BASIC RESPONSES	A BC AUSTRALIAN BRIDGE FEDERATION
Jump raises - minors limit 🛛 forcing 🖾 other 1C - systemic; 1D pre-empt	
Jump raises - majors limit 🛛 forcing 🗆 other	STANDARD SYSTEM CARD
Jump shifts after minor opening         after 1C systemic, after 1D weak	Names:         Shirley Collins         Meredith Woods
Jump shifts after major opening weak	ABF Nos: 150770 133477
Responses to strong 2 suit opening n/a	Basic System: Modified Precision
Responses to 2NT opening minors to play, majors natural & F	Classification: Green Blue Red Vellow
PLAY CONVENTIONS	OPENING BIDS
<b>'NT'</b> Versus Notrump <b>'S'</b> Versus Suit $\checkmark$ = Both	Describe strength, minimum length, or specific meaning Canape $\Box$
Sequence leads: Overlead all All except AK x (x)	1♠ 16+, 0 1♦ 11-15, 5 1♥ 11-15, 5 1♠ 11-15, 5
Underlead conter	1 NT 12-15, may have singleton may contain 5 card major
Four or more with an honour 4th highest 🗹 attitude 🗔	2♠ Stayman: simple □ extended ⊠ other
3rd/5th other	transfers 2 H 2 S 2 invit to 3NT
From 4 small 2nd highest 🗹 other	2 NT minors other
From 3 cards (no honour) top 🗌 middle 🗹 bottom 🔲	2 11-15, 6+ C or 5+/4+ in C and major
Signal on partner's lead: high encourage 🗌 low encourage	2◆ 6-10 with 6+ H/S or 21-23 bal
other Natural attitude on our A lead, else natural count	2♥ 6-10, 5+/5+ H and another
Signal on declarer's lead Natural count	2
Discards McKenney in high encourage in low encourage	2 NT 6-10, 5/5+ minors
odd/even other	3 NT 27+ bal
Count natural 🗹 reverse 🖂	PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED
CONVENTIONS	MEANING/S OR REQUIRE SPECIAL DEFENCE
4NT: Blackwood C RKCB C other RKCB 03/14	
4♠ Gerber □ when?	
Other Conventions	
Minor suit keycard	COMPETITIVE BIDDING
Cue raises of our overcalls	Negative doubles through         3S         Responsive doubles through         3S
	Jump overcalls Weak Unusual NT Lowest unbid
	1NT overcall (immediate) 15-18 (re-opening) 11-14
	Immed cue of minor Michaels, up to 12/13 or 16+
	Immed cue of major Michaels, up to 12/13 or 16+

Over opponent's 1NT (weak)

Over opponent's 1NT (strong)

Over weak twos

Over opening threes

Capelletti

Capelletti

Х

Х



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		<b>RESPONSES TO (</b>	OPEN	ING BIDS		
Describe strength, minimum length or specific meaning						
1♣	1♦	<8 HCP	2NT	8+, 4441, singleton C		
	1♥/♠	8+ 5+ H/S	3♣	8+, 4441, singleton D		
	1NT	8+ bal	3♦	8+, 4441, singleton H		
	2♣	8+ 5+ C	37	8+, 4441, singleton S		
	2♦	8+ 5+ D	3♠	n/a		
	2💙	4 -7, 6+ H	3NT	n/a		
	2♠	4 -7, 6+ S	4 bids	n/a		
1♦	1♥/♠	6+, 4+ H/S	3	weak, 7+ C		
	1NT	6-9, to play	3♦	weak, 7+ D		
	2	10+, 5+ C	37			
	2♦	10+, 3+ D, F to 2NT	3♠			
	2♥	4 - 7, 6+ H	3NT	to play		
	2♠	4 - 7, 6+ H	4♦	keycard in D		
	2NT	10-12, no 4 card major	4 Othe	r		
1♥/♠	1NT	to play	3	weak, 7+ C		
	2	10+, (4) 5+ C, F1	3♦	weak, 7+ D		
	2♦	10+, (4) 5+ D, F1	3♥/♠	10-11, 4+ H/S		
	2♥/♠	6-9, 3+ H/S	3NT	to play		
	2NT	Qxx + in H/S, slam interest	4 <b>♣/</b> ♦			
2	2♦	11+ any, ask	2♥/♠	8+, 5+ H/S		
	other	3C 6-10 3+ C, 4C keycard in (	C, 5C d	istributional raise, 3H/S 14+ nat		
2♦	2♥	pass or correct	3∉/♦	Natural, F		
	2♠	game interest in H	3♥/♠	3H P or C		
	2NT	ask	3NT	to play		
2♥/♠	2NT	ask for other suit	3NT	to play		
	3 <b>₫/</b> ♦	3C P or C; 3D nat, F	4 <b>≜</b> /♦	keycard in C/D		
	3♥/♠	raise	4♥/♠	to play		
2NT	3♣	to play	4	keycard in C		
	3♦	to play	4♦	keycard in D		
	3♥	nat, F	4♥	to play		
	3♠	nat, F	4♠	to play		
	3NT	to play	other			

