FEDERATION LTD							
	4. BASIC RESPONSES  Jump raises - minors Weak 6+ ♣/D						
Jump raises - Majors Weak 4 card raise <6 hcp							
Jump shifts after minor opening 1♣-2♦ - inv raise in Clubs 1♦-3♣ = inv in ♦ 1m-2M = weak  ABF Nos.  Leigh GOLD							
Jump shifts after Major opening 3♣ = inv 4 card raise 3♦ = 4 card raise 6-9 & Names: 138649 Simon HINGE	3						
Responses to strong 2 suit open. N/A  Basic System: 2 over 1	3						
Responses to 2NT opening Stayman + Transfers, Accept transfer = 3+ in the suit Brown Sticker Classification: Green X Blue Red Yellow Classification:							
5 PLAY CONVENTIONS  1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé							
Show priorities Versus Suit (or both) Versus NoTrump (if different)							
Leads Sequences: Overlead 1♦ 1+ maybe 18-19 Bal 1♠ 10-15 HCP 5+♠	Overlead						
Four or more with an honour 3rds/5th 3rd or 4th 15-17 may contain 5 card Major	r 3rds/5th						
From 4 small 3rds/5th 3rd or 4th 1NT Responses 2. Stayman	3rds/5th						
From 3 cards (no honour) 3rd 2♦ TFR to ♥	3rd						
In partner's suit 3rd 2♥ TFR to ♠ 2NT TFR to ♦	3rd						
Discards Reverse Count (Dbl) other 1NT-2♣-2♦-3M = Smolen	Reverse Cou						
Count Reverse Count 2♣ Near GF	Reverse Cou						
Signal on partner's lead: Reverse Count 2♦ Weak 2 in ◆	Reverse Cou						
Signal on declarer's lead: Reverse Count 2♥ Weak 2 in ♥	Reverse Cou						
Notes 2 m ♠ Weak 2 in ♠							
Q for unblock 3NT 5/6 in the Majors 9-13 (nominally)	Q for unblock						
other only accept transfer after 2NT opening with 3							
6. SLAM CONVENTIONS 4. Gerber 2. PRE-ALERTS	ONVENTIO						
<b>4NT:</b> Blackwood <b>X</b> RKCB 1430 TRF responses over 1♣ 1♥ us 3♠ they, 4♠ us = ♥ Game values	RKCB 1430						
Asking Bids  Cue Bids  Cue Bids  Tus 3♠ they, 4♦ us = ♥ Slam interest							
1♦ - 1M by us may be 3M only							
3. COMPETITIVE BIDS / OVERCALLS							
7. OTHER CONVENTIONS  Doubles other X's usually T/O  Negative DBL thru  4.	ONVENTI						
3NT they (4♣) by us = 2 suited t/o - any support X & XX = in competition = 3 card suit but not compulso Responsive DBL thru	s = 2 suited t/o -						
Jump overcalls Weak Unusual NT Lowest unbid suits							
1NT overcall: (immediate) 15-18 Balanced (re-opening) 10-14 Balanced							
Immediate cue: (minor) Majors (Major) Major and a minor							
Over: Weak Twos x = T/O 2NT = natural Opening Threes X = T/O							
www.abf.com.au Opponent's transfers X =T/O	n.au						
PDF Form Rev. 21E29 by RoL Opponent's 1NT Aspro (forcing to 2M or 3m) - Step forcing)	·						
MyRev. X = Penalty							
Copyright © ABF 2021	2021						

