

BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: Inverted
Jump raises - majors	limit <input type="checkbox"/>	forcing <input checked="" type="checkbox"/>	Other: 4 card support, 6 - 9 HCP
Jump shifts after minor opening	Splinter		
Jump shifts after major opening	Splinter		
Responses to strong 2 suit opening	(2C) - 2D = denies 1.5 quick tricks		
Responses to 2NT opening	3C/D = to play; 3H/S = forcing (6 card suit)		

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:	
From 4 small	2nd highest <input type="checkbox"/>	Other: Count
From 3 cards (no honour)	top <input type="checkbox"/>	middle <input type="checkbox"/> bottom <input type="checkbox"/>
Signal on partner's lead:	high encourage <input checked="" type="checkbox"/>	low encourage <input type="checkbox"/>
Other:		
Signal on declarer's lead		
Discards	McKenney <input type="checkbox"/>	high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>
odd/even <input checked="" 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:
4♣	Gerber <input checked="" type="checkbox"/>	when? Over !NT	

Other Conventions

SWINE	Block out
Long suit Trials	
Jacoby Raises	
Cue Raises	
4th suit Forcing to Game	



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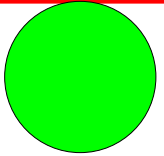


AUSTRALIAN BRIDGE FEDERATION

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STANDARD SYSTEM CARD

Names:	Lesley Samuels	Gabrielle Wilson
ABF Nos:	146455	44539
Basic System:	Modified Acol	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+ (3)	1♦	11+ (4)	1♥	11+ (4)	1♠	11+ (5)	
1 NT	12 - 14				may contain 5 card major			<input type="checkbox"/>
2♣ Stayman:	simple	<input checked="" type="checkbox"/>	extended	<input type="checkbox"/>	Other:			
Transfers	2♦	to Hearts		2♥	to Spades		2♠	clubs
2 NT	diamonds		Other: 1NT 2C, 2D/H/S 2NT, Invitational					
2♣	95% Game Force							
2♦	Weak in H/S (6 - 10); 8.5 - 9 tricks in minor; balanced 20 - 22							
2♥	Hearts & a minor (5/5), 6 - 10 HCP							
2♠	Spades & another (5/5), 6 - 10 HCP							
2 NT	Both Minors (5/5), 6 - 11							
3 NT								

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

COMPETITIVE BIDDING

Negative doubles through	3S	Responsive doubles through	3S
Jump overcalls	Weak	Unusual NT	Minors or unbid suits
1NT overcall (immediate)	15 - 18	(re-opening)	11+, stopper in suit
Immed cue of minor	Michaels		
Immed cue of major	Michaels		
Over opponent's 1NT (weak)	Lionel (modified)		
Over opponent's 1NT (strong)	Lionel (modified)		
Over weak twos	X = Takeout		
Over opening threes	X = Takeout		

RESPONSES TO OPENING BIDS				
Describe strength, minimum length or specific meaning				
1♣	1♦	5+ HCP, 4+D	2NT	11 - 12, 4C
	1♥/♠	5+ HCP, 4+H	3♣	5 -9 HCP, 5+ C
	1NT	6 - 9 HCP, 4+C	3♦	
	2♣	10+ HCP, 5+C	3♥	
	2♦	Splinter, Game Force	3♠	
	2♥	Splinter, Game Force	3NT	
	2♠	Splinter, Game Force	4 bids	
1♦	1♥/♠	5+ HCP, 4+H	3♣	Splinter, Game Force, no Major
	1NT	6 - 9 HCP, no 4 card Major	3♦	5 - 9 HCP, 5+ D
	2♣	10+ HCP, 4+C	3♥	
	2♦	10+ HCP, no 4 card Major	3♠	
	2♥	Splinter, Game Force,4+D	3NT	13 - 15 HCP, no 4 card Major
	2♠	Splinter, Game Force,4+D	4♦	
	2NT	11 - 12 HCP, no 4 card Major	4 Other	
1♥/♠	1NT	5 - 9HCP, no 4/3 fit	3♣	Splinter, Game force
	2♣	10+ HCP, 4+C	3♦	Splinter, Game Force
	2♦	10+ HCP, 4+D	3♥/♠	5 - 9 HCP, 4 card support
	2♥/♠	6 - 9 HCP,3+ card support	3NT	13 - 15 HCP, no major fit
	2NT	10+ HCP,4+ card support	4♣/♦	
2♣	2♦	Denies 1.5 quick tricks	2♥/♠	1.5 quick tricks, 5+ card suit
	other	2NT = 1.5 quick tricks, no 5 card suit; 3C/D = 1.5 Quick tricks, 5+ card suit		
2♦	2♥	0 - 13 HCP	3♣/♦	
	2♠	13+,Game invite if weak 2 in H	3♥/♠	
	2NT	14+; ask re D bid	3NT	
2♥/♠	2NT	14+ HCP, ask re minor/other	3NT	
	3♣/♦	Weak, pass/correct	4♣/♦	
	3♥/♠	6 - 10 HCP, fit ,Competitive	4♥/♠	
2NT	3♣	To play	4♣	Invitational
	3♦	To play	4♦	Invitational
	3♥	Forcing, 6+H	4♥	To play
	3♠	Forcing, 6+S	4♠	To play
	3NT	to play	other	

CONVENTIONS	
Additional responses to 1NT	
3♣/3♦	Game Force,6+ card suit
3♥/3♠	Game Force, 5+ card suit
4♣	Gerber
4♦	
4♥	To play
4♠	To play
Unusual NT:	<div> minors <input checked="" type="checkbox"/> other suits <input checked="" type="checkbox"/> lower 2 unbid suits <input type="checkbox"/> </div> <div> other </div>
Other slam bidding	<div> Cue Bids <input checked="" type="checkbox"/> Asking Bids <input type="checkbox"/> </div>
4th Suit Forcing	<div> One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/> </div>
NT Checkback	<div> <input type="checkbox"/> Priorities </div>
Defence to 3NT opening	
Defence to opening Two's:	<div> Multi 2♦ </div>
	X = 15+, any shape
RCO style 2-s	2NT= 17 - 18 HCP, balanced
	3C/D/Other major = 15+HCP, 5+ , unbalanced
Other 2-s	
Defence to strong ♣	<div> X = Strong single/2 suiter; 1 D/H/S/2C = 5+ card suit(9-15 HCP) </div> <div> 1NT/2D/H/S/2NT = 2 suited bids </div>
Lebensohl	<div> Over NT interference <input type="checkbox"/> </div>
Other uses	
Take out of 4 level pre-empts	<div> 4♣/4♦ X = Takeout </div> <div> 4♥ X = Takeout </div> <div> 4♠ 4NT = 2 suiter , Forcing </div>

OTHER NOTES	
LIONEL (Modified) over opps NT: operates in direct & passout seats	
X = Spades & another	2 suited bids show 4+/4+ in suits, 9 - 15 HCP
2C = Clubs & a red suit	
2D = Diamonds & Hearts	
2H/S = single suit	
(2NT = Minors 5/5)	