Additional responses to 1NT					
3∉/3♦ Nat, slam interest					
3♥/3▲ Nat, slam interest					
4 eycard in C					
4♦ keycard in D					
4♥ to play					
4 <b>≜</b> to play					
Unusual NT: minors  other suits  lower 2 unbid suits					
other					
Other slam bidding Cue Bids 🛛 Asking Bids 🖾					
4th Suit Forcing One round 🗆 Game force 🛛					
NT Checkback Driorities					
Defence to 3NT opening					
Defence to opening Two's: Multi 2 X= 15+ any, 2NT = 15-18 bal					
RCO style 2-s					
Other 2-s					
Defence to strong 뢒					
Lebensohl Over NT interference					
Other uses -					
Take out of 4 level pre-empts     4∉/4◆     X					
4♥ X 4♠ 4NT					

# **OTHER NOTES**

BASIC RESPONSES						
Jump raises - minors limit 🛛 forcing 🗆 other						
Jump raises - majors limit 🛛 forcing 🗆 other						
Jump shifts after minor opening Fit-Show						
Jump shifts after major opening Fit-Show						
Responses to strong 2 suit opening Over 2C - 2D Negative/Waiting						
Responses to 2NT opening 3C=ASKS 5CM Transfers to Majors						
PLAY CONVENTIONS						
'NT' Versus Notrump 'S' Versus Suit = Both						
Sequence leads: Overlead all 🗹 All except AK x (x)						
Underlead other A=Unblock or Count (NT only)						
Four or more with an honour 4th highest 🗹 attitude 🗔						
3rd/5th other						
From 4 small 2nd highest 🗹 other						
From 3 cards (no honour) top 🗌 middle 🗹 bottom 🔲						
Signal on partner's lead: high encourage low encourage						
other Natural Count						
Signal on declarer's lead Natural Count						
Discards McKenney high encourage low encourage						
odd/even other						
Count natural 🗹 reverse						
CONVENTIONS						
4NT: Blackwood  RKCB  other						
4♣ Gerber ⊠ when? Over 1NT Directly						



