

4. BASIC RESPONSES

Jump raises - minors	Inverted (3)4-6	Other: 4-6 vul, 3-6 nonvul
Jump raises - Majors	Limit 7-9	Other: 4 card support
Jump shifts after minor opening	Mini.SPL [void or singleton, 4+ support]	
Jump shifts after Major opening	Mini.SPL [void or singleton, 4+ support]	
Responses to strong 2 suit open.	After 2♣ or 2♦ - see inside	
Responses to 2NT opening	3♣ Mod.Puppet Stayman, 3♦/♥ transfers, 3♠=5+♣&5+♦	

5. PLAY CONVENTIONS

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Underlead	Journalist style - See 5.LJ
Four or more with an honour	3rd(even)/Low(odd), ...& >>	>> also some 4th (eg.AJ94)
From 4 small	2nd Highest	
From 3 cards (no honour)	Middle	Top
In partner's suit	Standard	
Discards	Low Encourage	
Count	Low/High=EVEN	
Signal on partner's lead:	1.see→5.L2 2.Low Enc	1.→5.L1 2.→5.L2 3.Low Enc
Signal on declarer's lead:	Optional count	
Notes	→5.L1: Unblock if safe, else show count if A Q lead	
	→5.L2: On Opening lead : high even > lower suit, high odd > higher suit	
	→5.LJ: A=drop H else count, K asks ATT, Q=drop JT9 else count, J=top, T/9/8=top or 3 rd	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	mRKCB, DOPI, ROPI	Grand Slam Force
Cue Bids <input checked="" type="checkbox"/>	Cue A before K	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Transfers over own NT; cue-ASKs	Reverse Drury 2♣ if passed
Mod.Puppet Stayman 3♣ (3♥= no 4+M)	SuperAccept of TRF - only if <u>top of range</u>
Baron 3♣ Ogust; Support doubles ;	Inverted Minor raises [OFF if O/C >1♠]
Crowhurst 2♣ enq. after 1N rebid (12-16)	Extended Rubinsohl [See →10.3]
Swedish Jacoby 2N response to 1♥/1♠	void- and mini-SPL inters LM & NLM

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→7.1. 1♣-2♣ = ♣&♥/♠; 1♦-2♦ = ♦&♥

My abbreviations:

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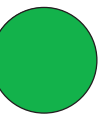
M G/T NV TRF FG SPL RESP ATT

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m S/T V BAL PRE NAT T/O H O/C



**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	141615		Rex	LIVINGSTON	
& Names:	347027		Paul	HILL	
Basic System:	4 card ACOL				
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♣	11+, 4 -- may have 5+♣&5♠	1♥ 11+, 4
1♦	11+, 4	1♠ 11+, 4
1NT	12-14 [14-16 in 3 rd seat] BAL	may contain 5 card Major <input type="checkbox"/>
1NT Responses	2♣ Simple Stayman	Other: Shows 0+ points.
2♦ TRF ♥		2♠ RangeProbe or TRF ♣ (See #1)
2♥ TRF ♠		2NT TRF ♦ (longer minor)
other	See INSIDE - LEFT page	#1. After 2♠: 2NT=min, 3♣=Better
2♣	Strong, virtual FG or 23+ BAL (2♥ RESP denies QQ)	
2♦	19-20 BAL (no 5+major) OR 8 play.tricks in any suit -- 2♥=wait, 2♠=weak any 1 suit	
2♥	6-10 [11-14/15 in 4 th seat], 6-7♥, 1-4♠, no void -- (2NT= Ogust)	
2♠	6-10 [11-14/15 in 4 th seat], 6-7♠, 1-4♥, no void -- (2NT= Ogust)	
2NT	21-22 BAL -- 3♣= Mod.PUP	3NT Specific Ace Ask (4♣=none)
other		

2. PRE-ALERTS

1. 2♦ opening - always strongish	3. Simple overcalls up to 2NT often
2. First DBL often [19+ BAL *or* 1 unlimited unspecified 5+ suit]	show TWO known 4+ suits (ALERTED): ♣=♣+M; ♦=♦+♥; ♥=♥+♠; ♠=♠+♦

