

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	2♦ = criss cross raise; other = strong		
Jump shifts after major opening	Bergen and crisscross raises (see over)		
Responses to strong 2 suit opening	2♦ = waiting		
Responses to 2NT opening	Puppet Stayman		

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:	
Four or more with an honour	4th highest <input checked="" type="checkbox"/>	attitude <input type="checkbox"/>
3rd/5th <input type="checkbox"/>	Other:	
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 checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:	Natural count	
Signal on declarer's lead	Natural count	
Discards	McKenney <input type="checkbox"/>	high encourage <input checked="" type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input type="checkbox"/>	Other:	
Count	natural <input checked="" type="checkbox"/>	reverse <input type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 3041
4♣	Gerber <input type="checkbox"/>	when?	

Other Conventions

Lebensohl	4th suit forcing to game
Bergen Raises of majors	Jacoby 2NT over majors
Criss Cross Raises (majors and minors)	Inverted minor raises
Crowhurst checkback over 1NT rebid	Cue raises
Michaels Cue Bids	



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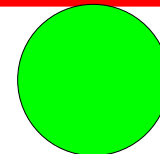


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Hashmat Ali	Bernie Waters
ABF Nos:	226122	161217
Basic System:	STANDARD	Brown Sticker <input type="checkbox"/>
Classification:	Green <input checked="" type="checkbox"/>	Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>



OPENING BIDS

Describe strength, minimum length, or specific meaning				Canape <input type="checkbox"/>				
1♣	11 - 20 HCP; 2+	1♦	11 - 20 HCP; 4+	1♥	11 - 20 HCP; 5+	1♠	11 - 20 HCP; 5+	
1 NT	15 - 17 HCP balanced			may contain 5 card major			<input type="checkbox"/>	
2♣ Stayman:		simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other: <input type="text"/>		
Transfers	2♦	<input checked="" type="checkbox"/>		2♥	<input checked="" type="checkbox"/>		2♠	<input checked="" type="checkbox"/>
2 NT	<input checked="" type="checkbox"/>			Other: <input type="text"/>				
2♣	Game force							
2♦	Multi: 5 - 9 HCP and 6♥ or 6♠; or 21 - 22 HCP balanced							
2♥	5 - 9 HCP, 5+ ♥ and 4+ minor							
2♠	5 - 9 HCP, 5+ ♠ and 4+ minor							
2 NT	23 - 24 HCP, balanced							
3 NT	Gambling, no Ace or King outside							

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

2♦ = Multi (see above)	

COMPETITIVE BIDDING

Negative doubles through	4♠	Responsive doubles through	4♠
Jump overcalls	weak	Unusual NT	lower unbid suits
1NT overcall (immediate)	15 - 18 HCP	(re-opening)	15 - 18 HCP
Immed cue of minor	majors		
Immed cue of major	other major and a minor		
Over opponent's 1NT (weak)	2♣=majors; 2♦= either major; 2♥/♠= suit+minor		
Over opponent's 1NT (strong)	as above		
Over weak twos	X		
Over opening threes	X		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	5+ HCP; 4+ ♦	2NT	11 - 12 HCP; no major
	1♥/♠	5+ HCP; 4+ ♥/♠	3♣	5 - 7 HCP; 5+♣
	1NT	8 - 10 HCP	3♦	splinter
	2♣	11+ HCP; 5+ ♣	3♥	splinter
	2♦	8 - 10 HCP; 5+♣	3♠	splinter
	2♥	15+ HCP, good suit 5+♥	3NT	to play; 4♣ = minorwood
	2♠	15+ HCP, good suit 5+♠	4 bids	4♣ = minorwood
1♦	1♥/♠	5+ HCP; 4+ ♥/♠	3♣	8 - 10 HCP; 4+♦
	1NT	6 - 10 HCP; no major	3♦	5 - 7 HCP; 4+♦
	2♣	9+ HCP; 5+ ♣	3♥	splinter
	2♦	11+ HCP; 4+♦	3♠	splinter
	2♥	15+ HCP; good suit 5+♥	3NT	to play
	2♠	15+ HCP; good suit 5+♠	4♦	minorwood
	2NT	11 - 12 HCP; no major	4 Other	
1♥/♠	1NT	5 - 9 HCP	3♣	Bergen: 4+♥/♠, 7 - 9 HCP
	2♣	10+ HCP; 4+♣	3♦	Bergen: 4+♥/♠, 10 - 12 HCP
	2♦	10+ HCP; 4+♦	3♥/♠	pre-emptive raise/ splinter
	2♥/♠	3 + card raise	3NT	13 - 15 HCP
	2NT	Jacoby game forcing raise	4♣/♦	splinter
2♣	2♦	Waiting	2♥/♠	Natural, forcing
	other	Natural, forcing		
2♦	2♥	pass or correct	3♣/♦	natural, forcing
	2♠	pass or correct	3♥/♠	pass or correct
	2NT	strong enquiry	3NT	to play
2♥/♠	2NT	strong enquiry	3NT	to play
	3♣/♦	pass or correct	4♣/♦	splinter
	3♥/♠	invitational	4♥/♠	to play
2NT	3♣	Puppet Stayman	4♣	natural, forcing
	3♦	transfer to ♥	4♦	natural, forcing
	3♥	transfer to ♠	4♥	to play
	3♠	4♥ + 5♠, forcing	4♠	to play
	3NT	to play	other	

CONVENTIONS				
Additional responses to 1NT				
3♣/3♦	natural, forcing, slam try			
3♥/3♠	natural, forcing, slam try			
4♣	transfer to ♥			
4♦	transfer to ♠			
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	up the line	
Defence to 3NT opening				
Defence to opening Two's:	Multi 2♦	X = 16+ HCP (Lebensohl responses)		
	2NT = 15 - 18 HCP; suit = natural, 12 - 15 HCP			
RCO style 2-s	as above			
Other 2-s	as above			
Defence to strong ♣				
Lebensohl	Over NT interference	<input checked="" type="checkbox"/>		
Other uses	over X of any twos			
Take out of 4 level pre-empts	4♣/4♦	X		
	4♥	X	4♠	X

OTHER NOTES	
1♥ - P - 2♥ - P	1♠ - P - 2♠ - P
2♠ = ambiguous trial	2NT = ambiguous trial
2NT = ♠ feature	3♣/♦/♥ = feature
3♣/♦ = feature	3♠ = poor hand
3♥ = poor hand	4♠ = good hand
4♥ = good hand	