

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: weak
Jump shifts after minor opening	weak 0-4		
Jump shifts after major opening	Bergen		
Responses to strong 2 suit opening	2♦ waiting or neg then 3♣ x negative		
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: A/Q = Att K = count/unblock(nt)	
Four or more with an honour	4th highest <input type="checkbox"/>	attitude <input type="checkbox" value="NT"/>
3rd/5th <input type="checkbox" value="S"/>	Other:	
From 4 small	2nd highest <input type="checkbox" value="NT"/>	Other:
From 3 cards (no honour)	top <input type="checkbox" value="NT"/>	middle <input type="checkbox" value="NT"/>
	bottom <input type="checkbox" value="S"/>	
Signal on partner's lead:	high encourage <input type="checkbox"/>	low encourage <input checked="" type="checkbox"/>
Other:		
Signal on declarer's lead	Smith and count and SP	
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/>
	odd/even <input checked="" type="checkbox"/>	Other: odd encourage
Count	natural <input type="checkbox"/>	reverse <input checked="" type="checkbox"/>

CONVENTIONS

4NT:	Blackwood <input type="checkbox"/>	RKCB <input checked="" type="checkbox"/>	Other: 0314/minorwood
4♣	Gerber <input checked="" type="checkbox"/>	when? after NT only and NT sequences	

Other Conventions

Puppet Leb	Red Suit Texas
Transfer Lebensohl	
Frequent 2NT good/bad	
Reverse Drury	
Cue raises Limit Plus	



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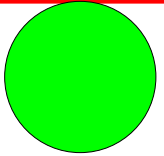


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Kamal	Peter Hainsworth
ABF Nos:	177393	104582
Basic System:	Standard American 2/1 Modified	
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♣	3	1♦	3	1♥	5	1♠	5
1 NT	14+/15 - 17			may contain 5 card major		<input checked="" type="checkbox"/>	
2♣ Stayman:	simple <input type="checkbox"/>		extended		<input checked="" type="checkbox"/>		Other:
Transfers	2♦	Hearts	2♥	Spades	2♠	Clubs	
2 NT	Diamonds		Other:		3 level splinter under		
2♣	Game force or 22+balanced						
2♦	Weak	6 / 5+c nv Feature ask					
2♥	Weak	6 / 5+c nv Feature ask					
2♠	Weak	6 / 5+c nv Feature ask					
2 NT	20 - 21						
3 NT	Specific ace ask						

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

forcing 1NT modified bergen	Modified Michaels
Inverted Minors	Fit Jumps after 2level interference
frequent System on	Defence to 1NT overcall

COMPETITIVE BIDDING

Negative doubles through 4♥	Responsive doubles through 4♥
Jump overcalls Weak	Unusual NT lower unbid
1NT overcall (immediate) 15 - 18	(re-opening) 10 - 14
Immed cue of minor	Modified Michaels
Immed cue of major	Modified Michaels
Over opponent's 1NT (weak)	Multilandy X penalties
Over opponent's 1NT (strong)	Multilandy X penalties
Over weak twos	x lebensohl puppet
Over opening threes	x t/o

Responses to Opening Bids				
Describe strength, minimum length or specific meaning				
1♣	1♦	3+ 4+	2NT	11-12
	1♥/♠	4+ 4+	3♣	weak 5-9
	1NT	8-10 with clubs	3♦	Splinter
	2♣	inverted	3♥	Splinter
	2♦	Weak	3♠	Splinter
	2♥	Weak	3NT	12-15 bal
	2♠	Weak	4 bids	exclusion
1♦	1♥/♠	4+ 4+	3♣	Weak
	1NT	6-9	3♦	weak 5-9
	2♣	natural 10+	3♥	Splinter
	2♦	inverted	3♠	Splinter
	2♥	Weak	3NT	12-15
	2♠	Weak	4♦	pre empt
	2NT	11-12	4 Other	excl
1♥/♠	1NT	forcing	3♣	Bergen
	2♣	GF	3♦	Bergen
	2♦	GF	3♥/♠	Limit on 1♠- 1♥ 2♠ splinter
	2♥/♠	8-10 3 card/Mini Splinter/GF	3NT	some type of splinter
	2NT	bergen	4♣/♦	strong splinter
2♣	2♦	neg or waiting	2♥/♠	pos natural 2 of 3
	other			
2♦	2♥	F	3♣/♦	F/pre
	2♠	F	3♥/♠	
	2NT	ask	3NT	to play
2♥/♠	2NT	Feature Ask	3NT	to play
	3♣/♦	F	4♣/♦	
	3♥/♠	RONF	4♥/♠	to play
2NT	3♣	puppet stayman	4♣	gerber
	3♦	H	4♦	Texas
	3♥	S	4♥	Texas
	3♠	5 4 S H	4♠	
	3NT		other	

Conventions	
Additional responses to 1NT	
3♣/3♦	suit below
3♥/3♠	suit below
4♣	gerber
4♦	Texas
4♥	Texas
4♠	
Unusual NT:	<div> minors <input type="checkbox"/> other suits <input type="checkbox"/> lower 2 unbid suits <input checked="" type="checkbox"/> </div> <div> other <div></div> <div></div> </div>
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input checked="" type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> <div></div> Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input checked="" type="checkbox"/> Priorities <div>two way</div> </div>
Defence to 3NT opening	<div> 4c = T/O 4d = Majors </div>
Defence to opening Two's:	<div> Multi 2♦ X strong /bid any suit good </div> <div></div> <div></div> <div></div>
RCO style 2-s	
Other 2-s	<div> 2!C </div> <div></div> <div></div>
Defence to strong ♣	<div> X majors 1♦ a major 1M that+a minor 1NT minors 2X natural </div> <div></div>
Lebensohl	<div> Over NT interference <input checked="" type="checkbox"/> transfer </div>
Other uses	<div> Weak Twos transfer </div>
Take out of 4 level pre-empts	<div> <div> 4♣/4♦ x </div> <div> 4♥ x </div> <div> 4♠ x </div> </div>

Other Notes	
good bad	