

#### 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 2 minor 10-13, 2NT 14+ then Jacoby
Jump raises - Majors	Preempt	Other: Bergen, fit JS other M
Jump shifts after minor opening	Weak	
Jump shifts after Major opening	Bergen, fit jump shifts=other M	
Responses to strong 2 suit open.	2 ♦ waiting	
Responses to 2NT opening	Puppet, 3♠ = Both minors	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Ace or Queen Att, King count	Ace unblock, King count, Q, att
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle	Top
In partner's suit	top if have shown 3	small if support not show
<b>Discards</b>	Low Encourage	Low Encourage
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	Count on Kings, Attitude on Aces	Attitude on Queens
<b>Signal</b> on declarer's lead:	High-Low = Even	
<b>Notes</b>		

#### 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  when?

##### Slam Notes

Cue Bids   
 Asking Bids

#### 7. OTHER CONVENTIONS

Lebensohl at 3 level after inter to 1NT open	
Blackout after Reverses	

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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos. 734187 Sonny Pang  
 & Names: 225487 Frank Budai - January 2022  
 Basic System: Std - Bergen - 2♦=weak both Majors, 2♥=weak 2 in ♠, 2♠=weak 5/5(4) ♠+min  
 Brown Sticker  Classification: Green  Blue  Red  Yellow

#### 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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 5422 rarely 6322,7222 may contain 5 card Major

1NT Responses 2♣ Simple Stayman Other: less than 10HCP  
 2♦ trans to hearts with super accepts 2♠ trans to clubs with super accepts  
 2♥ trans to spades with super accepts 2NT trans to diamonds with super accepts  
 other 3♣=both minors weak, 3♦=both minors strong

2♣ Game Force any (then 2♦ Wait) or 23-24 Balanced (then puppet 3♣: trans aft 3♦.3♥3♠=min)  
 2♦ (6-10)5(4)♠&5(4)♥, then NT range&shape ask - others to play  
 2♥ (6-9) HCP 6+ spades, then, 2♠ to play, or 2NT requests shortage, others natural non-forcing  
 2♠ (6-9) HCP 5+ spades, 4+ minor, then, new suit pass or correct or, 2NT requests second suit  
 2NT 20-21(22), then puppet 3NT 4 club or 4 diamond preempt  
 other 4 Clubs/diamonds - Texas ♣ to ♥♦ to ♠ (7+ suit no lam interest)

#### 2. PRE-ALERTS

Bergen Raises Cue Raises in competition  
 4th suit game force Support doubles and redoubles  
 Rev Drury after 1 major all seats

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 5♥ Jump overcalls Weak  
 Responsive doubles through 5♥ Unusual NT Over Maj: Both Min || Over 1min=oth min either M  
 1NT overcall - immediate 15-17 sys on Immediate cue of minor both majors  
 1NT overcall - re-opening 9-13 system on Immediate cue of Major Other major either minor  
 Over weak twos Double then Lebensohl Over opening threes Double  
 Over opponent's 1NT All: - X =5+m&4+M, 2♦=Both Majors, 2♣= single suite not ♠, 2♥=6♠  
 2♠=5+S+4+ min

