AUSTRALIAN BRIDGE 4. BASIC RESPONSES FEDERATION LTD. Jump raises - minors 6-10 4+c raise STANDARD SYSTEM CARD Jump raises - Majors 6-10 4+ raise ABF Nos. Terry Brown 7226 Jump o. minor = GF raise; 2-Major = weal Jump shifts after minor opening & Names: Michael Courtney 75469 Jump shifts after Major opening **GF Splinters** Basic System: Responses to strong 2 suit open. NA Classification: Green X Red Blue Brown Sticker Yellow Puppet Stayman & transfers; 3♠ = GF minors Responses to 2NT opening 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé 5. PLAY CONVENTIONS 14 11-20 & 4+ 1 11-20 & 4+ Versus Suit (or both) Versus **NoTrump** (if different) Show priorities 1 11-20 & 4+ 14 11-20 & 4+ A= att & K = count; o/w overlead **Leads** Sequences: may contain 5 card Major **1NT** (14)15-17 Four or more with an honour 4ths 1NT Responses 2♣ Simple Stayman 2nd highest From 4 small 2♦ Trf to H 2♠ Trf to C mud From 3 cards (no honour) 2 Trf to S 2NT Trf to D context In partner's suit other 1NT-3Any = Key-Card ask (Dbl) Natural bidding **Discards** high = encourage high-lpw = even 2 3+ bal or GF Count attitude (high = encourage) 2 Weak 6-11; 6c suit **Signal** on partner's lead: 2♥ Weak 6-11; 6c suit natural count if giving it **Signal** on declarer's lead: 2 Weak 6-11; 6c suit Notes 3NT Gambling w. solid minor 2NT 20-22 Bal other 2. PRE-ALERTS 6. SLAM CONVENTIONS 4. Gerber X Over 1NT RKCB 0314 4NT: Blackwood Cue Bids X Asking Bids 3. COMPETITIVE BIDS / OVERCALLS 7. OTHER CONVENTIONS Negative DBL thru Doubles t/o to 4♠ Stayman + simple bid = to play Super-accepts trf over 1NT Responsive DBL thru 4♠ Stayman + jump = splinter Unusual NT 55+ minors Jump overcalls weak Trf + jump = splinter 1NT overcall: (immediate) 15-18 (re-opening) 11-14 Immediate cue: (minor) Michaels (Majors) Often raise 1M Resp. on 3c's (Major) Michaels (OM+minor) Opening Threes X = t/oOver: Weak Twos X = t/owww.abf.com.au Opponent's transfers X = t/o of suit shown Opponent's 1NT 2♣ = Majors; 2♦ = 1-Major; 2M = 5M&4+m; 2NT = minors or any GF 2-suits PDF Form Rev. 21E29 by RoL MyRev. Copyright © ABF 2021

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe strength, minimum length, or specific meaning								
1♣ 1♦	4+ nat	2	GF 4+ Clubs	3◆	GF splinter			
1♥	4+ nat	2	weak (4-7)	3	GF splinter			
1 🛧	4+ nat	2♠	weak (4-7)	3 ^	GF splinter			
1NT	6-11 no Major	2NT	GF no Major	3NT	to play			
2	6-10 3c+ raise	3♣	6-10 4+raise; no Major	4 ♣				
other								
1♦ 1♥	4+ nat	2	weak (4-7)	3	GF splinter			
1♠	4+ nat	2	weak (4-7)	3 ^	GF splinter			
1NT	6-11 no Major	2NT	GF no Major	3NT	to play			
2	Nat 10+ hcpts	3♣	GF ♦-raise	4 ♣	GF splinter			
2	6-10 3c+ raise	3◆	6-10 4+raise; no Major	4				
other								
1♥ 1♠	Nat 4+	2	7-11 3+ raise	3	splinter			
1NT	6-11 NF	2	weak (4-7)	3	6-10 4+ H's			
2♣	nat 10+ hcpts	2NT	Bal GF	3 ^	GF splinter			
2	nat 10+ hcpts	3♣	splinter	3NT	to play			
other								
1♠ 1NT	6-11 NF	2	7-11 3+ raise	3 Y	splinter			
2♣	nat 10+ hcpts	2NT	Bal GF	3 ^	6-10 4+ S's			
2	nat 10+ hcpts	3♣	splinter	3NT	to play			
2♥	nat 10+ hcpts	3◆	splinter	4♣	GF splinter			
other								
1NT 3♣	KCA for Clubs	3	KCA for Spades	4				
3◆	KCA for Diamds	3NT	to play	4	to play			
3♥	KCA for Hearts	4	Gerber	4	to play			
other								
2♣ 2♦	neg or waiting	2NT		3	solid suit			
2 💙	nat 2 top hons or wild	3♣	nat 2 top hons or wild	3♠	solid suit			
24	nat 2 top hons or wild	3	nat 2 top hons or wild	3NT				
other								
2♦ 2♥	1-rnd force	3♣	-rnd force	3 ♠	nat GF			
2	-rnd force	3	pre-emptive	3NT	to play			
2NT	shortage ask	3 Y	nat GF	4	KC-ask			
other								
Notes								

Notes

2♥ 2♠	1-rnd force	3 ◆	1-rnd force	3NT	to play				
	shortage ask		pre-emptive	4	KC-ask				
3♣	1-rnd force	3 ^	nat GF	4	to play				
other									
2 ♠ 2NT	shortage ask	3 Y	1-rnd force	4	KC-ask				
3♣	1-rnd force	3 ♠	pre-emptive	4	Nat				
3◆	1-rnd force	3NT	to play	4	to play				
other									
2NT 3♣	Puppet Stayman	3	GF minors	4	KCA on ♣ 's				
3	trf to H	3NT	to play	4	to play				
3♥	trf to S	4 ♣	KCA on ♦'s	4	to play				
other									
9. C	ONVENTIONS								
	NT: always the minors								
4th Suit Forcing One round Game force									
	·				Callie force				
NT Checkback Priorities:									
Defence to 3NT opening									
Defence to Opening Twos X = t/o									
Multi 2♦ X = strength									
RCO style 2-s									
Other 2-s									
Defence	X = Majors; 1NT = mi	nors;	others = natural						
to									
strong	(2♣) : natural								
1 % / 2 %									
Over 1NT Interference X = t/o									
		ook '	ON //						
Lebensohl - other uses over weak 2M									
Take out of 4 level pre-empts $4 - 4 = t/o$									
4♥ X = t/o 4♠ cards									
10. OTHER NOTES									