4. BASIC RESPONSES Jump raises - minors less than limit, 4+ support Jump raises - Majors limit raise 8 losers, weak after interference 6-card suit, 3-7 HCP Jump shifts after minor opening splinter (except 1♥-2♠ is weak 6-card suit) Jump shifts after Major opening Responses to strong 2 suit open. Controls: 2♦ 0-1;2♥ 2; 2♠ 3; 2NT AKK; 3♠ AA [OFF after interference] 3♣ puppet Stayman; transfers; 3♠ minor suit Stayman Responses to 2NT opening 5. PLAY CONVENTIONS **Show priorities** Versus NoTrump (if different) Versus Suit (or both) Leads Sequences: Overlead all incl internal sequences Four or more with an honour 4th highest 2nd highest From 4 small From 3 cards (no honour) middle top In partner's suit low from 3+ Discards low to encourage reverse Count **Signal** on partner's lead: low encourage [then current reverse count or McKenney] reverse count **Signal** on declarer's lead: **Notes** At 5 level or after pre-emptive bidding: king lead asks for reverse count, ace lead for attitude 6. SLAM CONVENTIONS **RKCB 0314** 4♣ Gerber ★ when? after NT openings & NT rebids 4NT: Blackwood X Slam Notes Exclusion Blackwood Cue Bids X 1st/2nd control Asking Bids 7. OTHER CONVENTIONS 4th suit game force Jacoby extended responses checkback Stayman always in ♣s inverted minors Help suit trial bids; DOPI & ROPI - extended responses Lebensohl; Blackout DONT style after 1NT - (DBL) -Support DBLs & RDBLs 1♣/♦ short or Precision] - 3♣/♦ intermediate After 2♣-2#-3NT: 4♣ Baron and transfers www.abf.com.au PDF Form Rev. 17I21 by RoL Jump shift rebid by opener is 5+ 5+ GF MyRev. **APRIL 2025** NT rebids at 2 level: 2NT 15-17; 3NT 18-19 Copyright © ABF 2017 OR 2NT 15+ to 19 opposite passed partner



AUSTRALIAN BRIDGE FEDERATION INC.



	SIA	NDARL	<u> </u>	SIEW	CAL	KD	
ABF Nos. 100	153 T	HERESE T	ULLY	[270]			
& Names: 107	964 R	ICHARD V	VARD	[721]			
Basic System:		Α	COL				
Brown Sticker	Classific	ation: Gre	een 🕽	Blue		Red	Yellow
		1. OPI	ΕΝΙΙ	NG BIDS	3		
Describe strength, mi	nimum leng	th, or specif	ic mea	ning			Canape
1♣ 4+♣, 10+ HCP				4+♥, 10+	HCP		
1♦ 4+♦, 10+ HCP				4+♠, 10+	- HCP		
1NT	(11) 1	12 - 14 HC	P			may contain 5 c	ard Major
1NT Responses 2♣	simple Sta	ayman					
2♦ transfer to	s			2♠ transfe	r to 🍨	S	
2♥ transfer to	s			2NT transfe	r to 🔷s	3	
other super accep	ots after tra	ansfers not	mand	atory; 3♣, 3	▶ , 3 ♥ ,	3♠ sets suit	then cues
2♣ GAME FORCE	or 23-24 I	HCP balan	ced, c	ontrol respor	nses		
2♦ at least 5-4 or 4	l-5 in majo	ors, 6-10 HO	CP				
2♥ at least 5♥s + a	at least 4 n	ninor, 6-10	HCP				
2♠ at least 5 ♠ + a	t least 4 m	inor, 6-10 I	HCP				
2NT 20-22 HCP			;	Specific	ace a	ask, 4NT = 0	aces
other							
		2. PR	RE-A	LERTS			
*Re-opening 1NT m	ay not hav	e a stopper					
Jump overcalls vary in st	rength accord	ling to vulnera	bility				
	3. COI	/IPETITI\	/E BI	DS / OVE	RCAL	LLS	
Negative doubles through	4♥	Jump overca	lls W	EAK [NV]; IN	NTERI	MEDIATE [V	/UL]
Responsive doubles through	h 4♥	Unusual N	IT lov	ver unbid sui	ts		
1NT overcall - immediate	15-18HCP,	SYS ON	Immedi	ate cue of minor	Mich	aels, any str	ength
1NT overcall - re-opening	*10-14HCP		Immedi	ate cue of Major	Mich	aels, any str	ength
Over weak twos DBL 8				r opening threes	DBL		
							at suit plus a high
vs 13-15 or fewer			2♣ ma	ijors; 2♦ sin	gle su	uit;	
2♥/♠ 5+ ♥/♠ + 4+ r	ninor; 2N	T minors					