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4 (3)+Diamonds	2♦ weak <6 HCP	3♦ short diamonds GF
1♥ 7+HCP 4+ Hearts	2♥ weak <6 HCP	3♥ short hearts GF
1♠ 7+HCP 4+ Spades	2♠ weak <6 HCP	3♠ short spades GF
1NT 7-10 no 4 Major	2NT 14+ HCP 4+♣ no oth suit	3NT to play
2♣ 10-13 no other suit	3♣ 0-9 HCP big shape	4♣ Minorwood
other		
1♦ 1♥ 5+HCP 4+ Hearts	2♥ weak <6 HCP	3♥ short hearts GF
1♠ 5+HCP 4+ Spades	2♠ weak <6 HCP	3♠ short spades GF
1NT 6-10	2NT 14+HCP 4+♦ no oth suit	3NT to play
2♣ 10+ 5+ Clubs	3♣ weak <6 HCP	4♣ Minorwood clubs
2♦ 10-13 no other suit	3♦ 0-9 HCP big shape	4♦ Minorwood diamonds
other		
1♥ 1♠ 5+HCP 4+ Spades	2♥ 6-9 3 hearts	3♦ 10-12 4 hearts
1NT 6-9	2♠ 13+ Solid suit & fit	3♥ 0-6 4 hearts
2♣ may be art-reverse Drury	2NT 13+ 4+ hearts	3♠ short spades gf
2♦ 10+ 4+ diamonds	3♣ 6-9 4 hearts	3NT to play
other		
1♠ 1NT 6-9	2♠ 6-9	3♥ 13+ Solid suit & fit
2♣ may be art-reverse Drury	2NT 13+ 4+ Spades	3♠ 0-6 4 Spades
2♦ 10+ 4+ diamonds	3♣ 6-9 4 spades	3NT to play
2♥ 10+ 5+ hearts	3♦ 10-12 4 spades	4♣ short clubs spade fit
other		
1NT 3♣ Minors weak	3♠ short ♠	4♦ Minorwood - diamonds
3♦ minors slam interest	3NT to play	4♥ to play
3♥ short ♥	4♣ Minorwood - clubs	4♠ to play
other		
2♣ 2♦ Waiting	2NT 9+ balanced	3♥
2♥ natural forcing	3♣ natural forcing	3♠ to play
2♠ natural forcing	3♦ natural forcing	3NT to play
other		
2♦ 2♥ To Play	3♣ Natural NF	3♠ To play
2♠ To Play	3♦ Natural NF	3NT To play
2NT Forcing enq	3♥ To Play	4♣
other		

Notes

2♥ 2♠ Natural to play	3♦ Natural Non Forcing	3NT to play
2NT Forcing shortage ask	3♥ Natural Non Forcing	4♣ short clubs
3♣ Natural Non Forcing	3♠ To play	4♥ Short ♥
other		
2♠ 2NT Forcing ask 2nd suit	3♥ Pass or correct	4♣ short clubs
3♣ Pass or correct	3♠ To play	4♥ short hearts
3♦ Pass or correct	3NT to play	4♠ to play
other		
2NT 3♣ Puppet stayman	3♠ 4+♣&4+♦	4♦ minorwood diamonds
3♦ transfer hearts	3NT to play	4♥
3♥ transfer spades	4♣ Minorwood clubs	4♠
other 4NT =quantitative		

## 9. CONVENTIONS

**Unusual NT:** Over M: Both min || Over 1min=oth min either M

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

**NT Checkback**  Priorities: To way-2clubs forces 2 diamonds, 2 diamonds=game force

**Defence to 3NT opening** Cash top card if defending, 4 clubs= Both Majors, 4♥/♠ to play

**Defence to Opening Twos** X= take out then 2NT response is Lebensohl

Multi 2♦ X = Values, 2nd X = T/O , 3rd X = pen

RCO style 2-s X = Values, 2nd X = T/O , 3rd X = pen

Other 2-s X = Values, 2nd X = T/O , 3rd X = pen

**Defence** Over 1♣: X= ♣ or other 3 suits, 1♦♥♠ = Natural or the other 3 suits, 1NT=5m+4M

**to** 2♣=1 Suit not ♠, 2♦=both maj, 2♥=6♠, 2♠=5+♠&4+ min, 2NT= 2 any suits not ♠

**strong** Over 2♦ X= Majors, 2♣ = 1 suit not ♠, 2♥= 6♠, 2NT= 2 any suits

♣ 3♣= Majors, 3♦♥♠ = Natural or the other 3 suits

**Over 1NT Interference** lebensohl (2NT,3♣= transfer)

**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

## 10. OTHER NOTES

Cue in competition=Forcing 1 round only and support for partners suit,

Raise in competitive auctions not forcing

Where we have bid 3 suits only 4th suit is game forcing any other bid is non forcing