

## 4. BASIC RESPONSES

Jump raises - minors	PRE	Other:
Jump raises - Majors	PRE	Other:
Jump shifts after minor opening	1♣-2♦ = 12+,5+; 1♣-2♥=NT 13-15; 1♣-2♠=NT 11-12;	
Jump shifts after Major opening	1♦-2♥=4+♥,5+♠, 5-9; 9-11. 1♦-2♠=11-13(14), TRF to NT	
Responses to strong 2 suit open.	Other jump shifts very strong	
Responses to 2NT opening	3♥ ask for better short suit	

## 5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> 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	Reverse Count	Reverse Count
<b>Discards</b>	Low Encourage	McKenney
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Low Encourage	Low Encourage
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	Reverse Smith Echo, lead low from xx	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1430 + Q	4♣ Gerber <input checked="" type="checkbox"/> when?	1NT, 1430
<b>Slam Notes</b>	DOPI, ROPI, Exclusion Key Card (0314), Josephine 5NT		
Cue Bids <input checked="" type="checkbox"/>	from 4 level, from 3♠ when ♥ are agreed, below that semi-natural		
Asking Bids <input type="checkbox"/>	3C-4D and 3D-4C -> RKCB 1430, then 4NT to play		

## 7. OTHER CONVENTIONS

Reverse Drury after 3rd and 4th hand opening	fit-showing jumps in competition
Support X and XX	5431 (1NT - 3H/S)
Negative free bid at level two	54 (relay asking for singleton)
Rubens TRF in defence	Gawrys transfer 1♦-1♠-2♣-2♥ (not 4th suit)
Many transfers in competition	possible overcall on 4 card, longer minor possible

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1♦-2♣-2♦=15+ any shape GF; 1♦-2♣-anything=12-14 NAT

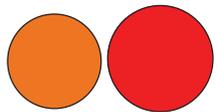
New minor forcing (e.g. 1♦-1♠-2♦-3♣=GF, 5+♠)

1♥-(x)-1♠=44 in minors

1♣-(1NT)-2♣=both Majors; rest NAT; x=PEN



**AUSTRALIAN BRIDGE  
FEDERATION INC.**



## STANDARD SYSTEM CARD

ABF Nos.	327395	252409
& Names:	Karol MILLER	Andrew SWIDER
Basic System:	POLISH CLUB in the XXI century 22 May 2014	
Brown Sticker <input checked="" type="checkbox"/>	Classification: Green <input type="checkbox"/> Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>	

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	11+, 0	1♥ 11 - 17, 5 (4)
1♦	11 - 17, 5 (4)	1♠ 11 - 17, 5 (4)
1NT	15 (14) - 17	may contain 5 card Major <input type="checkbox"/>
<b>1NT Responses</b>	2♣ Stayman	Other: 1NT-2♣-2♦-3♥/♠=singleton, 4M5m
	2♦ TRF to ♥	2♠ TRF to ♣
	2♥ TRF to ♠	2NT NAT
other 3♣ TRF to ♦ weak or GF. 3♦ NAT inv, 3♥/♠ 5431, 1NT-2♣-2♦-2♥/♠=to play		

2♣	11 - 14, 6♣, or 5♣ and 4M
2♦	6 - 10, 6♥, or 5♦ and 5♠; then 2NT asks for suits
2♥	6 - 10, 6♠, or ♣ and 5♥; then 2NT asks for suits
2♠	6 - 10, 5 + 5 Black or Red; then 2NT asks for better short suit
<b>2NT</b>	6 - 10, 5 + 5 Majors, or minors
<b>3NT</b>	Gambling. No side Stop. 4♦ ask. 4NT ask
other	3 level preempts may be very weak nonvul 1st in hand, wide ranging 3rd in hand

