		4. BASIC	RESPO	NSES			
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 ope	ning	3♣ = 5c stayman,	3 <b>♦/♥</b> = trans	fers, 3 <b>♠</b> = mi	nors, slam interest		
		5. PLAY C	ONVENT	TIONS	Show priorities		
		Versus Suit (or	both)	Versus N	oTrump (if different)		
<b>Leads</b> Sequence	es:	Overlead, A-Attitude	e K-Count	Overlead,	A-Attitude K-Count		
Four or more with an	4th highest		4th highest				
From 4 small		2nd highest		2nd highes	st		
From 3 cards (no ho	nour)	Middle		Middle			
In partner's suit		Standard		Standard			
Discards		Low Encourage		Low Encourage			
Count		Low-High = Even		Low-High = Even			
Signal on partner's	s lead:	Low Enc (Rev Cour	nt on K)	Low Enc (Rev Count on K)			
Signal on declarer	's lead:	Rev Count					
Notes							
		6. SLAM C	ONVEN	rions			
4NT: Blackwood	<b>X</b> R	KCB 30/41 4	♣ Gerber	when?			
Slam N	otes S	Step 1 = Q ask, NT/T	rumps = no	Q, Q + no K,	other = Q + this K		
Cue Bids X							
Asking Bids							
		7. OTHER C	ONVEN	TIONS			
4th suit game for	orce		Blackout				
Lebensohl							
2 way checkbad	ck afer	1NT rebid					
Checkback afte	r 1-1-2	NT rebid					
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## AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	51889	1 Ju	ulian Fo	oster					
& Names:	65617	7 D	avid W	eston					
Basic System:	Weak	NT, 5c l	Majors,	3 wea	ak twos				
Brown Sticker		Classific	ation:	Green	X	Blue		Red	Yellow
			1. C	PEI	VING	BIDS	<b>S</b>		
Describe streng	gth, minim	num leng	th, or sp	oecific r	neaning	I			Canape
1♣ 11+ HCP	, 3+	-♣			1♥	11+ HCP	5+♥		
1♦ 11+ HCP	, 3+	•			1♠	11+ HCP	5+♠		
<b>1NT</b> (11)12-1	4							may contain 5 c	ard Major X
1NT Responses	2♣ Sir	nple sta	yman						
2♦ TRF •	•				24	TRF 🍨			
2♥ TRF 4	•				2N	TRF ♦			
other									
2♣ GF									
2♦ Weak Tw	o 6+ car	d suit.							
2♥ Weak Tw	o 6+ car	d suit							
2♠ Weak Tw	o 6+ car	d suit							
<b>2NT</b> 20-22					3NT	Gamblin	ıg		
other	_								
					-AL	ERTS			
After 1M-1NT	our reb	ids are	ransfe	rs					
						/ OVEF	RCAL	LS	
Negative doubles th	•	4♥		vercalls	Weak				
Responsive doubles	ŭ	4♥	Unusi			st 2 unbid			
1NT overcall - imme	Jaiato	5-18						els - Major	
1NT overcall - re-op	oning -	1-14		lm		ue of Major		iels - Oth M	lajor + minor
Over weak twos				0.4		illing till ooc	ТОХ	01.17	
Over opponent's 1N	IT 2♣ =	• <b>∀</b> + an	other,	2♦ = ﴿	+ and	tner, 2M	= Nat,	2N1 = mir	nors

