

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: Pre-emptive
Jump shifts after minor opening	"Invitational" except 2M over 1C		
Jump shifts after major opening	Viagra (Various artificial raises)		
Responses to strong 2 suit opening	Frisk Opponents for Gerber		
Responses to 2NT opening	Muppet Stayman; Full transfers (3S --> 3NT)		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input type="checkbox"/>	All except AK x (x) <input checked="" type="checkbox"/>
Underlead <input type="checkbox"/>	Other: A,Q = Rev Att; K = Rev Count	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other: Bottom from Hxx	
From 4 small	2nd highest <input checked="" type="checkbox"/>	Other:
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input checked="" type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other: Reverse Count		
Signal on declarer's lead	Reverse Count	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other: Reverse Count; First may be Revolving S/P	
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/> 2nd card may be Revolving S/P

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 1430; Non-Kings; Turbo
4♣	Gerber <input type="checkbox"/>	when? Mu	

Other Conventions

Cue Raises	Cue First or Second Round Control + Turbo
Good/Bad 2NT	Leong Transfers
Splinters	Kaplan Inversion
Modified Gazzilli	Last Train Cue Bids
Fit Showing Jumps by Passed Hands in Competition	



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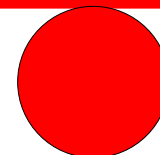


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Paul Brayshaw	Chris Mulley
ABF Nos:	384 399	317 640
Basic System:	Handgroper (Weak NT; 2/1)	Brown Sticker <input checked="" type="checkbox"/>
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>			
1♣	2+; 12+ HCP, F1	1♦	4+; 12+ HCP	1♥	5+; 12+ HCP	1♠	5+; 12+HCP
1 NT	12 - 14 (Some good elevens)			may contain 5 card major			<input checked="" type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:	Anti-Stayman	
Transfers	2♦	Hearts	2♥	Spades	2♠	Range Probe	
2 NT	Clubs	Other:	3C -->Diamonds; SA Texas; Re-Transfers				
2♣	23+ balanced OR GF without clubs OR a hand taking control						
2♦	(3)5-9 HCP: 5+ Diamonds (NV) 6+ Hearts OR 5+/5+ Clubs and not Hearts (VUL)						
2♥	(3)5-9 HCP: 5+ Hearts(NV) 6+ Spades OR 5+/5+ Hearts and a Minor (VUL)						
2♠	(3)5-9 HCP: 5+ Spades(NV) 5+/5+ Spades and a Red Suit (VUL)						
2 NT	20+ - 22 HCP; Balanced; May have 5M						
3 NT	4-Level Minor Suit Pre-empt (1 Loser Suit)						

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

1C = 4+ clubs OR 15 - 20 Balanced	1C Opening is 100% forcing
Transfer Responses to 1C	Kaplan Inversion and Gazzilli
2-level openings vary according to vulnerability	Frequent Pivots and Fast Arrival

