4. BASIC RESPONSES Jump raises - minors 6-10 Jump raises - Majors premptive 2M: Natural, weak at 2 level, 1♣-2♦, 1♦-3♣ = INV raise Jump shifts after minor opening 3 - 6 - 9 w/4 $3 \spadesuit = 10-12 \text{ w/4}$ Jump shifts after Major opening oM: 3cd INV raise. Responses to strong 2 suit open. 2♦ waiting, others = natural Responses to 2NT opening 3♣ = simple stayman 5. PLAY CONVENTIONS **Show priorities** Versus Suit Versus **NoTrump** (if different) (or both) Sequences: Overlead* - Underlead=unblock Leads Four or more with an honour 3rd/low From 4 small 3rd From 3 cards (no honour) 3rd In partner's suit 3rd/low Reverse present count **Discards** low-high = even Count Reverse present count **Signal** on partner's lead: Signal on declarer's lead: Reverse present count Notes Ace for reverse attitude K for count 6. SLAM CONVENTIONS Blackwood X **RKCB 3041** 4♣ Gerber when? Slam Notes step king ask: bid K you have, or K don't have if you have 2 X Cue Bids 1st or 2nd Asking Bids Responding to Queen ask: return to trumps = no 7. OTHER CONVENTIONS Non serious 3♠/3NT Support X and XXs Exclusion (3041) Blackout after reverses: rebidding M is F1 P0D1,P0R1 Help suit trials after 1M:2M After values XX, X = penalty Double of transfer by non-passed= takeout www.abf.com.au PDF Form Rev. 15F06 by RoL Passed Hand agreements: 2♣ = reverse drury MyRev. 4th suit is F1, 1m-2m = 10+ Copyright © ABF 2015



AUSTRALIAN BRIDGE FEDERATION INC.



	5	IANDARL	JSYS	IEW	CARD		
ABF Nos.	118494	Ron Cooper					
& Names:	720569	Jessica Brake	Э				
Basic System:	2/1 GF	1M - 1NT = not	-forcing				
Brown Sticker	Cla	ssification: Gre	en X	Blue	Red	Yellow	
		1. OPE	ENING	BIDS			
Describe stren	gth, minimun	n length, or specifi	c meaning	J	-	Canape	
1♣ 2+			1♥	5+			
1♦ 4+			1♠	5+			
1NT (14) 15	5-17				may conta	ain 5 card Major	
1NT Responses	s 2♣ simpl	e stayman, after	2♦: 2♥ ١	weak both	n M 2♠ = invi	te, 3M Smolen	
2♦ 5+ ♥		•			sk or clubs		
2♥ 5+ ♠			2N	⊺ diamon	ds or weak bo	oth m	
other 3♣ =	puppet stay	man, 3 ♦ = GF 5	5/5 minor	s, 3M = s	splinter		
2 4 22+ bal 0							
2♦ (5)6 <op< td=""><td>ening</td><td>2NT = shortag</td><td>e ask</td><td>New suit :</td><td>= NF if fav</td><td></td></op<>	ening	2NT = shortag	e ask	New suit :	= NF if fav		
2♥ (5)6 <op< td=""><td>ening</td><td>2NT = shortag</td><td>e ask</td><td>New suit :</td><td>= NF if fav</td><td></td></op<>	ening	2NT = shortag	e ask	New suit :	= NF if fav		
2♠ (5)6 <op< td=""><td>ening</td><td>2NT = shortag</td><td>e ask</td><td>New suit :</td><td>= NF if fav</td><td></td></op<>	ening	2NT = shortag	e ask	New suit :	= NF if fav		
2NT 20-21			3NT	3NT Gambling, no outside A or K			
other $4NT = 9$	specific ace	ask. 5c = 0, 5N	$\Gamma = AC, 6$	C/6D/6H	= 2 same col	our, rank odd	
		2. PR	E-AL	ERTS			
1 ♣ - 1 ♦ usu	ially natural	, could be weak	afte	er preemp	ot 4🌩 = mini k	c-except over 3♣	
that doesn't want to bid 1NT or 3♣ two-way checkback							
light openin	gs vul/seat o	dependent					
	3.	COMPETITIV	E BIDS	/ OVEF	RCALLS		
Negative doubles through 4♠		4♠ Jump overcall	ls weak				
Responsive doubles through 4♠		4♠ Unusual NT	5+/5+ lowest unbid suits				
1NT overcall - immediate 15-18		8	Immediate o	ue of minor	5+/5+ MM		
1NT overcall - re-opening 15-18		8	Immediate cue of Major 5+/5+ oM/m				
Over weak twos X: t/o with lebensohl Over opening threes X: t/o							
Over opponent's 1	NT 2♣: Ma	ajors, 2♦: sing	gle suit M	, 2M: 5	s+M & 4+m,	2NT = minors	
	X = pen	alties, XXX appl	ies				
If our NT is	doubled in d	direct seat, XX =	values,	2x = natu	ıral, pass as	sks partner to run	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

