4. BASIC RESPONSES Jump raises - minors Preempt Other: Jump raises - Majors Preempt Other: Majors intermediate, other minor - criss cross raise Jump shifts after minor opening Invitational, natural, non forcing Jump shifts after Major opening Responses to strong 2 suit open. Responses to 2NT opening Muppet Stayman, transfers **Show priorities** 5. PLAY CONVENTIONS Versus NoTrump (if different) Versus Suit (or both) Overlead, A-Attitude K-Count Sequences: Overlead, A-Attitude K-Count Leads Four or more with an honour 3rd/Low 4th highest 3rd highest 2nd highest From 4 small Top From 3 cards (no honour) **Bottom** In partner's suit attitude if supported, 3rd/low without Discards Low Encourage Low Encourage Low-High = Even Low-High = Even Count Low encourage Low encourage Signal on partner's lead: on declarer's lead: Count Signal **Notes** 6. SLAM CONVENTIONS 4♣ Gerber X when? 1NT - 2♣ - 2X - 4♣ Blackwood **RKCB 1430 Slam Notes** X Cue Bids Asking Bids 7. OTHER CONVENTIONS Fit showing jumps in competition 2 way Checkback Criss cross raises in minors inverted minors Jacoby 1M - 2♣ 2NT in competition Drury XYZ 3rd suit forcing www.abf.com.au PDF Form Rev. 13F21 by RoL MyRev. Copyright © ABF 2013



AUSTRALIAN BRIDGE FEDERATION INC.



	91	ANDARL	73131	EIVI C	AND			
ABF Nos.	423394	Jodi Tutty						
& Names:	681393	93 Marianne Bookallil						
Basic System:	Two over or	ne						
Brown Sticker [Classi	fication: Gre	en 🗶	Blue	Red	Yellow		
		1. OPE	ENING	BIDS				
Describe strengt	th, minimum	length, or specifi	c meaning			Canape		
1♣ 3+, 11+pts			1♥ 5-	+, 11+pts				
1♦ 3+, 11+pts			1♠ 5-	+, 11+ pts	3			
1NT 15-17					may contain 5 c	ard Major 🗶		
1NT Responses	2♣ Simple	Stayman	Oth	her:				
2♦ transfer to ♥			2♠	transfer to	o ♣			
2♥ transfer to ♠			2NT	transfer to	o ♦			
other 4♣/♦ t	ransfer to 💙/	•						
2 4 GF or 22-23	3 balanced							
2 1st/2nd sea	at 4-7pt, eithe	r♥ or ♠, 3rd se	at 🔷 weak, a	anything g	oes, 4th ♦ 10-13			
		d seat - weak, a						
2♠ ♠ 1st/2nd s	seat 8-11-, 3r	d seat - weak, ar	nything goes	s, 4th 10-1	3			
2NT 20-21 balanced			3NT (3NT Gambling (no outside AK)				
other								
		2. PR	E-ALE	RTS				
1M - 2♣								
	3. C	OMPETITIV	E BIDS /	OVER	CALLS			
Negative doubles through 4♠ Jump overcalls			s weak	veak				
Responsive doubles through 4 •		♠ Unusual NT	minor oriented 2		suiter			
1NT overcall - immed	diate 15- ba	d 18	Immediate cue	of minor	Both majors, 5/5			
1NT overcall - re-opening 11-15 Imme			Immediate cue	of Major	Other major and minor, 5/5			
Over weak twos X	= t/o if suit k	now, XXX otherv	vi Over openir	ng threes	X = takeout			
Over opponent's 1N7	X= ♥ , 2 ♣	?= ∀ + ♠ , 2 ♦ = ♠ ,	2M=natural	, 2NT= ♣ -	+♦			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		J ,	minimum length, or specif		ug
1♣ 1♦	4+, 5+ pts	2	Invitation 5+♣	3	splinter
1♥	4+, 5+ pts	2	Intermediate	3♥	splinter
1♠	4+, 5+ pts	2♠	Intermediate	3♠	splinter
1N	5-11pt	2NT	11-12 3334	3NT	12-15 33(34)
2♣	GF, 5(4)+♣, no major	3♣	weak 5+♣	4♣	
othe	r				
1♦ 1♥	4+, 5+pts	2	Intermediate	3♥	splinter
1♠	4+, 5+pts	2♠	Intermediate	3 ♠	splinter
1N ⁻	5-11pt	2NT	11-12 33(43)	3NT	12-15 33(43)
2♣	GF, 5(4) +♣	3♣	Invitation 5+◆	4♣	splinter
2	GF 5+ ♦	3	weak 5+♦	4	
othe	r				
₩ 1♠	4+, 5+pts	2	Simple raise	3	Invitation •
1N	5-11pt, semiforcing	2♠	Intermediate	3	Weak 4+♥
2♣	GF♣, GF bal, INV+ ♥	2NT	GF, 4+♥	3 ♠	splinter
2	GF 5+ ♦	3♣	Invitational 🙅	3NT	12-15 balanced 3334
othe	r				
1 ♠ 1N	5-11pt, semiforcing	2	Simple raise	3	Invitational V
2♣	GF♣, GF bal, INV+ ♠	2NT	GF, 4+ ♠	3 ♠	Weak 4+♠
2	GF 5+ ♦	3♣	Invitational 秦	3NT	12-15 balanced 3334
2	GF 5+♥	3	Invitational •	4 ♣	splinter
othe	r				
INT 3♣	5 card major suit ask	3♠	SPL, 9+ cards in minors	4	Transfer to 🖈
3	5/5 GF minors	3NT	To play	4	To play
3	SPL, 9+cards in minors	4 ♣	Transfer to ♥	4	To play
othe	r				
2♣ 2♦	Waiting	2NT		3 💙	
	5+♥, positive, KJ+		6+♣, positive KJ+	3 ♠	
	5+♠, positive, KJ+		6+♦, positive KJ+	3NT	
othe	•				
2♦ 2♥	Pass/correct	3♣	Natural, non-forcing	3♠	Pass/correct
2♠		3	Natural, invitational		To play
2N	Inquiry	3	Pass/correct		transfer to your suit
	r 4♦ Bid your suit	4	∕∕ ∲ to play	-	
otes	·				

2♥ 2♠ Natural forcing 3 Natural forcing 3NT To play 2NT Inquiry 3 Invitational 4♣ splinter 3 natural forcing 3♠ Nat, very good suit, ask fc 4♥ To play other 3♥ natural forcing 4♣ splinter 2♠ 2NT Inquiry 3♠ Invitational 3♣ natural forcing 4♥ splinter 4♠ To play 3 natural forcing 3NT To play other 2NT 3♣ Muppet Stayman 3♠ minor suit Stayman 4♦ transfer to ♠ 3♦ Transfer to ♥ 3NT to play 4♥ transfer to ♣ 3♥ Transfer to ♠ 4♣ transfer to ♥ 4♠ transfer to ♦ other 9. CONVENTIONS Unusual NT: Other suits Minor-oriented two-suiter, 5/5 Game force X One round 4th Suit Forcing Priorities: 2♣ puppet to 2♠, 2♦ artificial GF NT Checkback X **Defence to 3NT opening Defence to Opening Twos** Multi 2 XXX, Lebensohl RCO style 2-s XXX, Lebensohl XXX, Lebensohl Other 2-s **Defence** 1 ★ :CRASH to strong 2 : CRASH X = takeout, if known suit, XXX if unknown suit **Over 1NT Interference** Lebensohl - other uses Over (2M) - X 4**♣**/4**♦** X Take out of 4 level pre-empts 4**Y** X 4♠ X 10. OTHER NOTES