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe stre	ngth,	minimum length, or specific	c mea	aning
1♣ 1♦	5+ HCP	2	6-card suit, 3-7 HCP	3	splinter
1♥	5+ HCP	2	6-card suit, 3-7 HCP	3 Y	splinter
1♠	5+ HCP	2	6-card suit, 3-7 HCP	3 ♠	splinter
1NT	8-10HCP 4+ ♣ s	2NT	11-12 HCP, 4+♣s	3NT	13-15 HCP 4+ ♣ s
2	NOTE inverted	3 ♣	weak, 6-9 HCP	4 ♣	pre-emptive
other	1♣-2♣ forcing to 2NT o	r 3♣.	range responses , then shortag	ge ask,	then fragments for NT
1♦ 1♥	5+ HCP	2	6-card suit, 3-7 HCP	3	splinter
1♠	5+ HCP	2	6-card suit, 3-7 HCP	3 ♠	splinter
1NT	5-8HCP	2NT	11-12 HCP, 4+ ◆s	3NT	13-15 HCP 4+ ◆s
2	9+ HCP, ♣ s	3 -	splinter	4	void splinter
2	NOTE inverted	3	weak	4	pre-emptive
other	as for 1 ♣- 2 ♣				
1♥ 1♠	5+ HCP	2	9 losers, 4+ ♥ s	3 🄷	splinter
1NT	5-8 HCP	2	6-card suit, 3-7 HCP	3 Y	8 losers, 4+ ♥s
2♣	9+ HCP		Jacoby extended responses	3 ♠	splinter,
2	9+ HCP		splinter		13-15 HCP
other	Jacoby responses: rang	je, the	en shortage, then controls,	then	RKC; 1 ♥ -4 ♠ natural, to pla
1 ♠ 1NT	5-8 HCP	2♠	9 losers, 4+ ♠s	3	splinter
2	9+ HCP	2NT	Jacoby extended responses	3 ♠	8 losers, 4+ ♠ s
2	9+ HCP	3 -	splinter	3NT	13-15 HCP
2	9+ HCP, 5+ ♥s	3	splinter	4 ♣	void splinter
other	1♠ - 4♣,♦ is void splinte	er. 1 4	- 4♥ is natural, to play		
1NT 3♣	6 cards, sets suit cues	3	6 cards, sets suit, cues	4	-
3◆	6 cards, sets suit. cues	3NT	12+ HCP	4 \	natural, to play
3♥	6 cards, sets suit, cues	4	Gerber	4	natural, to play
other	Gerber: after aces show	vn, 4	NT asks for specific king	JS .	
2♣ 2♦	0-1 controls	2NT	4 controls, AKK	3 💙	1 loser suit opp. void
2	2 controls	3 -	4 controls AA	3	as above, also 4♣/4♦
2	3 controls	3	5 controls	3NT	-
other	control responses are	OFF a	after suit interference		
			natural, NF	3.	natural, NF, pre-empiv
2♦ 2♥	natural, to play, NF	3	Haturai, INF		
	natural, to play, NF natural, to play, NF	_	natural, NF		
2♠	natural, to play, NF natural, to play, NF NOTE	3		3NT	natural, to play natural, GF sets suit

