4. BASIC RE	AR	7		LIAN BRIDGE					
Jump raises - minors 1club	, 3 clubs is weak. 1D, 3	diamonds shows length a	nd /or strength				ATION LTD. SYSTEM CA	DD.	
Jump raises - Majors Berge	en showing weak hand	(less than 7 pts) with 4 car	d support					RD	
Jump shifts after minor opening				ABF Nos.	392324	Deanna Stuar	ι		
Jump shifts after Major opening				& Names:	392332	John Stuart			
Responses to strong 2 suit open	2D over 2C is less th	nan 7 points		Basic System				5 . C	🖂
Responses to 2NT opening	Better minor			Brown Sticker		sification: Gree			ellow
5. PLAY CON	IVENTIONS					Describe st	rength, min.length, or sp	ecific meaning C	Canapé
Show priorities	Versus Suit (or bo	th) Versus NoTr i	ımp (if different)	1♣ 2,11 pt			1 9 5, 11 pts		
Leads Sequences:	top			1 4, 11pts			1♠ 5, 11pts		
Four or more with an honour	4th highest			1NT 15 to 1	/ pts			may contain 5 card	Major
From 4 small	mud			1NT Response	s 24 Simple	e stayman			
From 3 cards (no honour)	mud			2 ♦ Trans	fer to hearts		2♠ 8 points		
In partner's suit				2 ♥ Trans	fer to spades	•	2NT 9 points		
Discards	odds encourage, and	McKenny or	evens	(DbI)			other		
Count				2♣ 21 plus	points unbala	nced or 3 losers			
Signal on partner's lead:	High encourage			2♦ Multi 2,	strong balanc	ed 21 22pts or w	veak 6 card major, 6 to	o 10 pts	
Signal on declarer's lead:	High encourage			2♥ 5 hearts	and 4 of min	or (5 if vulnerable	e), 6 to 10 points		
Notes			5 spades and 4 of minor (5 if vulnerable), 6 to 10 points						
				2NT 5♣ 5♦ ı	usually less th	nan opening han	d 3NT 25 pts balan	ced	
				other	-				
6. SLAM CO	NVENTIONS	4♣ Gerber			ALERTS	3			
	(CB 0314								
Asking Bids Cue Bids									
· —		4♦ asks for Key cards (Mind	orwood)						
		,	,	3. COMP	ETITIVE B	IDS / OVERC	ALLS		
7. OTHER CO	DNVENTIONS			Doubles		Support doub		Negative DBL thru	2 spades
Bergen raises, Multi 2		DOPI, ROPI						Responsive DBL thi	
,	•			Jump overcalls	Usually weak	(Unusual NT		
					-	17 balanced	(re-opening)		
				,		g, both majors		ing, other major p	olus minor
				,	os Double fo		Opening Threes Double	• •	
www.abf.com.	all								
PDF Form Rev. 21E29 by RoL				Opponent's transfers Double for lead direction Opponent's 1NT 2 clubs for takeout, 2 diamonds for major					
MyRev.	2,			Opponont o 114					
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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

		Describe strength,	minimum length, or specific	inea	umg
1 ♣ 1	• 6+ points, 4	1+ Ds 2◆		3	
1	♥ 6+ points 4	+ Hs 2♥		3	
10	♠ 6 + pts, 4 +	spades 2♠		3 ♠	
11	NT 6 to 9 pts	2NT	10-12 HCP,no 4card Maj	3NT	13 + points
2	Forcing for		Weak 6 to 9 pts 6+♣	4 ♣	
otl	her				
1 1	♥ 6+ points 4	+ Hs 2♥		3 💙	
	♠ 6+ points 4			3	
	NT 6-9 HCP 33		10-12 HCP, no 4card Maj	3NT	
	♣ 10+ pts 5+	•		4	
2	• 6 to 9 pts 4			4	
	her				
1 10	♠ 6+ points 4	+Ss 2♥	6 to 9 pts 3 Hs	3	10 to 12 pts 4+ Hs
11	NT 6to9pts no	4 card Ss 2♠		3	0 to 6 pts 4 + Hs
20	♣ 10+ pts 4+		13+ pts 4+ Hs	3	
2	♦ 10+ pts 4+		7 to 9 pts 4+ Hs		to play
otl	her				
1 1	NT 6-9 HCP le	ss than 3♠ 2♠	6 to 9 pts 3 Ss	3 💙	
2	♣ 10 + pts 5+	clubs 2NT	13+ pts 4 Ss	3 ♠	0 to 6 pts, 4 Ss
2	♦ 10 + pts 5+	·Ds 3♣	7 to 9 pts 4 Ss	3NT	to play
2	♥ 10 + pts 5+	·Hs 3♦	10 to 12 pts 4 Ss	4	
otl	her				
1NT 3	4 6+ clubs, s	lam interest 3		4	
3	• 6+ Ds slam	interest 3NT	to play 10 to 12 pts	4	
3	Y	4♣	Ace ask	4	
otl	her				
2 4 2	less than 7	pts 2NT	7+ pts no 5 card suit	3 💙	
2	♥ 7+ pts 5+ F	ls 3♣	7+ pts 5+ clubs	3 ^	
2	↑ 7 + pts 5 +	Ss 3♦	7+ pts 5+ Ds	3NT	
otl	her				
2 2	y pass or cor	rect 3♣		3♠	
	♠ pass or cor			3NT	
21	NT 12+ pts, ask			4	
	her			-	
lotoo					

Notes

2♥ 2♠	to play	3		3NT	to play
2NT	asks for minor	3♥	6+ pts 3+ Hs	4	RKC Gerber
3♣		3♠		4	to play
other					
2 ♠ 2NT	asks for minor	3♥	to play	4	RKC Gerber
3♣			6+ pts 3 + Hs	4	
3◆		3NT	to play	4	to play
other					
	best minor	3 ^	to play	4	
•	best minor	3NT	to play	4	
3♥	to play	4♣		4	
other					
9. C	ONVENTIONS				
Unusual	NT:				
4th Suit	Forcing One round				Game force
NT Chec	kback Priorities:				
Defence	to 3NT opening				
Defence	to Opening Twos				
Multi 2					
RCO style	e 2-s				
Other 2-s					
	(1♣):				
to	(-/				
strong	(2♣):				
1 % / 2 %					
	T Interference				
	hl - other uses				
	of 4 level pre-empts 4	•/4 •			
4 💙			4♠ 4NT asks	for l	oest suit
10.	OTHER NOTES				