

## 4. BASIC RESPONSES

Jump raises - minors		Other: 3 minor 5-9, 2NT 13+ then short. Jacoby style
Jump raises - Majors		Other: 3♣/3♦ = Bergen
Jump shifts after minor opening	Weak except 2NT	
Jump shifts after Major opening	Bergen - 2NT= Jacoby then shortage, 3M=Extra, 3NT=19 no shortage	
Responses to strong 2 suit open.	2♦ waiting 2NT A + K and no shortage	
Responses to 2NT opening	3♦ force enq.   others Pass or correct	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	A-Attitude K-Count	A-Attitude K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Middle
In partner's suit	middle	middle
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	low encourage except on K leads	
<b>Signal</b> on declarer's lead:	High-Low = Even	
<b>Notes</b>	King leads ask for count   Leads of Q's do not deny K, ask to show attitude	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	4 minor=minorwood	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

## 7. OTHER CONVENTIONS

Jump to 5 major = OUT	4th Suit Game Force
2WCB	..
Puppet after big balanced bids	
Lebensohl	

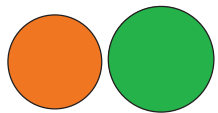
[www.abf.com.au](http://www.abf.com.au)

PDF Form Rev. 13F21 by RoL MyRev.

Copyright © ABF 2013



AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	55239	Andy Sebestyen - April 2016
& Names:	225487	Frank Budai
Basic System:	STANDARD-MYXO2's-BERGEN-PUPPET	
Brown Sticker <input checked="" type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input 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♣ 3+ 11+ Can be less with shapely hands	1♥ 5+ 11+ Can be less with shapely hands	
1♦ 3+ 11+ Can be less with shapely hands	1♠ 5+ 11+ Can be less with shapely hands	
1NT 15-17 occasionally 18 if 4333	may contain 5 card Major <input checked="" type="checkbox"/>	
1NT Responses	2♣ Simple Stayman	Other: less than a GF opposite 15 HCP
2♦ trans to hearts with super accepts	2♠ Minor Suit Stayman	
2♥ trans to spades with super accepts	2NT trans clubs or diamonds	
other 3 cubs Puppet shape ask, 3♦♥ strong requests opener to cue		

2♣ Weak 2 in ♦   weak 5/5 ♥&♠   21-22 balanced   21+ 5+♠   21+♣♦   21+ 4441(♣)	
2♦ Weak 2 in ♥   weak 5/5 ♠&♣   23-24 balanced   21+ 5+♣   21+♥♦   21+ 441(♦)4	
2♥ Weak 2 in ♠   weak 5/5 ♣&♦   25-26 balanced   21+ 5+♦   21+♥♠   21+ 41(♥) 44	
2♠ Weak 3 in ♣   weak 5/5 ♥&♦   27-28 balanced   21+ 5+♥   21+♣♠   21+ 1(♠) 444	
2NT Weak 5/5 ♥♣ or Strong (21+) 5/5 ♥♣	3NT 4 club or 4 diamond preempt
other 3♣= Weak 5/5 ♠♦ or Strong (21+) 5/5 ♠♦    4♣/♦ - nat forc.- partners resp- pass or corr.	

## 2. PRE-ALERTS

2WAYCB    1♣/♦:2NT = 13+	Cue Raises in competition
4th seat no weak openings	Support doubles and redoubles
Bergen raises (on after opps X)	Reverse Drury all seats

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Weak
Responsive doubles through	4♠	Unusual NT	over minor=otr min + either M, over Maj=minors
1NT overcall - immediate	15-18 sys on	Immediate cue of minor	both majors
1NT overcall - re-opening	11-14 system on	Immediate cue of Major	Other major either minor
Over weak twos	Double then Lebensohl	Over opening threes	Double
Over opponent's 1NT	X=5m&4M, 2♣=Bothh M, 2♦=1 major, 2♥=5+♥ 4+!m,, 2♠=5+ 4+m		

