	BASIC RES	SPONSES			
Jump raises - minors	limit 🖾 forcing	Other:			
Jump raises - majors	limit  forcing	Other:	Bergen raises	_	
Jump shifts after minor opening	Strong			Name	. 5
Jump shifts after major opening	1H/S -	3C/D: 1H - 2S: 1	S - 3H, Bergen raises	Name	
Responses to strong 2 suit opening	N/A			ABF N	
Responses to 2NT opening	Where strong	and natural, Stay	man, transfers		System:
	PLAY CON	VENTIONS		Classi	ification:
'NT' Versus Notrump	'S' Ve	rsus Suit	= Both	 Descr	ibe strength,
Sequence leads:	Overlead al		All except AK x (x)	1♣	16+, 0+
Underlead	Other: A(/Q)	= Attitude, K = Co	ount	1 NT	12-15,
Four or more with an honour	4th high	est 🔽	attitude	2♣∶	Stayman:
3rd/5th	Other:			Tra	nsfers 2
From 4 small 2nd h	ighest	:			2 NT W
From 3 cards (no honour)	top	middle 🔽	bottom	2♣	11-15, 6+
Signal on partner's lead:	high encourage		low encourage	2♦	Weak 6 ca
Other: See	above under Leads			2♥	Hearts & N
Signal on declarer's lead	Reverse count (w	here signalling)		2♠	Spades &
<b>Discards</b> McKenney	high enc	ourage	low encourage [	2 NT	Minors,
odd/even	Other: I	st discard only, o	dd= enc even= Mck, then	cnt 3 NT	Gamblir
Count natura	reverse	Present co	unt		
	CONVEN	NTIONS			
4NT: Blackwood	☐ RKC	B 🛛 Ot	her: 0/3, 1/4, 2 no QT,	2+Q1	en Major sui
4 <b>♣</b> Gerber ⊠	when? Natural	1 NT and 2NT bio		Trans	sfer overcall
	Other Conventions	3			
1C & +ve, Alpha, Beta, Gamma	ı, Epsilon	1C - 1D - 1H = 1	9+		
Splinters		1C - 1D - 1H - 15	S (0-4) - 2C = GF (2D = 0-	2) Negat	ive doubles t
Long Suit Trial Bids		1D - 2NT - 3C (=	4D) - 3D = numb of hon?	Jump	overcalls
Bergen Major Suit Raises		1D - 2NT - 3D or	nwards = normal Gamma	1NT o	vercall (imme
Transfer Overcals over 1NT		PODI over interf	erence	Imme	d cue of mino
				Imme	d cue of majo
ARC	©ABF Marketing PO Box 397			Over	opponent's 1
	Fyshwick ACT 2609	)		Over	opponent's 1f
KAN	Tel: 02 6239 2265 FAX: 02 6239 1816			Over v	weak twos
	Copyright © BCC 6.3.20.1			Over	nnanina thraa



## AUSTRALIAN BRIDGE FEDERATION INCORPORATED ©

STANDARD STSTEM CARD								
Names: Russel Harn	าร	Roger Januszke						
ABF Nos: 197025		197394						
Basic System: Precision	ion	Brown Stic	cker $\square$					
Classification: Green	n □ Blue ⊠	Red -	/ellow					
	OPEN	ING BIDS						
Describe strength, minimum ler	ngth, or specific meaning		Canape					
1♠ 16+, 0+	1♦ 11-15, 4+	1♥ 11-15, 4+	1♠ 11-15, 5+					
1 NT 12-15, balanced		ma	y contain 5 card major					
2♣ Stayman: sim	ple 🗵 exte	ended U Oth	er: (May not have Major)					
Transfers 2♦ Hearts	S 2♥	Spades	2 <b>♠</b> Baron					
2 NT Weak C or D,	, or Other: S	strong C and/or D						
11-15, 6+ C, or 5+ C and 4 card Major								
Weak 6 card Major, or 23-24 balanced								
Hearts & Minor, 5-5, < 10 HCP								
Spades & Another, 5-	5, < 10 HCP							
2 NT Minors, 5-5, < 10 H	ICP							
3 NT Gambling, solid Mi	nor, no outside A or K i	n 1st or 2nd position						
PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE								
Bergen Major suit raises		Over Precision 1C,	X = Majors, 1NT = Minors					
Transfer overcalls over (thei	r) 1NT		•					
	COMPETI	TIVE BIDDING						
Negative doubles through	4S	Responsive doubles throu	gh 4S					
Jump overcalls Weak			-					
INT overcall (immediate)	15-18	(re-opening)	12-15 (occasionally 11)					
mmed cue of minor	Other Minor & a Maj		,					
mmed cue of major	Other Major & a Min							
Over opponent's 1NT (weak)	-	overcalls						
Over opponent's 1NT (strong)	Transfer							
Over weak twos		Double for T/O, 2NT natural						
Over opening threes		le for T/O, 3NT natural						
Double for 1/O, 5/41 flatard								

