		ESPONSES		AN BRIDGE				
Jump raises - minors Weak	Inverted & Criss Cro	ess		TION INC.				
Jump raises - Majors Weak	Bergen		OTANDAID C	SYSTEM CARD				
Jump shifts after minor opening	weak		ABF Nos. 14443 Kevin Davies					
Jump shifts after Major opening	Bergen		& Names: 196533 George Finikiotis	3				
Responses to strong 2 suit oper	n. 2♣ ontrol Response	s 2D=0-1, 2♥=2, 2♠=3, 2NT=4	Basic System: 2/1 GF 5/2/2024					
Responses to 2NT opening	Muppet, Transfers &	minor ask	Brown Sticker Classification: Green Blue X Red Yellow					
	5. PLAY CO Versus Suit (or bo	NVENTIONS Show priorities th) Versus NoTrump (if different)	Describe strength, minimum length, or specific me	· <u>—</u>				
Leads Sequences:	Overlead AQ attitude	e, K count Journalist Leads:	14 11+hcp, 2+ ♣ Prepared club	1♥ 11+hcp 5+ ♥				
Four or more with an honour	4th	10=J&AorK or top of 3+small	1♦ 11+hcp, 4+ ♦	1 ↑ 11+hcp 5+ ♦				
From 4 small	2nd 9=10 & higher non touchin		1NT 15-17 Hcp Bal	may contain 5 card Major				
From 3 cards (no honour)	Mud	honour or top 3+small	1NT Responses 2♣ Simple Stayman (Garbag	•				
In partner's suit	Mud	Тор	2♦ Transfer ♥	Transfer ♣ (3♣ response= Max)				
Discards	low enc	Low enc	2♥ Transfer ♠	2NT Transfer ♦ (3♦ response = Max)				
Count	Low-high = even	Low-high = even	(Dbl) If Pen=Swine else System on	other 3♣=GF Puppet				
Signal on partner's lead:	Attitude		2♣ Game Force Control Responses 2D=0-1, 2♥=2, 2♠=3, 2NT=4					
Signal on declarer's lead: Count			2♦ Multi 2♦ Weak 6Major or Acol 2 in any suit					
Notes			· · · · · · · · · · · · · · · · · · ·	2♥ 5-11 hcp 5+♥ + 4+Another (5/5 Vul)				
			2♠ 5-11 hcp 5+♠ + 4+minor (5/5 Vul)					
			2NT 21-22B 3♣=Muppet, 3♦♥ Tf 3♠=5♠4♥	3NT 4 Level minor Pre-empt				
6. SLAM CO	NVENTIONS	4♣ Gerber	other					
4NT: Blackwood R	KCB 4130		2. PRE-ALERTS					
Asking Bids X Cue Bids	s X		1NT response to 1♥/♠=forcing if unpassed	4♣/4♦=HH(H)xxxxx,and outside Ace				
Minorwood Keycard			3rd seat preempts may not have top Hnr	Ghestem,Inverted Minors (incl after opp X)				
			Our NT - IF X= Pen: SWINE else System on					
	7. OTHER CO	DNVENTIONS	3. COMPETITIVE BIDS / OVERCALLS					
Lebensohl, Support X	(& XX	2Way Checkback:after 1NT response to an	Jump overcalls Weak or Ghestem	Unusual NT Ghestem (low 2 unbid suits)				
4th suit waiting after 2	2/1 Game Force,	bid features up line	1NT overcall: (immediate) 15-18 (System on)	(re-opening) 11-14 (& System on)				
Triple jump =Splinter,	Dopi (X=0,P=1), Ropi	Over strong 1♣ or 2♣: x=Mjrs,1/2♦= a Mjr,	Immediate cue: (minor) Ghestem -10 or 16+Hcp	(Major) Ghestem 55 other M+♣				
Jacoby(2NT over a M	/ljr =4+fit & open hnd	1/2 NT=minors,1/2C/D that suit+minor	Over: Weak Twos X=t/o,if 2Bmult: X= Shor	pening Threes $X = T/out$ (4th Seat $X = 15+any$)				
Blackout, Reverse Ko	kish, Smolen	X transfer bids =bid suit, bid held suit=t/o		Both M,2♦ sing Mjr,2♥/∳suit+Minor, 2N=both				
www.abf.com	.au		Strong (incl 16) X=4M+5m 2♣=Both M, 2♦ s	ing Mjr,2 ♥ /♠ suit+Minor, 2N=both m				
PDF Form Rev. 20B11	by RoL							
MyRev.			Doubles DOPI ROPI	Negative DBL thru 4♥				
Copyright © ABF 2	020			Responsive DBL thru 4♥				

