	BASIC	RESPON	NSES _		
Jump raises - minors	limit 🗹 fo	rcing $\square$	Other:		
Jump raises - majors	limit  fo	rcing $\square$	Other:	Bergen raises	
Jump shifts after minor opening		Strong			
Jump shifts after major opening		1H/S - 3C/D: 1	1H - 2S: 1S	- 3H, Bergen raises	
Responses to strong 2 suit oper	ning	N/A			
Responses to 2NT opening	Where	strong and na	ıtural, Staym	nan, transfers	
	PLAY C	ONVENT	IONS		
'NT' Versus Notrump		'S' Versus Sui	t	= Both	
Sequence leads:	Ove	rlead all		All except AK x (x)	
Underlead	d Other:	A(/Q) = Attitud	de, K = Cou	nt	
Four or more with an honour	2	Ith highest [	✓ a	ttitude	
3rd/5th	Other:				
From 4 small 2n	nd highest	Other:			
From 3 cards (no honou	ur) top	mi	iddle 🔽	bottom	
Signal on partner's lead:	high enco	urage		low encourage	
Other: S	see above under Lea	ds			
Signal on declarer's lead	Reverse co	ount (where si	gnalling)		
<b>Discards</b> McKenn	ey h	gh encourage		low encourage	
odd/eve	en Oth	ner:			
Count natu	ural reve	rse			
	CON	IVENTIO	NS		
INT: Blackwo	ood	RKCB □	Othe	er: 0/3, 1/4, 2 no QT, 2+QT	
♣ Gerber <sup>[</sup>	when? N	atural 1 NT ar	nd 2NT bids		
	Other Conv	entions			
1C & +ve, Alpha, Beta, Gam	ıma, Epsilon	1C - 1	D - 1H = 19	+	
Splinters		1C - 1	D - 1H - 1S	(0-4) - 2C = GF (2D = 0-2)	
Long Suit Trial Bids		1D - 2	1D - 2NT - 3C (= 4D) - 3D = numb of hon?		
Bergen Major Suit Raises		1D - 2	1D - 2NT - 3D onwards = normal Gamma		
Transfer Overcals over 1NT		DOPI	over interfer	rence	
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	Fyshwick AC				
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## AUSTRALIAN BRIDGE FEDERATION INCORPORA INCORPORATED ©

STANDARD SYSTEM CARD									
Names: John Zollo Roger Januszke									
ABF Nos: 200115 197394									
Basic System: Precision Brown Sticker									
Classification: Green Blue Red Yellow Yellow									
OPENING BIDS									
Describe strength, minimum length, or specific meaning Canape									
1♣ 16+, 0+ 1♦ 11-15, 4+ 1♥ 11-15, 4+ 1♠ 11-15, 5+									
1 NT (11) 12-15, balanced may contain 5 card major									
2♠ Stayman: simple									
Transfers 2♦ Hearts 2♥ Spades 2♠ Baron									
2 NT Weak C or D, or Other: 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									
2♠ Spades & Another, 5-5, < 10 HCP									
2 NT Minors, 5-5, < 10 HCP									
Gambling, solid Minor, no outside A or K in 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 (their) 1NT	Over Precision 1C, X = Majors, 1NT = Minors								
Transfer overcails over (trieir) TNT									
COMPETITIVE BIDDING									
Negative doubles through 4S Responsive doubles through 4S									
Jump overcalls Weak Unusual NT Majors or Minors									
INT overcall (immediate) 15-18 (re-opening) 12-15 (occasionally 11)									
mmed cue of minor Other Minor & a Major, 5-5, weakish									
mmed cue of major  Other Major & a Minor, 5-5, weakish									
Over opponent's 1NT (weak) Transfer overcalls									
Over opponent's 1NT (strong) Transfer overcalls	overcalls								
Over weak twos Double for T/O, 2NT natural									
Over opening threes Double for T/O, 3NT natural	uble for T/O, 3NT natural								

		RESPONSES TO O	PENI	NG BIDS
		Describe strength, minimum length or speci	fic meanir	ng
1 <b>♣</b>	1♦	0-7, 0+	2NT	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	4D = Solid 7 card D, etc
1 <b>♦</b>	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 <b>♥</b> /♠	Constructive, Non-forcing
	other	2NT = invitation: 2C - 4D = RKCB in C		
2•	2♥	Pass or correct	3 <b>♠</b> /♦	Constructive, Non-forcing
	2♠	Pass or correct	3 <b>♥/</b> ♠	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♥/♠	Raise = to play
2NT	3♣	To play	4♣	Pre-emptive
	3♦	To play	4♦	Pre-emptive
	3♥	One round force	4♥	To play
3	3♠	One round force	4♠	To play
	3NT	To Play	other	

## CONVENTIONS

Additional responses 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 <b>◆</b> To play										
Unusual NT: minors $\Box$ other suits $\Box$ lower 2 unbid suits										
other South Australian Michael's Cue Bids										
Other slam bidding Cue Bids Asking Bids										
4th Suit Forcing One round Game force	e 🗆									
NT Checkback Priorities										
Defence to 3NT opening Double with strength										
Defence to opening Two's: Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is	Multi 2♦ 2NT = 15-18, Double for T/O, 2nd Partnership X is									
also for T/O, 3rd is for penalties	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	Double = Majors, 1NT = Minors, other overcalls natural									
<b>Lebensohl</b> Over NT interference										
Other uses										
Take out of 4 level pre-empts 4♣/4♦ Double										
4♥ Double 4♠ Double, 4NT = 2 suiter										
OTHER NOTES										
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