			minimum length, or specific		
	4+♦, or 2+♦ wk clubs				SPL, 15+ HCP
• •	4+♥		6+♥, 4-7 if vul		SPL, 15+ HCP
	4+♠ ,	_	6+♠, 4-7 if vul		SPL, 15+ HCP
	8-10		11-12 then 3x=shortag		
-	4+♣, GF		5 +♣ , 6-9	_	preemptive
			inuations same as Jacob		
1♦ 1♥			6+♥, 4-7 if vul		SPL, 15+ HCP
1♠	4+♠	_	6+♠, 4-7 if vul		SPL, 15+ HCP
	6-10,		11-12, then $3x = $ short		
_	4+♣, GF, then $2♦ = 5+$	_		_	SPL 15+ HCP
	4(5)♦, GF		5 +♦ , 6 - 10		preemptive
other	4 V /4 ♠ to play; 1 ♦ 2 ♦ c	ontin	uations same as Jacoby	(Sw	ap 2NT)
1♥ 1♠	4+♠	2	3(4)♥, 6-10	3◆	4+♥ , 10-12
1NT	5-12	2♠	3c♥ raise, 11-12	3 Y	4+♥ , 0-6
2	2+♣, GF	2NT	4+♥, GF	3♠	SPL, 9-12
2	5+ ♦ , GF	3♣	4+♥, 6-9	3NT	4333 shape, 12-15
other	4♠ and 5m to play				
1 ♠ 1NT	5-12	2	3(4)♠, 6-10	3 💙	3c ♠ raise, 11-12
2	2+♣, GF	2NT	4+♠, GF	3♠	4+ ♠, 0-6
2	5+ ♦ , GF	3 -	4+ ♠, 6-9	3NT	♥ SPL 9-12
2	5+♥, GF	3◆	4+♠, 10-12	4	SPL 9-12
other	4♥ and 5m to play				
1NT 3♣	Puppet Stayman	3	0-1♠, 3♥	4	trf to ♠ to play or KC
3	5+ ♣ & 5+ ♦ , GF	3NT	to play	4	to play
3 Y	0-1♥, 3♠	4	trf to ♥, to play or KC	4	to play
other	1NT 2♣ 2♥ 2♠: nat inv;	1	NT-3 ♣ -3 ♦ = no 5c M		
2♣ 2♦	waiting	2NT		3 💙	
	7+, good 5+ suit		7+, good (5)6+ suit	3 ♠	
	7+, good 5+ suit		7+, good (5)6+ suit	3NT	
_			-2 ∀ -2 ♠ -2NT: 24+		
2♦ 2♥	Nat, F1	3	Nat, F1	3♠	
	Nat, F1		to play		to play
	shortage inquiry	3 ♥	1		mini keycard
4141	4M to play; 2NT resp: 3			1 -1-	•

Notes After 1m-1M-2M- 2NT: Invite+ inquiry, 3 min, 3 max, 4 min, 4 max, 4x = SPL max 4 Jacoby responses: 3♣ = min, 3♦ = non min no SPL, 3♥/3♠/3NT = LMH shortage

2	2♠	Nat, F1	3	Nat, F1	3NT	to play
	_	shortage inquiry	3	to play		mini keycard
	3 -	Nat, F1	3♠		4	to play
(other	4 ♠ : to play				
2	2NT	shortage inquiry	3♥	Nat, F1	4	mini keycard
	3 ♣	Nat, F1	3♠	to play	4	to play
	3◆	Nat, F1	3NT	to play	4	to play
(other					
2NT	3♣	simple stayman	3	minor suit stayman	4	trf ♠ to play or KC
	3◆	5+♥, accept = 3+	3NT	to play	4	trf ♣
	3 V	5+♠, accept = 3+	4 ♣	trf ♥ to play or KC	4	trf ◆
(other	2NT- 4M - 4NT = to play	/			
		9	. C	ONVENTIONS		
Unu	sual	NT: two lowest unbid	suits			

Unusual N	IT: two lowest unbid suits						
4th Suit F	Forcing One round Game force X						
NT Checkback							
Defence to 3NT opening							
Defence to Opening Twos							
Multi 2♦ 1st double = values, double once their suit has been found = takeout							
RCO style 2-s XXX							
Other 2-s							
Defence	1♣ or 2♣ : X majors, NT minors						
to	others = natural						
strong	Over precision 1♦: 2♦ = natural, 2♥ = Majors NF, 3♦ = Majors forcing						
*	Over strong club, if partner overcalls, 1NT is a cue raise						

Over 1NT Interference

Lebensohl - other uses after 1NT, weak 2s, 1m (2jump)

Take out of 4 level pre-empts $4 4/4 \Rightarrow x = T/O$

4♥ x T/O; 4NT: two places to play 4♠ x= t/o , 4NT: two places to play

10. OTHER NOTES

1NT (2X) 2NT 3♠: 3Y wk (or inv); 3X stay no stopper; 3NT stayman with stopper; 1NT (2X) 3X: stopper ask

1♣ 1♦ 1♥ 1♠: Nat GF; 1♣ 1♦ 1♥ 2♠:SPL

1m (X) 2m: 6-9; 1m (X) jump om: limit+ 1m (X) 2NT = 0-6 with 5+m

1X 1Y 2NT 3♣ = checkback