



ABF Nos. & Names:

Basic System: Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min. length, or specific meaning

- 1♥ 3+ 12-19 HCP 1♥ 5+ 12-19 HCP
1♠ 3+ 12-19 HCP 1♠ 5+ 12-19 HCP
1NT 15-17 HCP Balanced may contain 5 card Major

- 1NT Responses 2♣ Stayman
2♦ Transfer to H 2♠
2♥ Transfer to S 2NT Invitational to 3NT
(Dbl) other

- 2♣ 4 losers / 23+ HCP Game Force
2♦ Weak 6 - 10, 6D
2♥ Weak 6 - 10, 6H
2♠ Weak 6 - 10, 6S
2NT 20-22 HPC, balanced 3NT
other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

- Doubles Negative DBL thru 3S
Responsive DBL thru 4H
Jump overcalls Weak Unusual NT Lower unbd suits
1NT overcall: (immediate) 15-17 HCP Balanced (re-opening)
Immediate cue: (minor) 5H & 5S (Major) 5 other major + 5 minor
Over: Weak Twos x takeout Opening Threes Weak + 7

Opponent's transfers
Opponent's 1NT Natural

4. BASIC RESPONSES

- Jump raises - minors 10-12 support
Jump raises - Majors 10-12 support
Jump shifts after minor opening
Jump shifts after Major opening
Responses to strong 2 suit open. 2D waiting, or natural with 5+ stayman & transfers
Responses to 2NT opening

5. PLAY CONVENTIONS

- Show priorities Versus Suit (or both) Versus NoTrump (if different)
Leads Sequences: Top of Sequence
Four or more with an honour 4th highest
From 4 small 2nd highest
From 3 cards (no honour) MUD
In partner's suit Low encourage / High No
Discards Low encourage
Count
Signal on partner's lead: Low encourage
Signal on declarer's lead:
Notes

6. SLAM CONVENTIONS

- 4NT: Blackwood [X] RKCB 4♣ Gerber []
Asking Bids [] Cue Bids []

7. OTHER CONVENTIONS

Michael's Cuebid

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+ HCP	+ 4D	2♦	3♦
1♥	1♥	6+ HCP	+ 4H	2♥	3♥
1♠	1♠	6+ HCP	+ 4S	2♠	3♠
1NT	1NT	6 - 9 HCP		2NT	3NT
2♣	2♣	6 - 9 HCP	+ 5C	3♣	4♣
other					
1♦	1♥	6+ HCP	+ 4H	2♥	3♥
1♠	1♠	6+ HCP	+ 4S	2♠	3♠
1NT	1NT	6 - 9 HCP		2NT	3NT
2♣	2♣	10+ HCP	+ 5C	3♣	4♣
2♦	2♦	6 - 9 HCP	+ 5D	3♦	4♦
other					
1♥	1♠	6+ HCP	+ 4S	2♥	3♦
1NT	1NT	6 - 9 HCP		2♠	3♥
2♣	2♣	10+ HCP	+ 5C	2NT	3♠
2♦	2♦	10+ HCP	+ 5D	3♣	3NT
other					
1♠	1NT	6 - 9 HCP		2♠	3♥
2♣	2♣	10+ HCP	+ 5C	2NT	3♠
2♦	2♥	6 - 9 HCP	+ 3H	3♦	3♥
2♠	2♠	10+ HCP	+ 5D	3♣	3♠
other					
1NT	1NT	6 - 9 HCP		2♠	3♥
2♣	2♣	10+ HCP	+ 5C	2NT	3♠
2♦	2♥	6 - 9 HCP	+ 3H	3♦	3♥
2♠	2♠	10+ HCP	+ 5D	3♣	3♠
other					
2♣	2♦	waiting		2NT	3♥
2♥	2♥	8+ HCP	+ 5H	3♣	3♠
2♠	2♠	8+ HCP	+ 5S	3♦	3NT
other					
2♦	2♥	16+ HCP	+ 6H	3♣	3♠
2♠	2♠	16+ HCP	+ 6S	3♦	3NT
2NT	2NT	invitational / feature		3♥	4♣
other					

2♥	2♠	16+ HCP	+ 6S	3♦	16+ HCP	+ 6D	3NT	to play
2NT	2NT	invitational / feature		3♥	6 - 14 HCP	+ 3H	4♣	
3♣	3♣	16+ HCP	+ 6C	3♠			4♥	
other								

2♠	2NT	invitational / feature		3♥	16+ HCP	+ 6H	4♣	
3♣	3♣	16+ HCP	+ 6C	3♠	6 - 14 HCP	+ 3S	4♥	
3♦	3♦	16+ HCP	+ 6D	3NT	to play		4♠	
other								

2NT	3♣	Stayman		3♠			4♦	
3♦	3♦	Transfer to H		3NT	to play		4♥	
3♥	3♥	Transfer to S		4♣			4♠	
other								

9. CONVENTIONS

Unusual NT: 5/5 in two lowest ranking unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos X = takeout / natural

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) :	
to	
strong (2♣) :	
1♣ / 2♣	

Over 1NT Interference X = takeout

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Penalty

10. OTHER NOTES

Notes