

4. BASIC RESPONSES

Jump raises - minors 1♣-3♣ = 9-11 good 6+ cards. 1♦-3♦ = Block Invit 6-9

Jump raises - Majors Block

Jump shifts after minor opening 2♥ = 4♥ & 5♠ 7-9. 2♠ = Inv to 3NT, no 4Major

Jump shifts after Major opening 1♥-2♠ = 10-12. 5-4+minors. 1♠-3♥=SPL

Responses to strong 2 suit open. n/a

Responses to 2NT opening 3♥ = asking bid for s/s 3♠ = TRF to 3NT

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	as above	as above
Discards	McKenney	McKenney
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Count (Reverse)	Smith Echo (Reverse)
Notes	Lead low from xx	

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 1430 4♣ Gerber when? Over 1NT

Slam Notes DOPI after overcall by suit. ROPI after DBL

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Smolen.	Forcing Pass	Odwrotka: 1♣ - 1♥/♠ - 2♦
Trybula.		2♥ = Slam Interest 12(11)+
Cheap Transfer after 1♦/♥ opening		2♠ = 4♥/♠ 7-11
Drury		2NT = 7-11. 5♥/♠ unbalanced
Splinter and Minisplinter		3♣/♦ = 9-11, 4♥/♠ and 5♣/♦
		3♥/♠ over ♥/♠ = 5332
		3♥ = , over 1♠ = 5-5+ in Majors
		3♠ over 1♥ = SPL with 6+♥
		3NT 6+♥, no s/s

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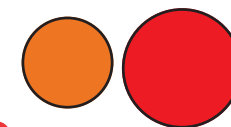
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos. 119091 Anton Pol

& Names: 252409 Andrew Swider

Basic System: Polish Club

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 12+. 0+ 1♥ 10 (12) - 17. 5+♥

1♦ 10 (12) - 17. 5+♦ 1♠ 10 (12) - 17. 5+♠

1NT 15 - 17 may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ TRF to ♥ 2♠ TRF to ♣

2♥ TRF to ♠ 2NT Natural Invit to 3 NT

other 3♣ = TRF to ♦ weak or strong 3♦ = Natural Invit

2♣ 4-4+ Majors. 4-9 non Vul. 6-11 Vul

2♦ 6+ Major. 4-9 NonVul. 6-11 Vul

2♥ 5♥ and 5+ minor 6-11 Vul (5♥ and 4+minor, 4-9 non Vul)

2♠ 5♠ and 5+ minor 6-11 Vul (5♠ and 4+minor, 4-9 non Vul)

2NT 5♣ and 5♦+ 6-11Vul. 4-9 non Vul 3NT Gambling, solid minor, no side A or K

other

2. PRE-ALERTS

1♣ = a) 12-17 Natural

b) weak NT. No 5 cards suit

c) 18+ Any hand

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls weak

Responsive doubles through 4♥ Unusual NT Any 2 unbid suits. and 4/5 losers

1NT overcall - immediate 15-18 BAL Immediate cue of minor 5/5+any suits.2/3 or6/7 losers