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe strength, minimum length, or specific meaning									
1♣	1 🔷	4+♥	2	inv Club raise	3◆	Splinter			
	1♥	4+♠	2	Weak	3 <b>Y</b>	Splinter			
	1♠	6-9 no major or GF with ◆	2	Weak	<b>3♠</b>	Splinter			
	1NT	9-11 Flat no major	2NT	12-13 flat no major	3NT	14-15 no major			
	2♣	GF ♣	3 <b>-</b>	Weak with 4	4	Pre-emptive			
	other	er after 1♣-2♣-2NT = 12-14, 3+ ♣; 3NT = 12-14 <3 ♣ 4NT=simple Blackw							
1 🄷	1 💙	4+♥	2 💙	Weak 6+♥	3 💙	Splinter			
	1♠	4+S	2	Weak 6+♠	3 <b>♠</b>	Splinter			
	1NT	6-9 no major	2NT	9-12 No Major	3NT	13-15 no major			
	2	Nat GF	3 <b>-</b>	Inv ◆	4 <b>♣</b>	Splinter			
	2	Nat GF	3	Weak ◆	4	Weak			
(	other	er after 1♦-2♦-2NT = 18-19, 3+ ♦; 3NT = 18-19 <3 ♦ 4NT = simple Blackwood							
1 💙	1♠	4+♠	2	6-9 3 card ♥	3	6-9 4 card raise			
	1NT	6-9 < 3♥	2	inv 3♥	3 <b>Y</b>	Weak			
	2♣	GF♠; GF 3♥, GF Flat	2NT	GF 4 card raise	3 <b>♠</b>	Splinter			
	2	Nat GF	3 <b>-</b>	bal 4♥ raise inv 10-11	3NT	3♥ choice of contract			
	other	♣/♦ = splinter							
1♠	1NT	6-9	2	6-9 3♠	3 <b>Y</b>	3 card Inv raise			
	2	GF ♣; GF 3♠, GF Flat	2NT	GF 4+ <b>♠</b>	<b>3♠</b>	Weak			
	2	Nat GF	3 <b>-</b>	Inv 4 card raise	3NT	Choice of Contract			
	2	Nat GF	3◆	6-9 3 card raise	4	Splinter			
	other	4♦ = splinter							
1NT	3 <b>-</b>	Singleton ♦ 8-13	3	31(54) 8-13	4	Both majors weak			
	3◆	Singleton ♣ 8-13	3NT	Nat	4	Both majors better			
	3♥	13(54) 8-13	4 <b>♣</b>		4	Both Major slam inter			
(	other	over 4♥/♠-4NT = Key ca	ard o	n both					
2♣	2	Waiting	2NT	Nat positive	3	one loser suit			
	2	Nat Positive	3 <b>-</b>	Nat positive	3 <b>♠</b>	one loser suit			
	2	Nat positive	3	Nat positive	3NT	No loser suit			
	other	or 2♣-2♦-2♥ forces 2♠, then 2NT = 25+ bal 2♣-2♦-2NT=23/24							
2	2	Nat F	3♣	Nat NF	3	Splinter			
		Nat F	_	Nat NF		To Play			
	-	Enquiry		Splinter		Splinter			
		2♦-2NT-3♦ = Weak, (O		•		•			
Note						,			

## **Notes**

2	2	Nat F	<b>3</b>	Nat NF	3NT	To Play
	2NT	Enquiry	3 <b>Y</b>	To Play	4 <b>♣</b>	Splinter
	3♣	Nat NF	<b>3♠</b>	Splinter	<b>4♥</b>	Splinter
(	other	2 <b>♥</b> -2NT-3 <b>♥</b> = Weak, (Al	l oth	er suits = shortage; 3NT	nat,	, all non minimum)
2♠	2NT	Enquiry	3 💙	Nat F	4	Splinter (♣ and ♦)
	3♣	Nat NF	<b>3♠</b>	To Play	<b>4</b>	Splinter
	3◆	Nat NF	3NT	To Play	4	To Play
(	other	2 <b>♠</b> -2NT-3 <b>♠</b> = Weak, (All	oth	er suits = shortage; 3NT	nat,	all non minimum)
2NT	3 <b>♣</b>	Stayman	3 <b>♠</b>	Both Minors	4	Slam Interest Nat
	3♦	TRF	3NT	To Play	<b>4</b>	
	3♥	TRF	4	Slam interest Nat	4	
(	other					
9.	C	ONVENTIONS				
		NT: Yes				
		Forcing One round				Game force X

Unusual NT: Yes									
4th Suit Forcing One round	Game force X								
NT Checkback X Priorities: 2 way									
<b>Defence to 3NT opening</b> 4♣ = 2 suited t/o 4♦,♥,♠ = natural									
Defence to Opening Twos x = T/O									
Multi 2♦ X=15+ unbal; 2♥ = short ♠ 10-14; 2NT = 15-18 (*see below)									
RCO style 2-s									
Other 2-s X = cards (XYZ)									
<b>Defence</b> (1♣): Aspro 1st step = X ♥ & another (ref Over 1NT Interference	)								
to step is always forcing!	step is always forcing!								
strong (2♣): Aspro 1st step = X ♥ & another (ref Over 1NT Interference	(2♣) : Aspro 1st step = X ♥ & another (ref Over 1NT Interference)								
1♣ / 2♣ step is always forcing!	step is always forcing!								

Over 1NT Interference Aspro (10-14):  $2 \clubsuit = \heartsuit + \text{another}$ ;  $2 \diamondsuit = \spadesuit + \text{minor}$ ;  $2 \heartsuit, \spadesuit = \text{nat}$ 

**Lebensohl - other uses** over Weak 2 and NT interfence (Reverse)

Take out of 4 level pre-empts 4♣/4◆

4♥ X = T/O, 4NT = minors

 $4 \bigstar X = T/O, 4NT = minors$ 

## (10. OTHER NOTES)

They overcall our 1C or 1D openings with 1NT Aspro still applies (with care)

Reverse lebensohl

Weakness takeout over our 1NT

(\*see above) Over their 2♦ - 2♠ by us = short ♥ (assumption 3,1,(4,5) 10-14)