

#### 4. BASIC RESPONSES

Jump raises - minors	Limit, 4+ cards
Jump raises - Majors	Bergen Raises
Jump shifts after minor opening	Over 1D = Strong with good suit
Jump shifts after Major opening	Strong with good suit
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	Where STR, Puppet Stayman, transfers

#### 5. PLAY CONVENTIONS Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b> Sequences:	Overlead, A/Q - ATT, K - Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	MUD	
In partner's suit	Same	
<b>Discards</b>	Reverse count or attitude	
<b>Count</b>	Reverse	
<b>Signal</b> on partner's lead:	Reverse count or attitude	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? Natural NT bids
<b>Slam Notes</b>	Exclusion Keycard; DOPI over interference		
Cue Bids <input checked="" type="checkbox"/>	Tend to show 1st round controls only		
Asking Bids <input checked="" type="checkbox"/>	Over 1C opening and positive responses and 1 D/H/S - 2NT		

#### 7. OTHER CONVENTIONS

Splinters	
Long suit trial bids	
1C - 1D - 1H = 19+	
1C - 1D - 1H - 1S - 2C = GF	

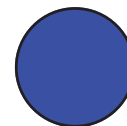
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**AUSTRALIAN BRIDGE  
FEDERATION INC.**



#### STANDARD SYSTEM CARD

ABF Nos.	200115	John Zollo
& Names:	197394	Roger Januszke
Basic System:	Precision	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" 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♣ 16+, 0+	1♥ 11-15, 4+ (usually 5+)	
1♦ 11-15, 4+	1♠ 11-15, 5+	
1NT 12-15 (occasionally 11 NV), balanced	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b>		
2♣ Stayman (WK or STR), may not have major		
2♦ Transfer to Hearts	2♠ Baron	
2♥ Transfer to Spades	2NT WK C or D, STR C or D, or STR C & D	
other		
2♣ 11-15, 6+C, or 5+C with 4 card Major		
2♦ WK 6 card Major, 23-24 HCP Balanced		
2♥ Hearts & minor, 5-5 < 10 HCP (could be 4m if NON VUL)		
2♠ Spades & Another, 5-5 < 10 HCP (could be 4m if NON VUL)		
2NT minors, 5-5, < 10 HCP	3NT Solid m, no outside A/K in 1st/2nd Pos	
other		