		RESPONSES TO O	PENII	NG BIDS	
		Describe strength, minimum length or speci	fic meanir	ng	
1 <b>♣</b>	1♦	0-7, 0+		14-15, no 5 card suit	
	1 <b>♥</b> /♠	8+, 5+	3♠	8+, 4-4-1-4	
	1NT	8-13 or 16+, no 5 card suit	3♦	8+, 4-1-4-4	
	2♠ 8+, 5+		3♥	Solid 6 card Minor	
	2♦	8+, 5+	3♠	Solid 6 card Major	
	2♥	8+, 1-4-4-4	3NT	Solid 7 card C	
	2♠	8+, 4-4-4-1	4 bids	4C = Solid 7 card D, etc	
1♦	1 <b>♥</b> /♠	6+, 4+	3♠	16+, 5+	
	1NT	6-9, no Major	3♦	8-11, 4+	
	2♣	10+, 4+	3♥	Splinter	
	2♦	5-9, 4+	3♠	Splinter	
	2♥	16+, 5+	3NT	To play	
	2♠	16+, 5+	4♦	Pre-emptive	
	2NT	16+, Gamma	4 Other	4C = RKCB in D	
1 <b>♥</b> /♠	1NT	6-9	3♣	6-9, 4 card support	
	2♣	10+, 4+	3♦	9-11, 4 card support	
	2♦	10+, 4+	3 <b>♥/</b> ♠	Raise = 0-6, 4: 1S - 3H = Bergen	
	2♥/♠	Raise = 5-9, 3: 1H - 2S = Bergen	3NT	13-15, flat raise (4 trumps)	
	2NT	16+ , Gamma	4♣/♦	Splinters	
2♣	2♦	8+, Relay	2♥/♠	Constructive, Non-forcing	
	other	2NT = invitation: 2C - 4D = RKCB in C			
2•	2♥	Pass or correct	3♣/♦	Constructive, Non-forcing	
	2♠	Pass or correct	3♥/♠	Pass or correct	
	2NT	Ogust (3H/S = Maximum)	3NT	To play	
2 <b>♥</b> /♠	2NT	Inquiry	3NT	To play	
	3♣/♦	Pass or correct	4♣/♦	Pass or correct	
	3 <b>♥/</b> ♠	Raise = pre-emptive	4 <b>♥</b> /♠	Raise = to play	
2NT	3♣	To play	4♣	Pre-emptive	
	3♦	To play	4♦	Pre-emptive	
	3♥	One round force	4♥	To play	
	3♠	One round force	4♠	To play	
	3NT	To Play	other		

## CONVENTIONS

Additional response	es to 1NT							
3♣/3♦	6C/D, 2 of top 3 hons, invite to 3 NT							
3♥/3♠	Slam interest							
4♣ (	Gerber (0/	3, 1/4)						
4♦								
4♥	To play							
4♠	To play							
Unusual NT:	minors  other suits			lower 2 unbid suits				
other Sou	uth Austra	lian Michael's Cue	Bids					
Other slam bidding		Cue Bids	$\boxtimes$	Asking Bids				
4th Suit Forcing		One round				Game force	$\boxtimes$	
NT Checkback	$\boxtimes$	Priorities	1 <b>♥</b> -1 <b>♠</b> -1	NT-2 <b>♦</b> =min, 2 <b>♥</b> =n	nax, not 3	b		
Defence to 3NT oper	ning	Double w	ith strength					
Defence to opening	Two's:	Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is						
		also for T/O, 3rd is for penalties						
RCO style 2-s								
Other 2-s								
Defence to strong ♣		Double = Majors, 1NT = Minors, other overcalls natural						
Lebensohl		Over NT interfer	ence 🖂					
Other uses								
Take out of 4 level pre-empts		4♣/4♦ Double						
	4♥	Double	4 <b>♠</b> Dou	ble, 4NT = 2 suite	r			
OTHER NOTES								

1H/S - 2NT - 3X - 3NT = No trump loser, cue lowest A/void

1H/S - 2NT - 3X - 3 Agreed Major = We are missing one trump honour, but cue anyhow

1H/S - 2NT - 3X - new suit = Epsilon

1NT - 2NT - 3C - 3H = Slam Interest in C, 3S = SI in D, 3NT = Slam int both Minors

1NT - they bid - X = values, 2nd partnership X = T/O, 3rd = penalties

1NT - they X - XX = 5 card suit, 2 Suit = lower of 4 card suits