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Other Conventions

STANDARD SYSTEM CARD         Names:       Sally Murray-White       Helen Snashall         ABF Nos:       143588       132055         Basic System:       Acol		JSTRALIAN BRIDGE FEDERATION INCORPORATED ©
Names:       Sally Murray-White       Helen Snashall         ABF Nos:       143588       132055         Basic System:       Acol       Classification:       Green       Blue       Red       Yellow       Image: State Sta		
OPENING BIDS         Canape         1● 4+Cards (11+ pts)●	Names: Sally Murray-Wh ABF Nos: 143588 Basic System: Acol	ite Helen Snashall 132055
Describe strength, minimum length, or specific meaning       Canape         1● 4+Cards (11+ pts)●		
MEANING/S OR REQUIRE SPECIAL DEFENCE         Fit-Show 1-Round Force Only         Fit-Show 1-Round Force Only         Set State Special Defence         Set Special Defence         Negative doubles through         4H       Responsive doubles through       4H         Jump overcalls       Weak       Unusual N       Minors         1NT overcall (immediate)       15-18HCP       (re-opening)       10-14HCP         Immed cue of minor       Michaels Both Majors       Immed cue of major       Michaels Other Major Plus Minor         Over opponent's 1NT (weak)       X=Penalties 2C Landy (Majors)       Immed cue of major       X=Penalties 2C Landy (Majors)	1 ▲ 4+Cards (11+ pts)) ◆ 4         1 NT       12-14HCP         2 ♠ Stayman:       simple         2 ♠ Strong         2 ♠ Strong         2 ♠ Strong         2 ♠ Weak 6-9HCP 6-Card S         2 ♥ Weak 6-9HCP 6-Card S         2 ♠ Weak 6-9HCP 6-Card S         2 ♠ Weak 6-9HCP 6-Card S         2 ♠ Strong         2 ♥ Weak 6-9HCP 6-Card S         2 ♠ Strong         3 NT         Gambling	+Cards (11+ pts) ♥ 4+Cards (11+ pts) ♠ 4+Cards (11+ pts) ♥ 4+Cards (11+ pts) ♠ 4+Cards (11+ pts) ♣ 4+Card
Jump overcalls     Weak     Unusual NT     Minors       1NT overcall (immediate)     15-18HCP     (re-opening)     10-14HCP       Immed cue of minor     Michaels Both Majors     Immed cue of major     Michaels Other Major Plus Minor       Immed cue of major     Michaels Other Major Plus Minor     X=Penalties     2C Landy (Majors)	MEANING/S	OR REQUIRE SPECIAL DEFENCE
1NT overcall (immediate)15-18HCP(re-opening)10-14HCPImmed cue of minorMichaels Both MajorsImmed cue of majorMichaels Other Major Plus MinorOver opponent's 1NT (weak)X=Penalties2C Landy (Majors)	Negative doubles through	4H Responsive doubles through 4H
Over opponent's 1NT (weak) X=Penalties 2C Landy (Majors)	1NT overcall (immediate)         Immed cue of minor         Mich	15-18HCP (re-opening) 10-14HCP aels Both Majors
Over weak twos     X=F/O	Over opponent's 1NT (weak) Over opponent's 1NT (strong)	X=Penalties 2C Landy (Majors) X=Penalties 2C Landy (Majors)

		RESPONSES TO C	PEN	ING BIDS			
	Describe strength, minimum length or specific meaning						
1 <b>♣</b>	1♦	4+Cards Forcing	2NT	Flat Raise Limit or Strong			
	1♥/♠	4+Cards Forcing	3♣	Value Raise			
	1NT	8-10HCP No Major	3♦	Splinter GF			
	2	Weak Raise	37	Splinter GF			
	2♦	Fit-Show	3♠	Splinter GF			
	27	Fit-Show	3NT	Flat Raise NF			
	2♠	Fit-Show	4 bids	4H/4S To Play			
1♦	1♥/♠	4+Cards Forcing	3♣	Fit-Show			
	1NT	6-9HCP	3♦	Value Raise			
	2	4+Cards 10+HCP	37	Splinter			
	2♦	Raise	3♠	Splinter			
	2♥	Fit-Show	3NT	Flat Raise NF			
	2♠	Fit-Show	4♦	Weak Raise			
	2NT	Flat Raise Limit or Strong	4 Othe	r 4H/4S To Play			
1♥/♠	1NT	6-9HCP	3♠	Fit-Show			
	2	4+Cards 10+HCP	3♦	Fit-Show			
	2♦	4+Cards 10+HCP	3♥/♠	Value Raise (1S-3H Fit-Show)			
	2♥/♠	Raise (1S-2H Natural 10+HCP)	3NT	Flat Raise NF			
	2NT	Flat Raise Limit or Strong	4 <b>♣/♦</b>	Splinter			
2뢒	2♦	Negative or Waiting	2♥/♠	Natural Forcing			
	other						
2♦	2♥	Natural Forcing	3 <b>♣/♦</b>	3C Natural Forcing 3D To Play			
	2♠	Natural Forcing	3♥/♠	Fit-Show			
	2NT	Feature Ask	3NT	To Play			
2♥/♠	2NT	Feature Ask	3NT	To Play			
	3 <b>₫/</b> ♦	Natural Forcing	4 <b>≜</b> /♦	Fit-Show			
	3♥/♠	Raise To Play New Suit Forcing	g4 <b>♥</b> /♠	To Play			
2NT	3	5-Card Major Ask	4 <b>♣</b>	Natural Forcing			
	3♦	Transfer to 3H	4♦	Natural Forcing			
	3♥	Transfer to 3S	4♥	To Play			
	3♠	Natural Forcing	4♠	To Play			
	3NT	To Play	other				