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		· · · · · · ·	Thirlinan length, or specific		<u>-</u>			
1♣ 1♦	6+ HCP, 4+ ◆	2	Criss X, 6-9Hcp, 5+♣	3◆	Splinter short ♦ 6 loser			
1♥	6+ HCP, 4+ ♥	2	6+♥,8-10 Hcp	3♥	Splinter short ♥ 6 loser			
1♠	6+ HCP, 4+ ♠	2	6+♠,8-10 Hcp	3 ♠	Splinter short ♠ 6 loser			
1NT	6-9 HCP 4+♣ (no 4M)	2NT	10-12hcp, no 4M ,4+♣	3NT	13-15 HCP (no 4M)			
2♣	10+ HCP 5+♣ (no 4M)	3 -	Criss X 0-5 HCP, 5+ ♣	4 ♣	Minorwood			
other								
1♦ 1♥	6+ HCP, 4+♥	2	6+♥, 8-10 Hcp	3 💙	Splinter short ♥ 6 loser			
1♠	6+ HCP, 4+ ♠	2	6+♠, 8-10 Hcp	3 ♠	Splinter short ♠ 6 loser			
1NT	6-9 HCP (no 4M)	2NT	Bal10-12 HCP ,4+♣ n₽	3NT	Bal 13-15 HCP (no4M)			
2♣	10+HCP, 5+♣, 1 rd for	3 ♣	Criss X 6-9 Hcp, 4+◆	4♣	Splinter short • 6 loser			
2	10+ HCP, 4+♦ 1 rd fo	3◆	riss X 0-5 HCP, 5+ ◆	4	Minorwood,			
other								
1♥ 1♠	6+hcp, 4+♠	2	Good 7-9 3♥	3	Bergen 4+♥ 10-11			
1NT	4-12 HCP forcing 1 RD	2	Bergen 3♥ 10-11 unba	3	weak, 4+♥			
2♣	GF 4+ ♣	2NT	GF ♥ Jacoby	3♠	0/x ♠ ,Game Values			
2	GF 4+ ♦	3 ♣	Bergen 4+♥ 5-9	3NT	3♥ Bal 13-15			
other								
1 ♠ 1NT	5-12 HCP forcing 1 RD	2	Good 7-9 3♠	3	Bergin 3♠ 10-11 unbal			
2♣	GF 4+ ♣	2NT	GF ♠ Jacoby	3♠	Weak 4+♠ 0-6 unbal			
2	GF 4+ ♦	3 -	Bergen 4+♠ 5-9	3NT	3♠ Bal 13-15			
2	GF 5+♥	3◆	Bergen 4+♠ 10-11	4 ♣	Splinter short ♣ 6 loser			
other								
1NT 3♣	GF Puppet	3	GF 3♠ 31(5/4) shape	4	Minorwood (♦)			
3◆	GF Minors	3NT	To Play	4	To Play			
3♥	GF 3♥ 13(5/4) shape	4♣ Minorwood (♣)		4	To Play			
other	2♣= Stayman (Garbage or limit raise)							
2♣ 2♦	0-1 Controls	2NT	4 controls	3				
	2 Controls (2K or 1A)	3 ♣	5 controls	3♠				
	3 controls	3		3NT				
other								
2♦ 2♥	Pass or Correct	3♣	GF 5+c	3♠	Pass or Correct			
	Pass or Correct		GF 5+ ♦	3NT				
_	strong Inquiry		Pass or Correct	4♣				
other	0 , ,	•						
Notes								

Notes

2♥ 2♠ Pass or Cor	rect 3◆		3	NT To play					
2NT strong Inqui	•	Pre-empti		*					
3♣	3♠	5+♠ forcin	g 4	To play					
other									
2♠ 2NT strong Inqui	•	5+♥ Forci	_	Splinter					
3♣ Pass or Cor		Pre-empti			•				
3♦ 5+♦Forcing	3NT	to play	4	♠ To play					
other									
2NT 3♣ Muppet		minor ask		Minorw	` '				
3♦ Transfer ♥	****	5♠+4♥		♥ To Play					
3♥ Transfer ♠		Minorwoo	d(♣) 4	♠ To play					
other 4N=Quant S									
9. CONVENTIONS									
Unusual NT: Ghestem 2 Lower unbid suits									
4th Suit Forcing	One round				Game force X				
NT Checkback									
Defence to 3NT opening									
Defence to Opening Twos									
Multi 2♦ X T/o Short ♠, 2♥=Takeout Short ♥, 2N=15-18, Others Natural 5+ suit									
RCO style 2-s 2NT=15-18 (then Muppet), 1st X Values 15 +, 2nd X T/O, 3rd X Penalties									
Other 2-s									
Defence (1♣) : X=b	oth M, 1♦=singl	e, 1 ∀ =H+m	, 1 ♠ =S+m. 1NT	=both m, 2	=Weak 2				
to	, 3	,	,	,					
strong (2♣): X=both M, 1♦=single, 1♥=H+m, 1♠=S+m. 1NT=both m, 3=Weak 2									
1♣/2♣	2011111, 1 7 01115	j.o,	,		o wan z				
	If Don V-SM	/INE also S	votom on						
Over 1NT Interference If Pen X=SWINE else System on Lebensohl - other uses Weak 2 X, 2Lvl interference 1NT									
Take out of 4 level pre	e-empts	4♣/4◆	X						
4 ♥ X		4	4NT						
10. OTHER NOTES									
1NT 2overcall X=Penalties									
SWINE:1NT - (Pen X): XX asks for 2♣ and pass my next bid or bids 44 touching									
SWINE:1NT - (Pen X) : Pass asks for XX; pass strong; or Bids weak 5+ suits									
SWINE:1NT - (Pen 2	X) : 2♣ =♣+Majo	or; 2 ♦=♦+ ♠	2 ♥ ♠= good 5+	able to 3lv	l; 2N=minors				
After opp transfer re	After opp transfer responses, X of bid suit =that suit, bid of responders actual suit=t/out								

X opp NT in 4th Seat = Values at least mid range opp NT