### **4. BASIC RESPONSES**

Jump raises - minors Limit 10-12 Jump raises - Majors Weak 2-5 4 card support Strong 16+ good six card suit Jump shifts after minor opening 2NT=GF 4 card raise, 34=6-9 4 card raise, 34=10-12 4 card raise Jump shifts after Major opening Responses to strong 2 suit open. 2♦=some values, 2♥=0-4, 2♠=5+♥s 8+, 2NT=5+♠ 8+ Responses to 2NT opening Puppet Stayman, Transfers to the majors 3 minor suit stayman

		5. P	LAY	CONVENT	<b>FIONS</b>	9	Show priori	ties
		Versus	Suit	(or both)	Versus	NoTrum	np (if differ	ent)
Leads	Sequences:	Overlead	all					
Four or r	nore with an honour	Fourth H	ighest					
From 4 s	mall	Second I	Highest					
From 3 c	ards (no honour)	Second I	lighest					
In partne	er's suit	As above	<b>;</b>					
Discards		High enc	ourage					
Count		High low	= Ever	ı				
Signal	on partner's lead:	High enc	ourage					
Signal	on declarer's lead:	Natural C	Count if	appropriate				
Notes								

**6. SLAM CONVENTIONS** RKCB 1430 Blackwood 4NT: Slam Notes X Cue Bids

Asking Bids

### 7. OTHER CONVENTIONS

44 Gerber

when?

After 1NT rebid 2 way check back, 2NT

transfer to 34

Long suit game tries, Splinters

after 1M - 2M, 2NT=enquiry

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# **AUSTRALIAN BRIDGE FEDERATION INC.**



				51	ANDA	RD S	<u> 15</u>		ARD	
٩BF	Nos	S.	12	1541	Nigel Ro	sendorff				
& I	Nam	ies:	52	266	Martin E	3loom				
Basi	c Sy	stem:	2 c	over 1 G	GF (unless	rebidby	respo	nder)		
Brov	vn S	ticker		Class	sification:	Green [	Χ	Blue	Red	Yellow
					<b>1.</b> C	PEN	ING	BIDS		
Des	cribe	streng	gth, mi	inimum	length, or s	pecific me	eaning			Canape
•	3+						1 💙 5	5+		
	4(3	3)+					1♠	5+		
INT	1	5-17							may contain 5	card Major 🔀
1N1	Res	ponses	2	Staym	nan					
2	2	5+♥					2	5+♣		
2	•	5+♠					2NT	5+♦		
0	ther	3 <b>♣</b> =F	Puppe	et Stayr	nan, 3 <b>♦</b> =	5/5 mino	ors 3♥	/♠ = single	ton other majo	r
<b>~</b>	Uno	conditi	onal	GF						
2	We	ak 6-1	06c	ard suit	t					
•	We	ak 6-1	06c	ard suit	t					
2	We	ak 6-1	06c	ard suit	t					
2NT	20-	22					3NT	Gambling,	to play 3rd ar	nd 4th seat
other										

2. PRE-ALERTS

Support doubles/redoubles

## 3. COMPETITIVE BIDS / OVERCALLS

I	Negative doubles through	4♠	Jump overca	alls Weak	
I	Responsive doubles through	4♠	Unusual NT	Two lowest suit	s 5/5
I	1NT overcall - immediate	15-18		Immediate cue of minor	Michaels 5/5 Majors
I	1NT overcall - re-opening	15-18		Immediate cue of Major	Michaels 5/5, then As P/C
I	Over weak twos Double	e = T.O.		Over opening threes	Double = T.O.
I	Over opponent's 1NT D	ouble goo	d hand 15	+, 2 <b>♦</b> = ♦s + a majo	r