Additional responses to 1NT   3e/3 Slam Try 6-Card Suit   3r/3 Slam Try 6-Card Suit   4 Gerber   4 Gerber   4 Natural Forcing   0 ther slam bidding   Cue Bids   A Asking Bids   0 ther slam bidding   Cue Bids   A Asking Bids   Cue Bids   Asking Bids   Cue Bids   Asking Bids   Cue Bids   Asking Bids   Cue Bids   Asking Bids   Game force   MIT Checkback   Priorities   Defence to 3NT opening   RCO style 2-s   X=16+HCP Other Natural   Cue Asia Contract   Astional Contract   Astional Contract   Astional Contract   Astional Contract   Astional Contract   Ath Suit Forcing   Over Natural Opening X=T/O Other Natural   Cue Astional Contract   Astional Contract   Astional Contract   Astional Contract   Astional Contract   Astional Contract					
3♥/3 Slam Try 6-Card Suit   4 Gerber   4 Natural Forcing   4 To Play   4 Other suits   other Iower 2 unbid suits   Other slam bidding Cue Bids   Asking Bids Game force   Ath Suit Forcing One round   One round Game force   MIT Checkback Priorities   Defence to 3NT opening Iower Natural   RCO style 2-s X=16+HCP Other Natural   Other 2-s Over Natural Opening X=T/O Other Natural   Defence to strong X=Majors 1NT=Minors					
4 Gerber   4 Natural Forcing   4 To Play   0ther slam bidding Cue Bids   Asking Bids					
4 Natural Forcing   4 To Play   4 To Play   4 To Play   Unusual NT: minors   Minors Other suits   other lower 2 unbid suits   other interse   Other slam bidding Cue Bids   Asking Bids interse   Other slam bidding Cue Bids   Asking Bids interse   Other slam bidding Cue Bids   Asking Bids interse   Ath Suit Forcing One round   One round interse   One round interse   Defence to 3NT opening interse   Defence to opening Two's: Multi 2 + X=16+HCP Other Natural   RCO style 2-s X=16+HCP Other Natural   Other 2-s Over Natural Opening X=T/O Other Natural   Defence to strong + X=Majors 1NT=Minors					
4 To Play   4 To Play   4 To Play   Unusual NT: minors   Minors Other suits   other lower 2 unbid suits   other in or other suits   Other slam bidding Cue Bids   Asking Bids					
4 To Play         Unusual NT:       minors       inter suits       lower 2 unbid suits       inter suits         other       inter suits       lower 2 unbid suits       inter suits         Other slam bidding       Cue Bids       Asking Bids       inter suits       inter suits         Other slam bidding       Cue Bids       Asking Bids       inter suits       inter suits       inter suits         Ath Suit Forcing       One round       One round       Game force       inter suits         NT Checkback       Priorities       Priorities       inter suits       inter suits         Defence to 3NT opening       Force       Suits       inter suits       inter suits         RCO style 2-s       X=16+HCP Other Natural       inter suits       inter suits       inter suits         Other 2-s       Over Natural Opening X=T/O Other Natural       inter suits       inter suits       inter suits         Defence to strong ◆       X=Majors       1NT=Minors       inter suits       inter suits       inter suits					
Unusual NT:       minors       intersite       lower 2 unbid suits       intersite         other       other       intersite       intersite       intersite       intersite         Other slam bidding       Cue Bids       Asking Bids       intersite       intersite       intersite         Ath Suit Forcing       One round       Intersite       Game force       intersite         NT Checkback       Priorities       Intersite       intersite       intersite         Defence to 3NT opening       Force       Intersite       intersite       intersite         RCO style 2-s       X=16+HCP Other Natural       intersite       intersite       intersite         Other 2-s       Over Natural Opening X=T/O Other Natural       intersite       intersite         Defence to strong        X=Majors 1NT=Minors       intersite       intersite					
other         Other slam bidding       Cue Bids       Asking Bids       □         4th Suit Forcing       One round       □       Game force       ☑         NT Checkback       Priorities       □       <					
Other slam bidding       Cue Bids       Asking Bids					
Ath Suit Forcing       One round       Game force       ⊠         Ath Suit Forcing       One round       Game force       ⊠         NT Checkback       Priorities       Defence to 3NT opening					
Ath Suit Forcing       One round       Game force       ⊠         Ath Suit Forcing       One round       Game force       ⊠         NT Checkback       Priorities       Defence to 3NT opening					
NT Checkback       Priorities         Defence to 3NT opening         Defence to opening Two's:         Multi 2+ X=16+HCP Other Natural         RCO style 2-s         X=16+HCP Other Natural         Other 2-s         Over Natural Opening X=T/O Other Natural         Defence to strong +         X=Majors         1NT=Minors					
Defence to 3NT opening         Defence to opening Two's:       Multi 2◆ X=16+HCP Other Natural         RCO style 2-s       X=16+HCP Other Natural         Other 2-s       Over Natural Opening X=T/O Other Natural         Defence to strong ◆       X=Majors 1NT=Minors					
Defence to opening Two's:       Multi 2 × X=16+HCP Other Natural         RCO style 2-s       X=16+HCP Other Natural         Other 2-s       Over Natural Opening X=T/O Other Natural         Defence to strong ◆       X=Majors 1NT=Minors					
RCO style 2-s       X=16+HCP Other Natural         Other 2-s       Over Natural Opening X=T/O Other Natural         Defence to strong					
Other 2-s     Over Natural Opening X=T/O Other Natural       Defence to strong <ul> <li>X=Majors 1NT=Minors</li> </ul>					
Other 2-s     Over Natural Opening X=T/O Other Natural       Defence to strong <ul> <li>X=Majors 1NT=Minors</li> </ul>					
Defence to strong   X=Majors 1NT=Minors					
Defence to strong ♠ X=Majors 1NT=Minors					
Lebensohl Over NT interference					
Other uses Opposite Dbl at 2-Level					
Take out of 4 level pre-empts   4€/4◆   X					
4♥ X 4♠ 4NT					