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

	Describe site	ngın,	minimum length, or specific	illea	aning
1♣ 1♦	Nat 4+♦, 5+	2	Limit ♣ raise 9-11	3	Splinter
1♥	Nat 4+♥, 5+	2	Weak 0-6, 6♥	<b>3</b>	Splinter
1 🛧	Nat 4+♠, 5+	2♠	Weak 0-6, 6♠	3 <b>♠</b>	Splinter
1N7	Nat 5-9	2NT	Nat 10-12	3NT	TP
2	Inverted 5+♣, 12+	3♣	Pre-emptive	4	
othe	r				
1♦ 1♥	Nat 4+♥, 5+	2	Weak 0-6, 6♥	3	Splinter
1♠	Nat 4+♠, 5+	2	Weak 0-6, 6♠	3 <b>^</b>	Splinter
1N7	Nat 5-9	2NT	Nat 10-12	3NT	TP
24	Nat 4+♣, 10+	3♣	Limit ♦ raise 9-11	4	
2	Inverted 5+♦, 12+	3◆	Pre-emptive	4	
othe	<u> </u>				
1♥ 1♠	Nat, 4+♠, 5+	2	Nat 5-9	3 🄷	Bergen 4+♥, 10-12
1N7	Nat 5-9	2♠	Limit raise, 3♥	<b>3</b>	Pre-emptive
2♣	Nat 4+♣, 10+	2NT	GF raise	3 <b>♠</b>	Splinter
2	Nat 4+♦, 10+	3♣	Bergen 4+♥, 6-9	3NT	Flat raise (13-15)
othe	ſ				
1 <b>♠</b> 1N7	Nat 5-9	2	Nat 5-9	3♥	Limit raise, 3♠
2♣	Nat 4+♣, 10+	2NT	GF raise	3 <b>^</b>	Pre-emptive
2	Nat 4+♦, 10+	3♣	Bergen 4+♠, 6-9	3NT	Flat raise (13-15)
2♥	Nat 5+♥, 10+	3◆	Bergen 4+♠, 10-12	4 <b>♣</b>	
othe	ſ				
1NT 3♣	Weak 5-5 minors	<b>3</b> ♠	GF 5-5 majors	4	Transfer to ♠
3◆	GF 5-5 minors	3NT	TP	<b>4</b>	TP
3♥	Inv 5-5 majors	4♣	Transfer to ♥	4	TP
othe	r				
2♣ 2♦	Negative 0 - bad 7	2NT	Positive 8+ bal	3 <b>Y</b>	
2	Positive 5+♥, 7+	3♣	Positive 5+♣, 7+	<b>3♠</b>	
2	Positive 5+♠, 7+	3◆	Positive 5+♦, 7+	3NT	
othe	r				
2♦ 2♥	Nat, forcing	3 <b>-</b>	Nat, forcing	3	Splinter
2	Nat, forcing	3◆	TP	3NT	TP
2N7	Enquiry for shortage	3 <b>Y</b>	Splinter	4 <b>♣</b>	
othe	r				
Notes					

## Notes

2♥ 2♠	Nat, forcing	3	Nat, forcing	3NT	TP			
2NT Enquiry for shortage		3	TP	4	Splinter			
3♣	Nat, forcing	3♠	Splinter	4	TP			
other								
2♠ 2NT	Enquiry for shortage	3 <b>Y</b>	Nat, forcing	4 <b>.</b>	Splinter			
3♣	Nat, forcing	3♠	TP	4	TP			
3♦ 1	Nat, forcing	3NT	TP	4	TP			
other								
2NT 3♣ 3	5c stayman	3	Minors	4	♦ slam interest			
3	Trf ♥	3NT	TP	4	TP			
3	Trf ♠	4	♣ slam interest	4	TP			
other								
	9	). C	<b>ONVENTIONS</b>	S				
Unusual I	NT: Lowest two unbid	suits						
4th Suit Forcing One round Game force X								
NT Checkback X Priorities:								
Defence to 3NT opening X = values,								
	Defence to Opening Twos 2NT=16-19 BAL, X = TO							
Multi 2	X = 13-15 bal/19-							
RCO style 2-s Nat. Pass then X = TO								
Other 2-s Nat.								
0.101.20								
Defence (1♣): X = ♥ or not ♥, 1♦ = ♠ or not ♠. 1♥/♠/NT = Odd, Colour, Rank								
to 2♣ = one minor, 2♦ = one major, 2♥/♠/NT = Odd, Colour, Rank. 3♣+=TWERB								
	(0.4) . TWEDD	3						
strong	(2♣) : TWERB							
strong								
strong	(2♠): TWERB  Interference Lebens	ohl						
strong 1♣ / 2♣ Over 1NT								
strong 1 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 - 2 -	Interference Lebens		4♣/4 <b>♦</b> X					

10. OTHER NOTES

Some anti-lead directing doubles