

BASIC RESPONSES

Jump raises - minors limit forcing Other: _____
 Jump raises - majors limit forcing 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 All except AK x (x)
 Underlead Other: Over: A=asks att. K=asks count. J = no higher honours
 Four or more with an honour 4th highest attitude
 3rd/5th Other: ** Lead bottom of two small **
 From 4 small 2nd highest Other: _____
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low encourage
 Other: Reverse count or suit preference if obvious
 Signal on declarer's lead Reverse Smith Echo (suit & NT), later reverse count
 Discards McKenney high encourage low encourage
 odd/even Other: Odd encourage, even S/P.
 Count natural reverse

CONVENTIONS

4NT: Blackwood RKCB Other: 14, 30, 2, 2+Q (kings)
 4♣ Gerber when? _____

Other Conventions

Cue-bids (1st or 2nd) Support Xs below 2M
 Splinters 4th suit forcing to game
 Blackout after reverses
 2NT = "lebensohl" or limit raise after 1x-2y
 Generally 2 T/O Xs per auction



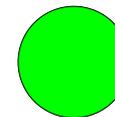
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AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names: Richard Jedrychowski Bruce Neill
 ABF Nos: 590835 45632
 Basic System: Standard: strong 2 over 1. Brown Sticker
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♣ 3+♣ 11-23 1♦ 3+♦ 11-21 1♥ 5+♥ 11-21 1♠ 5+♠ 11-21
 NT (14) 15-17 may contain 5 card major
 2♣ Stayman: simple extended 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♣ GF
 2♦ 6-11; 6(5+) ♥/♠, or 22-23 BAL, or 9-10 playing tricks in ♥/♠
 2♥ 6-11; 5+♥ & 5(4)+ other (then X=TO at 2 level, PEN above)
 2♠ 6-11; 5+♠ & 5(4)+m - possibly 6♠ 5♥ (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♠ openings - see above

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 of (re-opening) 11-14, system on
 Immed cue of minor ♠ + another
 Immed cue of major OM+m
 Over opponent's 1NT (weak) DBL=14+; 2♣=M's; 2♦=Multi; 2♥/♠=5+/4+m
 Over opponent's 1NT (strong) DBL=10+, 4+M&5+m; Others as above
 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♦	NAT 3+	2NT	FG raise. (Then show shortage)
	1♥/♠	NAT 4+, may have longer minor	3♣	Invitational raise.
	1NT	10-11 !	3♦	splinter
	2♣	4+♣ NF	3♥	splinter
	2♦	Fit showing, invitational. NF.	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♣	Fit showing, invitational.
	1NT	6-10	3♦	Invitational raise.
	2♣	FG, not nec ♣. Drury by PH.	3♥	splinter
	2♦	4+♦ NF	3♠	splinter
	2♥	Fit showing, invitational. NF.	3NT	to play
	2♠	Fit showing, invitational. NF.	4♦	to play
	2NT	Nat, NF. Invitational.	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♦	< 3 CTRLs	2♥/♠	NAT 3+ CTRLs
	other	NAT 3+ CTRLs		

2♦	2♥	P/C	3♠/♦	3♣=NAT NF; 3♦= INV in M
	2♠	P/C; 2NT22-23, 3♣gd♥, 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 other suits lower 2 unbid suits

other

Other slam bidding

Cue Bids

Asking Bids

4th Suit Forcing

One round

Game force

NT Checkback

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

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)