# **OTHER NOTES**

	BASIC RESPONSES		
	Jump raises - minors limit  forcing  other pre-emptive		
	Jump raises - majors limit  forcing  other  pre-emptive		
	Jump shifts after minor opening splinter	Nom	
	Jump shifts after major opening splinter	Name	
	Responses to strong 2 suit opening 2♦ = negative	ABF	
	Responses to 2NT opening $3\Psi$ = forcing all other bids pass or		Syster
correct	PLAY CONVENTIONS	Class	sificatio
	'NT' Versus Notrump 'S' Versus Suit √= Both	Desc	ribe str
	Sequence leads: Overlead all All except AK x (x)		4 11 -
	Underlead conter	1 NT	
	Four or more with an honour 4th highest 🗹 attitude 🔲	2 🜩	Stayma
	3rd/5th other	trar	nsfers
	From 4 small 2nd highest 🗹 other		2 NT
	From 3 cards (no honour) top middle 🗹 bottom 🔲	2 🛳	Game
	Signal on partner's lead: high encourage low encourage	2♦	Weak
	other reverse count	27	5/5 m
	Signal on declarer's lead reverse count	2♠	5/5 bla
	Discards McKenney high encourage low encourage	2 NT	5/5
	odd/even other reverse count	3 NT	Gar

### CONVENTIONS

reverse 🗹

4NT:	Blackwo	od		RKCB	$\boxtimes$	other
4 🛖	Gerber	$\boxtimes$	when?	Over N	T opening	S
			Other C	Conventio	ons	
Crowhurst						

