

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: 2 minor 10-13, 2NT 14+ then Jacoby
Jump raises - Majors	Preempt	Other: Bergen, 2 clubs reverse Drury, fit JS other M
Jump shifts after minor opening	Natural 0-5 6+ suit	
Jump shifts after Major opening	Bergen,	
Responses to strong 2 suit open.	2♥ waiting	
Responses to 2NT opening	Puppet, 3♠ = 5♥+4♠	

## 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>	Odd/Even	Odd/Even
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Count on Kings, Attitude on Aces	Attitude on Queens
<b>Signal</b> on declarer's lead:	Reverse	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	4 minor = minorwood, if auction has created a GF,	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input checked="" type="checkbox"/>		

## 7. OTHER CONVENTIONS

Lebensohl after inter to 1NT open	
Lebensohl after Reverses	2♣:2NT: 3♣=9-10 Any then
	3♦=inquiry Then 3♥=5♥/4♠    3♠=5♠/4♥
	2♣::2NT: 3♦=9-10 5♥&5♠
	2♣::2NT: 3♥=5-8 5♥&4♠    3♠=5-8 5♠&4♥
	2♣::2NT: 4♣=5-8 6♥&4♠    4♦=5-8 6♠&4♥

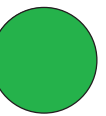
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	375901	Theo Mangos	2♣ Both Majors <Open values
& Names:	225487	Frank Budai - March 2018	2♦ Game Force
Basic System:	2/1 GF - Bergen - Puppet over NT - 2♥=weak 2 in ♠, 2♠=weak 5/5(4) ♠+min		
Brown Sticker <input 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♣ 2+ 11+ Can be less with shapely hands	1♥ 5+ 11+ Can be less with shapely hands	
1♦ 4+ 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 <input checked="" type="checkbox"/>	
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♣=Puppet enq, 3♦=5♥&♠ 6-8 HCP, 4NT quantitative, 4♣/♦- minorwood in suit bid		
2♣ (6-10)5(4)♠&5(4)♥, then 2NT range&shape ask : 2♦=no pref - others to play - in 4th GameF		
2♦ GF any then 2♥ waiting - In 4th 8.5 tricks in ♦		
2♥ (6-9) HCP 6+ spades, then, 2♠ to play, or 2NT req. short, others nat NF     in 4th 8.5 tr in ♥		
2♠ (6-9) HCP 5+ spades, 4+min, then, newS P/C or, 2NT req sec suit     in 4th 8.5 tr in ♠		
2NT 20-21(22), then Puppet	3NT 4 club or 4 diamond preempt	
other 4♣/4♦ - tr ♣ to ♥♦ to ♠ Vul 4.5-5 losers, Non-Vul 5-5.5 losers. and Max to 14HCP.		

## 2. PRE-ALERTS

Bergen     0314	Cue Raises in competition
4th suit game force	Support doubles and redoubles
Rev Drury after 1 major all seats	Walsh 1NT rebid then Two Way Checkback

## 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	(strong): X=5+m&4+M, 2♣=Both Majors, 2♦=♥ or ♠ single suite		
2♥=5+ ♥&4+min, 2♠=5+♠&4+ min, 2NT= both minors    ( Weak): X=14+, 2♣ ♥&♠, others nat.			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+HCP 4 (3)+Diamonds	2♦ 0-5 6+♦	3♦ short diamonds GF
1♥ 5+HCP 4+ Hearts	2♥ 0-5 6+♥	3♥ short hearts GF
1♠ 5+HCP 4+ Spades	2♠ 0-5 ++♠	3♠ short spades GF
1NT 7-10 (11) no 4 Major	2NT 13+ HCP 4+♣ no oth suit	3NT to play
2♣ 10-12 no other suit	3♣ 0-9 HCP big shape	4♣ Minorwood
other		
1♦ 1♥ 5+HCP 4+ Hearts	2♥ 0-5 6+♥	3♥ short hearts GF
1♠ 5+HCP 4+ Spades	2♠ 0-5 6+♠	3♠ short spades GF
1NT 6-10 (11) no major	2NT 13+HCP 4+♦ no oth suit	3NT 11-14 bal not 4♦
2♣ 13+ 5+ Clubs	3♣ 6♣ 10-12 HCP	4♣ Slam interest- req cue
2♦ 10-12 no other suit	3♦ 0-9 HCP big shape	4♦ Minorwood diamonds
other		
1♥ 1♠ 5+HCP 4+ Spades	2♥ 7-9 3 hearts	3♦ 10-12 4 hearts
1NT 6-11 not 100% forc	2♠ 13+ Solid suit & fit	3♥ 0-6 4 hearts
2♣ may be artif.- rev Drury	2NT 13+ 4+ hearts	3♠ any splinter 11-13
2♦ 10+ 4+ diamonds	3♣ 6-9 4 hearts	3NT GF with ♠ splint
other 4♣ 4♦ 14+ splinter 4♠ = RKC in ♥		
1♠ 1NT 5+ Forcing	2♠ 8-10	3♥ 13+ Solid suit & fit
2♣ may be artif rev. Drury	2NT 13+ 4+ Spades	3♠ 0-6 4 Spades
2♦ 12+ 4+ diamonds	3♣ 7-9 4 spades	3NT 10-13 Any shortage
2♥ 12+ 5+ hearts	3♦ 10-12 4 spades	4♣ short clubs spade fit
other 4♣ 4♦ 4♥ 14+ spliter 4NT RKC		
1NT 3♣ Pupp	3♠ short ♠	4♦ Minorwood - diamonds
3♦ 5/5 Majors 6-8	3NT to play	4♥ RKC in ♥
3♥ short ♥	4♣ Minorwood - clubs	4♠ RKC in ♠
other 4NT Quantatative		
2♣ 2♦ No pref	2NT Forc Enq	3♥ to play
2♥ natural non forcing	3♣ natural non forcing	3♠ to play
2♠ natural non forcing	3♦ natural fnon orcing	3NT to play
other		
2♦ 2♥ Waiting	3♣ ..	3♠ ..
2♠ ..	3♦ ..	3NT ..
2NT ..	3♥ ..	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 4♦ = Shortage		
2♠ 2NT Forcing ask 2nd suit	3♥ Natual Non Forcing	4♣ short clubs
3♣ Pass or correct	3♠ To play	4♥ short hearts
3♦ Pass or correct	3NT to play	4♠ to play
other 4♦ short ♦		
2NT 3♣ Pupp	3♠ 4+♣&4+♦	4♦ minorwood diamonds
3♦ trans ♥ then 3♠=5♥4♠	3NT to play	4♥ RKC in ♥
3♥ transfer spades	4♣ Minorwood clubs	4♠ RKC in ♠
other 4NT =quantatative, - 2NT:3♦(tras ♥):3♠ = 2♥&5♠		

## 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 the 2NT response is Lebensohl

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

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

Other 2-s X = t 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♣=both maj, 2♦=1 Maj, 2♥=5+♥&4+min, 2♠=5+♠&4+ min, 2NT= 2 any suits

**strong** Over 2♣: X= Majors, 2♦♥♠ = Natural or the other 3 suits, NT= 2 any suits

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

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

**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 actions not forcing

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

4th Position re-opening: 1NT= (9)10-12(13), X=13+, suit <13, 2NT=20-21 (sys on)