COMPETITIVE BIDDING

Negative doubles through	4H	Responsive doubles through	4D
Jump overcalls	Weak	Unusual NT	Lowest Two Unbid (Intermediate plus)
1NT overcall (immediate)	15 - 18	(re-opening)	(10) 11 - 14
Immed cue of minor	Both majors (5+/5+); Weak or Strong		
Immed cue of major	Other major + minor (5+/5+); Intermediate plus over 1S		
Over opponent's 1NT (weak)	DUPONT; In reopening, X = penalties or 2-suited		
Over opponent's 1NT (strong)	Reverse DONT (X = Any Two suited)		
Over weak twos	X = T/O; Equal and Unequal Level Conversion		
Over opening threes	X = T/O; Equal and Unequal Level Conversion		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	4+ Hearts; 0+ HCP	2NT	9 - 11 HCP; No major
	1♥/♠	4+ Spades; 0+ / No Major; 0 -8	3♣	5+ Clubs; 5 - 8 HCP
	1NT	4+ Clubs; 9+ HCP	3♦	GF Splinter
	2♣	Diamonds; 5 - 8 OR 12+ HCP	3♥	GF Splinter
	2♦	5+ Diamonds; 9 - 11 HCP	3♠	GF Splinter
	2♥	4 Hearts; 4+ Clubs; 9 - 15 HCP	3NT	12 - 14 HCP; No major
	2♠	4 Spades; 4+ Clubs; 9 - 15 HCP	4 bids	4C = Pre-emptive
1♦	1♥/♠	4+ Hearts / 4+ Spades	3♣	6+ Clubs; 9 - 11 HCP
	1NT	No Major 5 - 8 HCP OR GF Clubs	3♦	4+ Diamonds; 0 - 6 HCP
	2♣	4+ Diamonds; 5 - 8 OR 12+ HCP	3♥	GF Splinter
	2♦	3+ Diamonds; (8)9 - 11 HCP	3♠	GF Splinter
	2♥	6+ Hearts; 9 - 11 HCP	3NT	12 - 14 HCP; No major
	2♠	6+ Spades; 9 - 11 HCP	4♦	Pre-emptive Raise
	2NT	9 - 11 HCP; 5 - 6 Clubs	4 Other	4C = GF Splinter
1♥/♠	1NT	(4) 5+ Spades / 6 - 11HCP no support	3♣	Artificial Raise
	2♣	4+ Clubs; 12+ HCP	3♦	Artificial Raise
	2♦	4+ Diamonds; 12+ HCP	3♥/♠	Pre-emptive Raise (0 - 6 HCP)
	2♥/♠	3 - 4 card raise; 6 - 9 HCP	3NT	12 -14 HCP; Doubleton support
	2NT	Artificial Raise	4♣/♦	GF Splinter
2♣	2♦	Mostly Forced	2♥/♠	Natural, (5) 6+ suits
	other	2NT = 2 - suited, 5+/5+; semi-positive or better		
2♦	2♥	NNF(NV); Pass or correct (VUL)	3♣/♦	F1/NFR (NV); Pass or correct (VUL)
	2♠	NNF (NV); Pass or correct (VUL)	3♥/♠	6+, F1 (NV); Pass or correct (VUL)
	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT	To play
2♥/♠	2NT	Puppet to 3C (NV); GI+ Relay (VUL)	3NT	To play
	3♣/♦	F1 (NV); Pass or correct (VUL)	4♣/♦	Splinter (NV); Pass or correct (VUL)
	3♥/♠	NFR (NV); Pass or correct (VUL)	4♥/♠	To play (NV); Pass or correct (VUL)
2NT	3♣	Muppet Stayman (Modified)	4♣	Transfer to Diamonds
	3♦	Trasfer to Hearts	4♦	Transfer to 4H
	3♥	Transfer to Spades	4♥	Transfer to 4S
	3♠	Puppet to 3NT	4♠	5+ Diamonds and 5+ Clubs; GF
	3NT	Transfer to Clubs	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	Transfer to Diamonds / GF+ Minor; Shortage in other minor
3♥/3♠	Anti-Stayman: GF; 4M; Denies 4 in other Major
4♣	Transfer to 4H
4♦	Transfer to 4S
4♥	To play
4♠	To play
Unusual NT:	<div> minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div> <div> other Intermediate or better </div>
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> Fifth Suit Forcing Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input type="checkbox"/> Priorities Leong Transfers </div>
Defence to 3NT opening	X = Penalties; Ripstra
Defence to opening Two's:	<div> Multi 2♦ X = T/O Spades; 2H = T/O Hearts </div>
	Lebensohl after either of the above
RCO style 2-s	<div> X = Penalty Interest; 2NT = Two suits shown with clubs; 3C = Two suits shown without clubs </div>
Other 2-s	<div> X = T/O anchor or weak single-suited option </div>
Defence to strong ♣	<div> 1NT = Major + Minor; 2C = Majors or Minors X = Clubs (either minor after 1D negative) </div>
Lebensohl	<div> Over NT interference <input type="checkbox"/> Rubensohl </div>
Other uses	T/O Double at the 2-level
Take out of 4 level pre-empts	<div> 4♣/4♦ X = T/O 4♥ X = T/O 4♠ X = Convertible Values </div>

OTHER NOTES
DUPONT - Disturb Ugly Partner Over No Trump
X = Penalties; then shortage or length doubles up to 2D; T/O double and Rubensohl above 2D
2C = Major + Minor; 5+/4+ either way (usually 5 clubs if clubs is the minor)
2D = Both Majors; 5+/4+ either way
2H/2S = Natural
2NT = 5+/5+ Hearts and a Minor; 3C/3D = 5+ Spades and 5+ in bid minor