1NT overcall - re-opening 10-14 Immediate cue of Major a/a

Over weak twos 2NT 16-18, T/O X with leb. Over opening threes X = T/O

Over opponent's 1NT if weak X=15+. 2♣=Majors. 2♦=Major. 2♥=5♥and 4+minor

2♠=5♠ and 4+minor. 2NT=5/5+ minors

if Strong X = 4Major and 5 minor. Rest a/a

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7 any. 8-11 m or ms 1♥ 7+. 4+♥ 1♠ 7+. 4+♠ 1NT 8-10, No 4 Major 2♣ 12+, 5+♣. FG other	2♦ 12+, 5+♦. FG 2♥ 7-9, 4+♥ and 5+♠ 2♠ 11-12, No 4 Major 2NT 13+, No 4 Major 3♣ 9-11, Good 6+♣. NF 3♦ 9-11, Good 6+♦. NF 3♥ 7+ ♥. NF 3♠ 7+♠. NF 3NT	3♦ 9-11, Good 6+♦. NF 3♥ 7+ ♥. NF 3♠ 7+♠. NF 4♣
1♦ 1♥ unlimited, 4+♥ 1♠ unlimited, 4+♠ 1NT 7-10. No 4 Major 2♣ 10+, 5+♣. F1 2♦ 10+, 4+♦. F1 other	2♥ 7-9. 4+♥ and 5+♠ 2♠ 11-12. No 4 Major 2NT 13+. No 4 Major 3♣ 6-9. Block Invit, 4+♦ 3♦ Block, 4+♦	3♥ Splinter 3♠ Splinter 3NT 4♣ Splinter 4♦
1♥ 1♠ unlimited, 4+ 1NT 7-11 no fit. 3-7 fit NV 2♣ 10+ Natural. 1F 2♦ 10+ Natural. 1F other 4♣ Splinter ♣	2♥ 8-11 nonVul. 6-10 Vul 2♠ 10-12, 5-4+ minors 2NT Invit + fit 3♣ Block-Invit. fit4+	3♦ Mini SPL. 9-12. FG 3♥ Block 3♠ Splinter ♠ 3NT Splinter ♦
1♠ 1NT 7-11 no fit. 3-7 fit NV 2♣ 10+ Natural. 1F 2♦ 10+ Natural. 1F 2♥ 10+ Natural. 1F other 4♥ = Natural to play	2♠ 8-11 nonVul. 6-10 Vul 2NT Invit + fit 3♣ Block Invit. fit 4+ 3♦ Mini SPL. 9-12 FG	3♥ Splinter 3♠ Block 3NT Splinter ♦ 13-16 4♣ Splinter ♣ 13-16
1NT 3♣ TRF to ♦ weak or strong 3♦ 6+♦ Invit to 3 NT 3♥ Conv 5431.FG other	3♠ Conv 5431.FG 3NT To play 4♣ Gerber 1430	4♦ TRF to ♥ 6+ 4♥ TRF to ♠ 6+ 4♠
2♣ 2♦ Weak ask 2♥ To play 2♠ To play other 4♦ = selct better Major. 4♥/♠ = to play	2NT Strong ask 3♣ Invit to 4♥ 3♦ Invit to 4♠	3♥ Block 3♠ Block 3NT To play
2♦ 2♥ P/C 2♠ P/C 2NT Strong ask other 4♦ = Bid your suit	3♣ Bid your suit by TRF 3♦ Invit with Majors 3♥ Block with 3-3+ in ♥/♠ 4♥/♠ To play	3♠ Natural, Invit to 4♠ 3NT To play 4♣ Bid your suit by TRF

Notes

2♥ 2♠ Natural. NF 2NT Strong ask 3♣ P/C other	3♦ Invit to 4♥ 3♥ Block 3♠ Natural. Invit to 4♠	3NT To play 4♣ 4♥ To play, weak or strong
2♠ 2NT Strong ask 3♣ P/C 3♦ Invit to 4♠ other	3♥ Natural. NF 3♠ Block 3NT To play	4♣ 4♥ To play 4♠ To play, strong or weak
2NT 3♣ To play 3♦ To play 3♥ Strong, short ask other	3♠ TRF to 3NT 3NT To Play 4♣ To play	4♦ To play 4♥ To play 4♠ To play

9. CONVENTIONS

Unusual NT: Any 2 unbid suits. and 4/5 losers

4th Suit Forcing One round After 2 over 1 only Game force

NT Checkback Priorities: Two way Checkback

Defence to 3NT opening X = T/O

Defence to Opening Twos 2NT=16-18 BAL. X=T/O

Multi 2♦ X=T/O

RCO style 2-s X= T/O

Other 2-s X= T/O

Defence 1♣ : X=4+♥. 1♦=4+♠. 1♥=4/4+red or black. 1♠=4/4+♣/♥ or ♦/♠

to 1NT= 4/4+Ms or ms COR

strong 2♣ : X=♣. 2♦/♥/♠=Natural. 2NT= Any two suits

♣

Over 1NT Interference Rubensohl

Lebensohl - other uses Over weak 2s

Take out of 4 level pre-empts 4♣/4♦ X = T/O

4♥ X = T/O 4♠ X = PEN. 4NT= T/O

10. OTHER NOTES

1♥/♠ - 1♠/NT - 2♥/♠ - 2NT = ask for s/s

TRF to Majors and NT after red suit overcall of 1♣/♦

TRFs from 1NT after DBL of our 1♥/♠