦	4+H	2NT	11-12				
	1♥/♠	4+S/No Major	3♣	Preemptive				
	1NT	6-11	3♦	Splinter				
	2	Inverted	37	Splinter				
	2♦	6-9 C Raise	3♠	Splinter				
	2♥	Weak	3NT	13-15				
	2♠	Weak	4 bids					
1♦	1♥/♠	Natural	3♠	6-9 D Raise				
	1NT	6-11	3♦	Preemptive				
	2 🛳	Natural	37	Splinter				
	2♦	Inverted	3♠	Splinter				
	2♥	Weak	3NT	13-15				
	2♠	Weak	4♦	Preemptive				
	2NT	11-12	4 Other					
1♥/♠	1NT	Semi-Forcing	3♠	6-9 Bergen				
	2♣	3 card raise 9+	3♦	10-11 Bergen				
	2♦	Nat	3♥/♠	Preemptive				
	2♥/♠	5-9	3NT	13-15 4333				
	2NT	Jacoby	4 ♣/♦	Splinter				
2 뢒	2♦	Negative/Waiting	2♥/♠	Natural				
	other							
2♦	2♥	Pass or Correct	3 ♣/♦	NF/Invitational Both Majors				
	2♠	Pass or Correct	3♥/♠	Pass or Correct				
	2NT	Enquiry	3NT	To Play				
2♥/♠	2NT	Enquiry	3NT	To Play				
	3∉/♦	Forcing	4 ♣/♦	Splinter				
	3♥/♠	Preemptive	4♥/♠	To Play				
2NT	3뢒	Puppet	4🜩	Natural				
	3♦	Transfer	4♦	Natural				
	3♥	Transfer	4♥	To Play				
	3♠	Minors	4♠	To Play				
	3NT	To Play	other					

CONVENTIONS

Additional responses to 1NT											
3♣/3♦	Shortage in the suit above										
3♥/3♠	Shortage in the suit above										
4🛖	Gerber										
4◆	Hearts										
4♥	Spades										
4♠											
Unusual NT:	m	inors		other s	uits	\square	low	er 2 unbid suits			
other											
Other slam bidding			Cue Bids	\square		Asking Bids					
4th Suit Forcing		One r	round					Game force	\square		
NT Checkback	\square	F	Priorities								
Defence to 3NT ope	ening										
Defence to opening	Ν	Multi 2 X=Values									
RCO style 2	X=Values										
Other 2-s		X=Values									
Defence to strong	Natural										
Lebensohl		Over I	NT interferer	nce	\square						
Other uses	Wea	ak 2's									
Take out of 4 level			4 ♣ /4♦	X							
	4 🎔	X/4NT		4♠	X/4N1	Г					

OTHER NOTES