Notes After we open 2♦, 2♥ or 2♠ all our doubles are penalties

2						
a natural, NF not correctable and natural, GF all other 2♠ 2NT minor enquiry all natural, NF not correctable and pre-emptive all natural, NF not correctable and pre-emptive all natural, NF not correctable and pre-emptive all natural, NF natural, NF natural, to play all natural, NF natural, to play all natural, NF natural, to play all to play a		natural, NF	3	natural, NF	3NT	natural, to play
other 2♠ 2NT minor enquiry 3♣ natural, NF not correctable 3♣ pre-emptive 3♣ to play 4♣ to play 4♣ to play 4♣ to play 4♣ transfer to ♣s NOTE 3♣ minor suit Stayman 3♣ minor suit Stayman 3♣ transfer to ♣s NOTE 3♣ Gerber 4♣ Gerber 4♣ - 4♣ - 4♣ - 4♣ NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support 9. CONVENTIONS Juusual NT: lowest unbid suits 4th Suit Forcing And Forcing A	2NT	minor enquiry	3 Y	pre-emptive	4	natural, GF, sets suit
2 2 2NT minor enquiry 3 3 natural, NF 3 natural, NF not correctable 4 natural, Oplay 4 natural, to play 4 to play 4 to play 4 - 3 variansfer to s NOTE 3 NT to play 4 corporation 3 variansfer to s NOTE 3 NT to play 4 corporation 3 variansfer to s NOTE 3 NT to play 4 corporation 3 variansfer to s NOTE 3 NT to play 4 corporation 3 variansfer to s NOTE 3 NT to play 4 corporation 4 corporation 5 corporation 6 corporation 7 corporation 8 corporation 9 co	3♣	natural, NF not correctable	3♠	natural, GF	4	to play
anatural, NF not correctable anatural, NF nother 2NT 3♣ puppet Stayman anatural, NF nother 3NT to play anatural, NF nother 3NT to play anatural, NF nother 3NT to play anatural, NF nother anatural, to play to play to play and anatural, NF nother anatural, to play to play anatural, to play to play anatural, to play to play at transfer to play and anatural, to play ana	other					
and natural, NF and natural, to play and to play other 2NT 3♣ puppet Stayman and transfer to ♥s NOTE and to play and transfer to ₱s NOTE and transfer to play and transfer to ₱s NOTE and transfer to play and transfer to ₱s NOTE and transfer to play and transfer to ₱s NOTE and transfer to play and transfe	2 ♠ 2NT	minor enquiry	3 Y	natural, NF	4	natural, GF sets suit
other 2NT 3♣ puppet Stayman 3♠ minor suit Stayman 3♠ transfer to ♥s NOTE 3NT to play 4♥ - 3♥ transfer to ♠s NOTE 3NT to play 4♠ - other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support 9. CONVENTIONS Junusual NT: lowest unbid suits 4th Suit Forcing One round One of the was reported. One round One round One round One round One round One round One of the round One round One round One of the round One of round One of round One of round One of round One o	3♣	natural, NF not correctable	3 ^	pre-emptive	4	natural, to play
and transfer to vs NOTE by CONVENTIONS Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support Other NOTE: 1 step seps good 4 card support Other NOTE: 1 steps good 4 card supp	3◆	natural, NF	3NT	natural, to play	4	to play
transfer to ♥s NOTE 3♥ transfer to ♠s NOTE 4♣ Gerber 4♠ - other NOTE: 1 step poor support; 2 steps good 3 card support; 3 steps good 4 card support 9. CONVENTIONS Jusual NT: lowest unbid suits 4th Suit Forcing One round Defence to 3NT opening DBL "values" Defence to Opening Twos DBL takeoout Multi 2♠ immediate DBL shows general values 16+HCP [1-2-3- doubles] RCO style 2-s Other 2-s Defence (1♠): DBL for majors, 1NT for minors [also in passout] to strong (2♠): 1♣ / 2♣ Detence after suit interference 1-2-3- doubles Lebensohl - other uses Take out of 4 level pre-empts 4♣/4♠ DBL 4♠ 4NT usually 2-suiter, DBL is "values" 10. OTHER NOTES 1♣/◊-4♥ is a suit, to play; NO Minorwood, Drury, Bourke relay Super accepts - 2NT crisp (eg AKK) maximum In general, system ON after DBLs After 3NT: 4NT= 0 aces; with 2 aces bid lowest, then next suit up asks for more RKC: After Q ask 1 step = no Q, slam suit = Q and no Ks below slam suit	other					
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9. CONVENTIONS Unusual NT: lowest unbid suits 4th Suit Forcing One round	3	transfer to ♥s NOTE	3NT	to play	4	-
9. CONVENTIONS Unusual NT: lowest unbid suits Ath Suit Forcing One round						
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