#### 2. PRE-ALERTS

Bergen suit Raises to 1M opening	Over Strong C, X = Majors, 1NT = minors
Transfer overcalls over OPPT 1NT	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4S	Jump overcalls	Weak
Responsive doubles through	4S	Unusual NT	Majors or minors
1NT overcall - immediate	15-18	Immediate cue of minor	Other m + M
1NT overcall - re-opening	(11) 12-15	Immediate cue of Major	Other M + m
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	Transfer overcalls (2C = C or D or H & S or D & S, 2D = H (could have longer m), 2H = S (could have longer m), 2NT = both m, 3C = C & H, 3D = D & H)		
X of WK 1NT = Penalties. X of STR 1 NT = C suit			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7, 0+	2♦ 8+, 5+	3♦ 8+, 4-1-4-4
1♥ 8+, 5+	2♥ 8+, 1-4-4-4	3♥ Solid 6m
1♠ 8+, 5+	2♠ 8+, 4-4-4-1	3♠ Solid 6M
1NT 18-13 or 16+, BAL	2NT 14-15, BAL	3NT Solid 7 card C
2♣ 8+, 5+	3♣ 8+, 4-4-1-4	4♣ Solid 7 card D
other 4D = Solid 7 card H, 4H = Solid 7 card S - no outside A or K		
1♦ 1♥ 6+, 4+	2♥ 16+, 5+ (Good suit)	3♥ Splinter
1♠ 6+, 4+	2♠ 16+, 5+ (Good suit)	3♠ Splinter
1NT 6-9, NF	2NT 16+, Support, Gamma	3NT To play
2♣ 10+, 4+	3♣ 16+, 5+ (Good suit)	4♣ RKCB
2♦ 5-9, 4+	3♦ 9-11, 4+	4♦ Pre-emptive
other		
1♥ 1♠ 6+, 4+	2♥ 6-9, 3 card support	3♦ 9-11, 4 card support
1NT 6-9, not 4S, NF	2♠ 16+, 5+ (Good suit)	3♥ 0-6, 4 card support
2♣ 10+, 4+	2NT 16+, Support, Gamma	3♠ Splinter
2♦ 10+, 4+	3♣ 6-9, 4 card support	3NT 13-15, flat raise
other 1H - 4S, 5C, 5D = Exclusion KCB		
1♠ 1NT 6-9, NF	2♠ 6-9, 3 card support	3♥ Splinter
2♣ 10+, 4+	2NT 16+, Support, Gamma	3♠ 0-6, 4 card support
2♦ 10+, 4+	3♣ 6-9, 4 card support	3NT 13-15, flat raise
2♥ 10+, 5+	3♦ 9-11, 4 card support	4♣ Splinter
other 1S - 5C,D,H = Exclusion KCB		
1NT 3♣ 6C to 2 HON, Inv 3NT	3♠ Slam interest in S	4♦
3♦ 6D to 2 HON, Inv 3NT	3NT To Play	4♥ To Play
3♥ Slam interest in H	4♣ Gerber	4♠ To Play
other		
2♣ 2♦ 8+, Enquiry	2NT Invite to 3NT	3♥ Natural, forcing
2♥ Constructive, NF	3♣ 6-9, 3+ C	3♠ Natural, forcing
2♠ Constructive, NF	3♦ Natural, forcing	3NT To Play
other 2C - 4D = RKCB		
2♦ 2♥ Pass or Correct	3♣ Constructive, NF	3♠ Pass or Correct
2♠ Pass or Correct	3♦ Constructive NF	3NT To Play
2NT Ogust (3H/S = Max)	3♥ Pass or Correct	4♣
other		

Notes

2♥ 2♠ Constructive, NF	3♦ Pass or Correct	3NT To Play
2NT Enquiry	3♥ Pre-emptive	4♣ Pass or Correct
3♣ Pass or Correct	3♠	4♥ To Play
other		
2♠ 2NT Enquiry	3♥ Pass or Correct	4♣ Pass or Correct
3♣ Pass or Correct	3♠ Pre-emptive	4♥ Pass or Correct
3♦ Pass or Correct	3NT To Play	4♠ To Play
other		
2NT 3♣ To Play	3♠ One round force	4♦ Pre-emptive
3♦ To Play	3NT To Play	4♥ To Play
3♥ One round force	4♣ Pre-emptive	4♠ To Play
other		

## 9. CONVENTIONS

Unusual NT: SA Michaels

4th Suit Forcing One round  Game force

NT Checkback  Priorities:

Defence to 3NT opening Double with strength

Defence to Opening Twos

Multi 2♦ 2NT = 15-18, X = T/O, 2nd partnership X = T/O, 3rd = Penalties (VTP)

RCO style 2-s

Other 2-s

Defence 1♣

to 1C - X = both Majors, 1/2NT = both minors, other = natural

strong 2♣

♣ Natural

Over 1NT Interference VTP doubles (Values, T/O, Penalties)

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ Double

4♥ Double 4♠ Double (4NT = 2 suiter)

## 10. OTHER NOTES

1NT-2NT-3C-3H = Slam Interest in C, 3S = Slam Intinterest in D, 3NT = Slam Int both m

Our 1NT - OPP bid - VTP doubles apply

Our 1NT - OPP X - XX = 5 card suit, 2 Suit = that suit + higher suit

1D - 1H - 1NT shows 4C, then 1S by responder is 4th suit forcing

1D - 1S - 1NT shows 4H, then 2C by responder is 4th suit forcing

1D - 1H/S - 2C shows 4+D and 4+C, and either m could be longer