

BASIC RESPONSES

Jump raises - minors limit forcing other pre-emptive
 Jump raises - majors limit forcing other pre-emptive
 Jump shifts after minor opening raises
 Jump shifts after major opening 2M = weak, om = inv. raise
 Responses to strong 2 suit opening 2♦ = negative
 Responses to 2NT opening Puppet Stayman and Transfers

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
 other natural count
Signal on declarer's lead natural count
Discards McKenney high encourage low encourage
 odd/even other natural count
Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB other 0314
 4♣ Gerber when?

Other Conventions



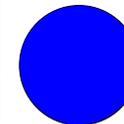
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STANDARD SYSTEM CARD

Names: NSW Youth 2001 NSW Youth 2001
 ABF Nos:
 Basic System: ACOL
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ 3 1♦ 4 1♥ 4 1♣ 5
1 NT 11-14 may contain 5 card major
 2♣ Stayman: simple extended other
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ to ♣
 2 NT to ♦ other
 2♣ Game Force
 2♦ weak, both Majors, 44+
 2♥ weak, 5+
 2♠ weak, 5+
 2 NT good 20 - 22 balanced
 3 NT Gambling

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2♦ opening
 inverted minor suit raises
 bergen major suit raises

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♥
 Jump overcalls weak Unusual NT lower unbid suits
 1NT overcall (immediate) 15-18 (re-opening) 11-15
 Immed cue of minor Michaels
 Immed cue of major Michaels
 Over opponent's 1NT (weak) Hamilton (X = pens, 2♣ = ss, 2♦ = Ms, 2M = M+m)
 Over opponent's 1NT (strong) DONT (X = ss, 2suit = that and a higher)
 Over weak twos Double + Lebensohl
 Over opening threes Double

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning

1♣	1♦	5+HCP, 4+♦	2NT	10-12, balanced, no 4M
	1♥♣	5+HCP, 4+suit	3♣	pre-emptive
	1NT	6-9, no 4M	3♦	splinter
	2♣	11+, 4+♣ F1	3♥	splinter
	2♦	7-11, 4+♣ F1	3♠	splinter
	2♥		3NT	to play
	2♠	weak, 3-7, 6♠	4 bids	to play
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	1♦	1♥♣ 5+HCP, 4+suit	3♣	7-11, 4+♦ F1
	1NT	6-9, no 4M	3♦	pre-emptive
	2♣	9+, 5+♣	3♥	splinter
	2♦	11+, 4+♦ F1	3♠	splinter
	2♥	weak, 3-7, 6♥	3NT	to play
	2♠	weak, 3-7, 6♠	4♦	to play
	2NT	10-12, balanced, no 4M	4 Other	4♣= splinter, 4M = to play
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	1♥♣	1NT 6-9, no 4M	3♣	7-9, 4 card support
	2♣	9+, 4+♣	3♦	10-12, 4 card support
	2♦	9+, 4+♦ (5+ over 1♥)	3♥♣	0-7, 4 card support
	2♥♣	6-9, 3 card support	3NT	to play
	2NT	GF raise, 4+ card support	4♦	splinter
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	2♣	2♦ negative	2♥♣	natural, positive
		other natural, positive		
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	2♦	2♥ to play	3♣♦	natural, constructive
		2♠ to play	3♥♣	to play
		2NT Ask	3NT	to play
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	2♥♣	2NT Ask	3NT	to play
		3♣♦ natural, constructive	4♣♦	
		3♥♣ to play	4♥♣	to play
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	2NT	3♣ puppet stayman	4♣	natural
		3♦ transfer to ♥	4♦	natural
		3♥ transfer to ♠	4♥	to play
		3♠ both minors	4♠	to play
		3NT to play	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦ natural, slammish

3♥3♠ natural, slammish

4♣ transfer to 4♥

4♦ transfer to 4♠

4♥ to play

4♠ to play

Unusual NT: minors other suits lower 2 unbid suits

other

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 3 card support, unbid 4 card Major

Defence to 3NT opening

Defence to opening 2-s: Multi

RCO style 2-s

Other 2-s

Defence to strong ♣

Lebensohl Over NT interference

Other uses after a weak two is doubled

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

4♥ Double 4♠ 4NT

OTHER NOTES

After 1X:1Y:1NT

2♣= puppet to 2♦- to play or GI checkback

2♦= GF checkback