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4+Diamonds	2♦ <6 HCP 6+suit	3♦ splint diamonds GF
1♥ 5+HCP 4+ Hearts	2♥ <6 HCP 6+suit	3♥ splint hearts GF
1♠ 5+HCP 4+ Spades	2♠ <6 HCP 6+suit	3♠ splint spades GF
1NT 6-10	2NT 13+ no other suit	3NT to play no major
2♣ 10-12 no other suit	3♣ weak raise with shotage	4♣ Minorwood
other		
1♦ 1♥ 5+HCP 4+ Hearts	2♥ <6 HCP 6+suit	3♥ splint hearts GF
1♠ 5+HCP 4+ Spades	2♠ <6 HCP 6+suit	3♠ splint spades GF
1NT 6-9	2NT 13+ no major suit and fit	3NT 12-14 no major and fit
2♣ 10+ 5+ Clubs	3♣ <6 HCP 6+suit	4♣ Splinter clubs GF
2♦ 10-12 no major suit	3♦ weak raise with shotage	4♦ Minorwood diamonds
other		
1♥ 1♠ 5+HCP 4+ Spades	2♥ 6-9 4 hearts	3♦ 4♥ 10-12 HCP
1NT 5-9 HCP	2♠ <6 6+ Spades	3♥ 0-6 4♥
2♣ 10+ HCP	2NT 13+ 4+♥	3♠ short ♠ GF
2♦ 10+ 4+♦	3♣ 4♥ 7-9 HCP	3NT to play
other		
1♠ 1NT 6-10	2♠ 6-9	3♥ short♥ DF
2♣ 10+ HCP	2NT 13+ 4+♠	3♠ 0-6 4♠
2♦ 10+ 4+ diamonds	3♣ 4♠ 7-9 HCP	3NT to play
2♥ 10+ 5+ hearts	3♦ 4♠ 10-12 HCP	4♣ short clubs spade fit
other		
1NT 3♣ GF puppet enquiry	3♠ natural slam interest	4♦ Minorwood - diamonds
3♦ natural slam interest	3NT to play	4♥ to play
3♥ natural slam interest	4♣ Minorwood - clubs	4♠ to play
other		
2♣ 2♦ Pass or correct	2NT Game Forcing enquiry	3♥ ..
2♥ ..	3♣ ..	3♠ ..
2♠	3♦ ..	3NT
other		
2♦ 2♥ Pass or correct	3♣ ..	3♠
2♠ ..	3♦ ..	3NT
2NT Game Forcing enquiry	3♥ ..	4♣
other		

Notes

2♥ 2♠ Pass or correct	3♦ ..	3NT
2NT Game Forcing enquiry	3♥ ..	4♣ ..
3♣ ..	3♠ ...	4♥ ...
other		
2♠ 2NT Game Forcing Enquiry	3♥ ..	4♣
3♣ Pass or correct	3♠ ..	4♥ ..
3♦	3NT ..	4♠ ..
other		
2NT 3♣ Pass or bid 4♣ if 21+	3♠ ..	4♦ ..
3♦ ..	3NT ..	4♥ ..
3♥ Pass or bid 4♥ if 21+	4♣ ..	4♠ ..
other ..		

## 9. CONVENTIONS

**Unusual NT:** over min=oth min+either M, over Maj=Minors

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities: 2 Way Check Back

**Defence to 3NT opening** Cash top card if defending, 4 cubs= Majors

**Defence to Opening Twos** X= takeout, then 2NT response is Lebensohl

Multi 2♦ X = values, then next X = Take out, then next X = Penalty

RCO style 2-s X = values, then next X = Take out, then next X = Penalty

Other 2-s X = values, then next X = Take out, then next X = Penalty

**Defence to** 1♣ :1NT=5 minor and 4 Major, 2♣=5+/4+ Majors, 2♦ 1 Major,  
**strong** 2♥=5+♥and 4+ minor, 2♠=5+♠ and 4+ minor, 2NT = 5+/5+ minors  
 2♣ : 2NT=5 minor and 4 Major, 3♣=5+/4+ Majors, 3♦ 1 Major, 3NT = 5+/5+ min  
 ♣ 2♣ = Natural

**Over 1NT Interference** lebensohl

**Lebensohl - other uses** weak 2 by opponents and reverses by opener

**Take out of 4 level pre-empts** 4♣/4♦ X= T/O

4♥ X= T/O 4♠ X= T/O 3 suits, 4NT=2suits

## 10. OTHER NOTES

Free bids forcing - therefore X then bid is non forcing

Over our strong balanced openings ; 4 Hearts=minor suits better clubs

: 4 Spades minor suits better diamonds

: 4 NT = minor suits equal length

..