

4. BASIC RESPONSES

Jump raises - minors	Preempt 0-6 HCP, 5+ cards
Jump raises - Majors	Preempt 0-6 HCP, 4+ cards
Jump shifts after minor opening	Natural, weak at 2 level. 1♣-2♦ / 1♦-3♣ = limit raises
Jump shifts after Major opening	Bergen. 1♥-2♠ / 1♠-3♥ = 3c limit raise
Responses to strong 2 suit open.	
Responses to 2NT opening	3♣ = 5c stayman, 3♦/♥ = transfers, 3♠ = minors, slam interest

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads 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	Standard	Standard
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Enc (Rev Count on K)	Low Enc (Rev Count on K)
Signal on declarer's lead:	Rev Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 30/41	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Step 1 = Q ask, NT/Trumps = no Q, Q + no K, other = Q + this K	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

4th suit game force	Blackout
Lebensohl	
2 way checkback afer 1NT rebid	
Checkback after 1-1-2NT rebid	

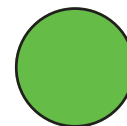
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AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	518891	Julian Foster
& Names:	65617	David Weston
Basic System:	Weak NT, 5c Majors, 3 weak twos	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣ 11+ HCP, 3+♣		1♥ 11+ HCP 5+♥
1♦ 11+ HCP, 3+♦		1♠ 11+ HCP 5+♠
1NT (11)12-14		may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses 2♣ Simple stayman		
2♦ TRF ♥		2♠ TRF ♣
2♥ TRF ♠		2NT TRF ♦
other		
2♣ GF		
2♦ Weak Two 6+ card suit.		
2♥ Weak Two 6+ card suit		
2♠ Weak Two 6+ card suit		
2NT 20-22		3NT Gambling
other		

2. PRE-ALERTS

After 1M-1NT our rebids are transfers	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	Lowest 2 unbid suits
1NT overcall - immediate	15-18	Immediate cue of minor	Michaels - Majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Michaels - Oth Major + minor
Over weak twos	TO X + Lebensohl	Over opening threes	TO X
Over opponent's 1NT	2♣ = ♥ + another, 2♦ = ♠ + another, 2M = Nat, 2NT = minors		

