

BASIC RESPONSES

Jump raises - minors	limit <input checked="" type="checkbox"/>	forcing <input type="checkbox"/>	Other:	
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other:	weakish
Jump shifts after minor opening			Fit showing (invitational, not forcing)	
Jump shifts after major opening			Fit showing (invitational+, forcing)	
Responses to strong 2 suit opening			2♦=NEG (< 3 Controls)	
Responses to 2NT opening			Puppet Stayman; 2NT-3♣-3♦-3NT= both M's	

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads:	Overlead all <input checked="" type="checkbox"/>	All except AK x (x) <input type="checkbox"/>
	Underlead <input type="checkbox"/>	Other:
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
	3rd/5th <input type="checkbox"/>	Other: ** Lead bottom of two small **
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 or suit preference if obvious
Signal on declarer's lead		Reverse Smith Echo (suit & NT), later reverse count
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>
	odd/even <input type="checkbox"/>	Other: Reverse attitude / rev orig count
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other:	14, 30, 2, 2+Q (kings)
4♣	Gerber <input type="checkbox"/>	when?		Q ask: 1st step = no.

Other Conventions

Cue-bids (1st or 2nd)	
Splinters	4th suit forcing to game
	Blackout after reverses
2NT = "lebensohl" or limit raise after 1x-2y	DOPI / ROPI
Artificial rescues if you double our 1NT	Generally 2 T/O Xs per auction Sep 11



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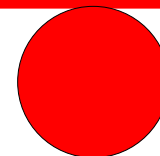


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Richard Jedrychowski	Bruce Neill
ABF Nos:	590835	45632
Basic System:	Part-Polished Standard: 1♠ forcing.	Brown Sticker <input 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♣	4+♣ or strong	1♦	4+♦ or 2+♦12-14	1♥	5+♥ 11-21	1♠	5+♠ 11-21
1 NT	(14) 15-17				may contain 5 card major		<input checked="" type="checkbox"/>
2♣ Stayman:	simple <input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:		2♠ ask over 2♦/2♥ resp	
Transfers	2♦	5♥	2♥	5♠	2♣	INV / ♣ (shortage)	
2 NT	♦ then show shortage	Other:		splinter 5431 or similar			
2♣	Both majors, 6-11. Usually 5+♠4+♥ or 5+♥4+♠						
2♦	Multi: 6-11; 6(5+) ♥, or 6-11; 6(5+) ♠, or 22-23 BAL, or 9-10 playing tricks in ♥ or ♠						
2♥	6-11; 5+♥ & 5(4)+m (then X=TO at 2 level, PEN above)						
2♠	6-11; 5+♠ & 5(4)+m (then X=PEN)						
2 NT	20-21 BAL						
3 NT	Gambling (4♦ = asks singleton, then 4NT = none)						

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

Lead low from a small doubleton	Negative free bids at 2 level.
2♣/2♦/2♥/2♠ openings - see above	
1♠ opening: 18-19 bal / nat 4+♣ / any GF	1♦ opening either 12-14 balanced or 4+♦

COMPETITIVE BIDDING

Negative doubles through	4♥	Responsive doubles through	4♥
Jump overcalls	wk [2♦=♦+♥]	Unusual NT	two lowest unbid suits
1NT overcall (immediate)	15-18, system on	(re-opening)	11-14, system on
Immed cue of minor	♠ + another		
Immed cue of major	OM+m		
Over opponent's 1NT (weak)	X=14+; 2♣=M's.	Over: 2♦=1xM; 2M=5+M/4+m	
Over opponent's 1NT (strong)	X=10+, 4+M&5+m; 2♣=M's.	Under: 2♦/♥/♠ nat	
Over weak twos	T/O DBL		
Over opening threes	T/O DBL		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	any 0-6, or 7+ no major	2NT	FG raise. (Then show shortage)
	1♥/♠	NAT 7+, may have longer minor	3♣	Invitational raise.
	1NT	10-11 !	3♦	splinter
	2♣	4+♣ NF	3♥	splinter
	2♦	natural GF 5+♦	3♠	splinter
	2♥	Fit showing, invitational. NF.	3NT	to play
	2♠	Fit showing, invitational. NF.	4 bids	to play
1♦	1♥/♠	NAT 4+, may have longer minor	3♣	6+ suit, invitational
	1NT	6-11.	3♦	6+ suit, invitational
	2♣	natural GF	3♥	splinter
	2♦	natural GF	3♠	splinter
	2♥	Fit showing, invitational. NF.	3NT	Natural 16-18.
	2♠	Fit showing, invitational. NF.	4♦	to play
	2NT	Nat, GF. 12-15 or 19+	4 Other	to play
1♥/♠	1NT	5-10 or 0-6 with 3+ support	3♣	Fit showing, invitational(+).
	2♣	FG, not nec ♣. Drury by PH.	3♦	Fit showing, invitational(+).
	2♦	FG.	3♥/♠	1♠-3♥=FS, INV+. 1M-3M=weak
	2♥/♠	1♥-2♠=FS, INV+. 1M-2M=6-10	3NT	distant SPL ! (So 1♠-4♥ = to play)
	2NT	Invitational raise.	4♣/♦	splinter
2♣	2♦	Ask	2♥/♠	To play
	other	2NT = minors, or weak with ♦. 3♣ = Inv usually 33 majors.		
2♦	2♥	P/C	3♣/♦	3♣=NAT NF; 3♦= INV in M
	2♠	P/C (3♣=good♥, 3♦=bad♥)	3♥/♠	P/C
	2NT	Relay: 3♣=♥, 3♦=♠	3NT	
2♥/♠	2NT	Relay: 3♣=♣, 3♦=♦; 3♥=♥+♠	3NT	to play
	3♣/♦	3♣=P/C; 3♦=P/C	4♣/♦	P/C
	3♥/♠	NF	4♥/♠	to play
2NT	3♣	Puppet Stayman	4♣	Slam Try in ♣
	3♦	♥ TFR	4♦	Slam Try in ♦
	3♥	♠ TFR	4♥	to play - slam try
	3♠	Slam Try in Minors	4♠	to play - slam try
	3NT	to play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	3♣= 0-1♣, 5+♦ & 4M; 3♦= 0-1♦, 5+♠ & 4M or similar
3♥/3♠	3♥=0-1♥,5+4+ in minors; 3♠=0-1♠,5+4+ in minors or similar
4♣	♥ TFR
4♦	♠ TFR
4♥	to play
4♠	to play
Unusual NT:	minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/>
other	
Other slam bidding	
	Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/>
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback <input checked="" type="checkbox"/>	Priorities 2♣ = puppet to play 2♦ or invite game. 2♦ = GF.
Defence to 3NT opening	4♣ = T/O.
Defence to opening Two's:	Multi 2♦ X= T/O of ♠
RCO style 2-s	X = TO of suit they opened
Other 2-s	
Defence to strong ♣	DBL=♣♥; 1♦=♦♥♥; 1♥=♥♥♠; 1♠=♠♣; 1NT=♦♠; 2♣=♣♦
	2♦/♥/♠ intermediate
Lebensohl	Over NT interference <input checked="" type="checkbox"/>
Other uses	
Take out of 4 level pre-empts	4♣/4♦
	4♥ 4♠

OTHER NOTES	
1♦-1M-1NT: 2♣=Puppet to 2♦, 2♦=GF	
1♣-1M-2♣: 2♦=INV+	
1♠-1M-1NT: 2♦=GF	
2NT-3♣-3♦-4♥=4♥5♠ (P/C)	
Jul 11.	