### 8. RESPONSES TO OPENING BIDS Describe strength, minimum length, or specific meaning

| | | |

1

1

		Describe stre	igui,	minimum length, or specifi		anng
1♣	1♦	4+cards 5+points	2�	16+ points 6 card suit	3�	Splinter
	1♥	4+cards 5+points	2♥	16+ points 6 card suit	3 💙	Splinter
	1♠	4+cards 5+points	2	16+ points 6 card suit	3♠	Splinter
	1NT	6-10	2NT	GF Raise	3NT	To Play
	2	4+cards 5-9 points	34	4+cards 10-12 points	4	Pre-empt
	other					
1♦	1♥	4+cards 5+points	2 💙	16+ points 6 card suit	3 💙	Splinter
	1♠	4+cards 5+points	2	16+ points 6 card suit	3	Splinter
	1NT	5-11	2NT	GF Raise	3NT	To Play
	2	4+cards 10+ points	34	16+ points 6 card suit	4	Splinter
	2�	4+cards 5-9 points	3♦	4+card 10-12 points	4�	Pre-empt
	other					
1♥	1♠	4+cards 5+points	2♥	5-9 points usually 3	3�	4 cards 10-12 points
	1NT	5-11	2	3 cards 10-12	3♥	4 cards 2-5 points
	2	4+cards 10+ points	2NT	GF Raise	3	Splinter
	2�	4+cards 10+ points	3	4 cards 5-9 points	3NT	3 card raise
	other					
1♠	1NT	5-11	2	5-9 points usually 3	3 💙	3 cards 10-12
	2	4+cards 10+ points	2NT	GF Raise	3	4 cards 2-5 points
	2�	4+cards 10+ points	34	4 cards 5-9 points	3NT	3 card raise
	2♥	5+cards 10+ points	3♦	4 cards 10-12 points	4	Splinter
	other					
1NT	3♣	Puppet Stayman	3	short 💙	4�	Transfer to As
	3�	5/5 minors	3NT	To Play	4 💙	To Play
	3 💙	short 🚖	4	Transfer to 💙s	4	To Play
	other					
2♣	2�	4-7	2NT	5+ <b>≜</b> s 8+	3 💙	one loser 6+card suit
	2♥	0-4	34	5+ <b>♣</b> s 8+points	3	one loser 6+card suit
	2	5+ ♥s 8+	3♦	5+♦s 8+points	3NT	
	other					
2�	2♥	Natural forcing	34	Natural forcing	3	
	2	Natural forcing	3♦	Pre-emptive	3NT	To Play
		Asking for shortage	3♥		4	
	other					
Not	-					

2♥ 2♠ N	atural forcing	3 Natural forcing	3NT To Play					
2NT A	sking for shortage	3 Pre-emptive	44 Splinter					
3 <b>♣</b> N	atural forcing	3♠	4♥ To Play					
other								
2 🛧 2NT A	sking for shortage	3 Natural forcing	4 Splinter					
3 <b>♣</b> N	atural forcing	3 Pre-emptive	4♥ To Play					
3 <b>\</b> N	atural forcing	<sub>3NT</sub> To Play	4♠ To Play					
other								
2NT 3 🗣 P	uppet Stayman	3 minor suit Stayman	4 Natural					
3 <b>•</b> T	ransfer to 💙s	<sub>3NT</sub> To play	4♥ Natural					
3♥ Т	ransfer to 🛧s	4 Natural	4 Natural					
other								
	e e e e e e e e e e e e e e e e e e e	. CONVENTIONS	S					
Unusual N	T: 5/5 two lowest sui	ts						
4th Suit Forcing One round Game force X								
NT Check	back X Priorities:	_						
Defence t	o 3NT opening							
	o Opening Twos Dou	ble						
Multi 2	Double							
RCO style 2	-s Double							
Other 2-s	Double							
	1♣ : Dbl = Majors 1N	T = minors						
to								
strong	2. · Dbl - Majors 1N	T – minorsReplace with vo	ur defence to strong 2& openia					
strong ♣								
-	Interference Double 9	)т						
••••	Interference Doubles							
	of 4 level pre-empts	4♣/4♦ Double						
4♥ Do		4 Double						
	1	0. OTHER NOTE	S					

Notes