

4. BASIC RESPONSES**AUSTRALIAN BRIDGE**

Jump raises - minors

**FEDERATION LTD.****STANDARD SYSTEM CARD**

Jump raises - Majors Limit raise 10+ HCP

Jump shifts after minor opening Weak

Jump shifts after Major opening Weak

Responses to strong 2 suit open. Controls

Responses to 2NT opening Puppet Stayman

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Names: Lynne Layton and Astrid Korfgen

Basic System: Standard American 2/1

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaningCanapé **5. PLAY CONVENTIONS**

Versus

Suit (or both) VersusNoTrump(if different)

1C = 3C & 10+HCP

1D = 4D & 10+HCP

Show priorities

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1H = 5H & 10+HCP

1S = 5S & 10+ HCP

Leads Sequences:

1NT Vul 15-17 and Non Vul 12-14 HCP

may contain 5 card Major X

Four or more with an honour	4 th highest
From 4 small	2 nd highest
From 3 cards (no honour)	MUD
In partner's suit	Low like
Discards	Low Like

1NT 2c 8+ HCP and at least one
Responses 4 card major

2D Transfer to H. 2H Transfer to S.
Transfer to C. 2NT 8-9 HCP No 4 card Major.

2S
(Dbl) Single suiter 6 cards not S Other 3C transfer to D

Count – K Count- Natural

Signal on partner's lead: Low Like 22 Signal

on declarer's lead Count:

Notes

2NT = 20-22 HCP Balanced 3NT = ong minor
gambling.

6. SLAM CONVENTIONS4c Gerber 4NT: Blackwood KCB 1430Asking Bids = Yes Cue Bids= Yes **2. PRE-ALERTS**

XYZ, Texas Transfers, Control Responses to 2C Opening

7. OTHER CONVENTIONS

Game try help suits, Cue bid raises ,DON'T, Splinters,, Reverses, K Count, @C = Control responses, Texas transfers, XYZ, Rule of 20, ,Inverted Minors, Jacoby 2NT, Support doubles, Snapdragon ,Lebonshol, Quantative NT,Questem, Flannery. Disco over Multi 2's 2H=Take Out. 2S shows 5/5 minors, 2NT 15-17,X= 6 Spades, DON'T, 2S=6 Spades,,X=6C/6D/6H,2NT both minors,FSF.

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1c 12 11	21	31
1s	2s	3s
1NT	2NT	3NT
2c	3c	4c
other		

11 1s	2s	3s
1NT	2NT	3NT
2c	3c	4c
22	32	42
other		

1s	2s	31
1NT	2NT	3s
2c	3c	3NT
22		
other		

1s 1NT	2s	3s
2c	2NT	3NT
22	3c	4c
21	32	
other		

3. COMPETITIVE BIDS / OVERCALLS

Doubles to 3 Level above 3S for penalty unless first bid in partnership.

Unusual NT = 2 lowest unbid suits (re-opening)
(Major) Other major and a minor

Negative DBL thru 3S
Responsive DBL thru

Jump overcalls Weak

1NT overcall: (immediate) 15-18 Vul

Immediate cue: (minor) = both major's

Over: Weak Twos =12 + HCP

Opponent's transfers 8+HCP

Opponent's 1NT = Don't. not applicable if open a weak NT.

2s	31	3NT
2NT	3s	4c
3c		41
other		
2s 2NT	3s	4c
3c	3NT	41
32		4s
other		
2NT 3c	3s	41
32	3NT	4s
31	4c	
other		

1NT 3c	3s	41
32	3NT	4s
31	4c	
other		
2c 22 21	2NT	3s
2s	3c	3NT
other	32	
21 2s	3c	3s
2NT	32	3NT
other	31	4c

Describe strength, minimum length, or specific meaning

CONVENTIONS

Unusual NT:

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 22

RCO style 2-s

Other 2-s

Over 1NT Interference

Lebensohl - other uses

Defence
to
strong
1c / 2c

Take out of 4 level pre-empt 4c/42

41

4s

OTES

Notes