## 2. PRE-ALERTS

1♣	lead low from xx
Openings at level two	Rubens TRF in defence
TRF after 1♦/♥ O/C. After 1♥/♠ -(X); 1♥- (1♠)	1♣-(1NT)-2♣ = both Majors (4+-4+)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Two lowest, full range
1NT overcall - immediate	16 (15) - 18	Immediate cue of minor	Michaels full range
1NT overcall - re-opening	11 - 14	Immediate cue of Major	Michaels full range
Over weak twos	X= T/O, 2Nt=16(15)-18, LEB	Over opening threes	X= T/O
Over opponent's 1NT	12-14. X=13+. 2♣=Majors. 2♦=M. 2♥/♠=5M and 4m		
	15-17. X=5m and 4M, rest a/a		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-6, 7-11 m, 16+ No 4M	2♦ 12+, 5 GF	3♦ 9-11, good 6+
1♥ 7+, 4	2♥ 13-15. Bal. No 4M	3♥ 7c suit with 2 Honors
1♠ 7+, 4	2♠ 11-12. Bal. No 4M	3♠ 7C suit with 2 Honors
1NT 7-10	2NT 11-12. Bal. No 4M	3NT 13-15. Bal. No 4M
2♣ 12+, 5 GF	3♣ 9-11, good 6+	4♣
other		
1♦ 1♥ 7+, 4+	2♥ 4+♥ and 5+♠. 5-9	3♥ SPL. ca. 12-15. 4+♦
1♠ 7+, 4+	2♠ TRF to NT, 11-13(14)	3♠ SPL. ca. 12-15. 4+♦
1NT 7-10	2NT 11-12. No 4M, No 5C	3NT 13-15. No 4M, No 5C
2♣ FG, unless ♣ rebid	3♣ 7-9. 4+♦. Unbalanced	4♣ SPL
2♦ 10+, 4+. F to 3♦	3♦ PRE. 0-6. 4+♦	4♦ PRE
other 4♥/4♠ to Play		
1♥ 1♠ 7+, 4+	2♥ 7-10, 3+ (positive)	3♦ 16+, 6+
1NT 6-11, or 3-6 with 3♥	2♠ 16+, 6+	3♥ PRE
2♣ FG, unless ♣ Rebid	2NT Invite with fit, 3C asks	3♠ mini SPL
2♦ FG, unless ♦ rebid	3♣ 16+, 6+	3NT ♠ SPL
other 4♣/♦ = SPL; 5♥=trump invite; 5NT=high trump hon ask		
1♠ 1NT 6-11, or 3-6 with 3♠	2♠ 7-10, 3+ (positive)	3♥ 16+, 6
2♣ FG, unless ♣ Rebid	2NT Invite with fit, 3C asks	3♠ PRE
2♦ Fg, unless ♦ Rebid	3♣ 16+ 6	3NT Mini SPL
2♥ NAT. F to 3♥	3♦ 16+, 6	4♣ SPL
other 4♦/♥ = SPL; 5♠=trump invite; 5NT=high trump hon ask		
1NT 3♣ TRF to ♦ wea or GF	3♠ 5431 (54m, short ♠)	4♦ TRF to ♥
3♦ NAT, Invite	3NT To play	4♥ TRF to ♠
3♥ 5431 (54m, short ♥)	4♣ Gerber 1430	4♠ Wild minors 6-5, no ambi
other 1NT-2♦-2♥-4NT - slam invite with 5♥; 1NT-2♦-2♥-3♠/4♣/♦ - autosplinter		
2♣ 2♦ Ask, 9+	2NT FG 5-5+ w/o ♣; weak ♣	3♥ 6+♥, invit
2♥ NAT, NF	3♣ good rise in C (9-11)	3♠ 6+♠, invit
2♠ NAT, NF	3♦ 6+♦, invit	3NT To play
other 2♣-2♦-3♣-3D=ask for singleton; 2♣-2♦-2♥/♠-2♠/NT=ask for singleton		
2♦ 2♥ P/C	3♣ NAT, F1	3♠ P/C
2♠ P/C	3♦ P/C	3NT To play
2NT Ask for suits	3♥ P/C	4♣ Bid M by TRF
other 4♥/♠ Own suit		

**Notes** 1♣-1♦-2♦=GF any, we respond showing number of controls

1♣-1♥/♠-2♦=GF, 3+♥/♠, asking (Bubrotka)

1♣-1♦-1♥-2♠=54+ minors, 9-11; 1♣-1♦-1♠-2♥=54+ minors, 9-11

2♥ 2♠ P/C	3♦ NAT, F1	3NT To Play
2NT Ask for suits	3♥ P/C	4♣ Bid M by TRF
3♣ P/C	3♠ P/C	4♥ to play own suit
other 4♥/♠ Own suit		
2♠ 2NT Ask for xx	3♥ P/C	4♣ Bid Major by TRF
3♣ P/C	3♠ P/C	4♥ To Play (own suit)
3♦ P/C	3NT To Play	4♠ To Play (own suit)
other		
2NT 3♣ P/C	3♠ P/C	4♦ P/C
3♦ P/C	3NT To Play	4♥ To Play (own suit)
3♥ Ask for xx	4♣ P/C	4♠ To Play (own suit)
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

**4th Suit Forcing** One round  At level Two bid economically Game force

**NT Checkback**  Priorities: MGR: 2 other M = max +3 card fit

**Defence to 3NT opening** X=T/O of ♦

**Defence to Opening Twos** X=T/O

Multi 2♦ X=T/O of ♠

RCO style 2-s X=T/O of single suited option; then x=T/O of whatthey are in

Other 2-s

**Defence** X=Lead Directing. 1♦/♥/♠ = NAT. 2♣ = NAT. 2♦/♥/♠/NT as opening

**to** 1NT = 54 any, then scrambling; after Precision 1♦ opening-> 2♦=NAT; 3♦=NAT PRE

**strong** (1♣)-1NT-(x)-> now bidding shows own suit, pass asks partner to bid his lower suit

**♣** (1♣)-1NT-(pass)-> now suit bids are pass or correct

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** Over weak 2s. Over 1♥/♠ - pass - 2♥/♠ - DBL

**Take out of 4 level pre-empts** 4♣/4♦ X = 70% T/O, 30% PEN

4♥ X = 70% T/O, 30% PEN 4♠ X=70% PEN, 30% T/O

## 10. OTHER NOTES

1♣ = Weak NT, or 15+ NAT, or 18+ Any

1♦ = usually 5+, can be 4 if 4441 or 4♦/5♣ 12-14 range

psyche - rare; weaker 3rd in hand opening possible

negative free bids at 2 level in positions where we do not use transfers, e.g. 1♦-(1♠)-2♥=NFB

penalty x in many positions

(1H/S)-1NT-(p)- now transfers all around; (1C/D)-1NT-(p)- now Stayman