natural

Count

Wonder bids



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ABS AUSTRALIAN BRIDGE FEDERATION							
INCORPORATED ©							
STANDARD SYSTEM CARD							
Names: Cathy Mill Cathie Lachman							
ABF Nos:							
Basic System:       Acol         Classification:       Green ⊠ Blue □ Red □ Yellow □							
Classification: Green Blue Red Yellow OPENING BIDS							
Describe strength, minimum length, or specific meaning Canape							
1							
1 NT         (11)12 - 14         may contain 5 card major         □							
2€ Stayman: simple ⊠ extended □ other							
transfers 2♦ 2♥ 2♥ 2♠ 2♣ 3♣							
2 NT 3♦ other							
2♣ Game Force							
2 Weak in either major or 20-22 balanced							
2♥ 5/5 majors or minors weak							
2   5/5 blacks or reds weak							
2 NT 5/5 ♠ & ♦ or ♥ & ♠							
3 NT Gambling no outside card							
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED							
MEANING/S OR REQUIRE SPECIAL DEFENCE							
2 over 1 forcing to 2NT							
COMPETITIVE BIDDING							
Negative doubles through         4♥         Responsive doubles through         4♥							
Jump overcalls Roman Unusual NT Roman							
1NT overcall (immediate)15 - 18(re-opening)10 - 14							
Immed cue of minor Roman							
Immed cue of major Roman							
Over opponent's 1NT (weak) X = penalties, natural							
Over opponent's 1NT (strong) Natural							
Over weak twos X = takeout Lebensohl							
Over opening threes X = takeout							

		RESPONSES TO (	OPEN	ING BIDS			
	Describe strength, minimum length or specific meaning						
1♣	1♦	4 6+points	2NT	10-12 or 16+ raise			
	1♥/♠	4 6+points	3♣	pre-emptive			
	1NT	6 - 9 points	3♦	splinter			
	2	4+ 6 - 9 points	3♥	splinter			
	2♦	splinter	3♠	splinter			
	27	splinter	3NT	13 - 15 flat raise			
	2♠	splinter	4 bids	splinter			
1♦	1♥/♠	4 6+points	3♣	splinter			
	1NT	6 - 9 points	3♦	pre-emptive			
	2	4+ 10+ points	37	splinter			
	2♦	4+ 6 - 9 points	3♠	splinter			
	2♥	splinter	3NT	13 - 15 flat raise			
	2♠	splinter	4♦	pre-emptive			
	2NT	10-12 or 16+ raise	4 Othe	<sup>r</sup> splinter			
1♥/♠	1NT	6 - 9 points	3♣	splinter			
	2	4+ 10+ points	3♦	splinter			
	2♦	4+ 10+ points	3♥/♠	pre-emptive			
	2♥/♠	4+ 6 - 9 points	3NT	13 - 15 flat raise			
	2NT	10-12 or 16+ raise	4 <b>♣</b> /♦	splinter			
2 🛳	2♦	Negative	2♥/♠	5+ cards 3+ controls			
	other	2NT = 3+ controls no 5 card su	uit				
2♦	27	Pass or correct	3∉/♦	Natural and forcing			
	2♠	Pass or correct	3♥/♠	Pass or correct			
	2NT	Inquiry	3NT	4+/4+ majors			
2♥/♠	2NT	Inquiry	3NT	To play			
	3 <b>∉/</b> ♦	Pass or correct	4 <b>♣/♦</b>	Pass or correct			
	3♥/♠	Pass or correct	4♥/♠	Pass or correct			
2NT	3♠	Pass or correct	4	Pass or correct			
	3♦	Pass or correct	4♦	Pass or correct			
	3♥	Inquiry	4♥	Pass or correct			
	3 <b>≜</b>	Pass or correct	4♠	Pass or correct			
	3NT	To play	other				

#### **CONVENTIONS** Additional responses to 1NT 3∉/3♦ Slam interest 3♥/3 Slam interest 4♠ Gerber 4♦ 4♥ To play 4♠ To play Unusual NT: minors 🗌 other suits lower 2 unbid suits other Touching 2 suiter game force Cue Bids Asking Bids Other slam bidding One round $\Box$ $\boxtimes$ Game force 4th Suit Forcing NT Checkback Priorities Defence to 3NT opening Defence to opening Two's: Multi 2 X = takeout of one of the majors RCO style 2-s X lebensohl Other 2-s X lebensohl Defence to strong 뢒 Wonder bids Over NT interference $\boxtimes$ Lebensohl Other uses When ever possible Take out of 4 level pre-empts 4**∉**/4♦ X 4♥ X 4**≜** 4NT

### **OTHER NOTES**