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Intermed.(13-18) [Weak if passed hand]
Responsive doubles through	4♠	Unusual NT	6-25, 5+♣&5+♦
1NT overcall - immediate	15-18 SYS ON	Immediate cue of minor	10+, 4+/4+, NAT+M →7.1
1NT overcall - re-opening	15-18 SYS ON	Immediate cue of Major	6-25, 6+/4 in minors
Over weak twos	OPT X then Rev.lebensohl	Over opening threes	Optional X
Over opponent's 1NT	1NT defence -- Modified Mohan		2♣= 4+♥&4+♠;
	2♦/♥=Canapé TRF; 2♠=5♠&4+minor; 2NT=♣&♦; 3♣/♦=NAT 3♥/♠=PRE		
	(Weak: <15) X=Penalty 15+		(Strong: 15+) X=1 suited

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+, 4+♦	2♦ 8+, Mini.SPL →8.2	3♦ 9+, Void.SPL →8.3
1♥ 5+, 4+♥	2♥ 8+, Mini.SPL	3♥ 9+, Void.SPL
1♠ 5+, 4+♠	2♠ 8+, Mini.SPL	3♠ 9+, Void.SPL
1NT 7-9, 4+♣ → #2	2NT 16+, 4+♣, No 4+Major	3NT 13-15, To Play
2♣ 10-15, 4+♣ →8.1	3♣ 4-6 V, 3-6 NV, 4+♣	4♣ RKCB[♣]
other 4♥/♠=NAT PRE	→ #2 In competition: 1NT = 7-10 Stopper optional	
1♦ 1♥ 5+, 4+♥	2♥ 8+, Mini.SPL	3♥ 9+, Void.SPL
1♠ 5+, 4+♠	2♠ 8+, Mini.SPL	3♠ 9+, Void.SPL
1NT 6-9 no 4+M *or* → #1	2NT 16+, 4+♦, No 4+Major	3NT 13-15, To Play
2♣ 9+, 4+♣	3♣ 8+, Mini.SPL	4♣ 9+, Void.SPL
2♦ 10-15, 4+♦ →8.1	3♦ 4-6 V, 3-6 NV, 4+♦	4♦ RKCB[♦]
other 4♥/♠=NAT PRE	→ #1 1NT may be 7-9 raise 4+♦	
1♥ 1♠ 5+, 4+♠	2♥ 5-8(9), 3+♥	3♦ 9+, Mini.SPL
1NT 6-9, <4♠	2♠ 9+, Mini.SPL	3♥ 7-9, 4+♥
2♣ 9+, 3+♣ *or* Drury→8.4	2NT 4+♥ → #3	3♠ 9+, Void.SPL
2♦ 9+, 4+♦	3♣ 9+, Mini.SPL	3NT 13-15, 2+4+2+2+, F4♥
other → #3 2NT is Swedish Jacoby, 10-12 or 16+ raise		
1♠ 1NT 5-8, 0-2♠	2♠ 5-8(9), 3+♠	3♥ 9+, Mini.SPL
2♣ 9+, 3+♣ *or* Drury→8.4	2NT 4+♠ → #3	3♠ 7-9, 4+♠
2♦ 9+, 4+♦	3♣ 9+, Mini.SPL	3NT 13-15, 4+2+2+2+, F4♠
2♥ 9+, 5+♥	3♦ 9+, Mini.SPL	4♣ 9+, Void.SPL
other → #3 2NT is Swedish Jacoby, 10-12 or 16+ raise		
1NT 3♣ → #7	3♠ → #7	4♦ RKCB(♦)
3♦ → #7	3NT To Play	4♥ To Play
3♥ → #7	4♣ RKCB(♣)	4♠ To Play
other → #7 3x = NAT S/T -- then 3NT=neg, else step CTRL RESP 0-3,4,5..		
2♣ 2♦ QQ++	2NT ♥>=AJxxx	3♥ N/A
2♥ <QQ	3♣ ♣>=AJxxx	3♠ N/A
2♠ ♠>=AJxxx	3♦ ♦>=AJxxx	3NT N/A
other A>QK>QQ>JK>Q+4J	If interference - P= QQ+, X/XX= <QQ	
2♦ 2♥ WAITING → #8	3♣ N/A	3♠ N/A
2♠ 0-4, 5+ ANY suit → #9	3♦ N/A	3NT N/A
2NT N/A	3♥ N/A	4♣ N/A
other → #8. 2♦-2♥; 2NT-3♣ = Baron; → #9. 2♦-2♠; 2NT-3♣ = NAT		

Notes →8.1 1m-P-2m, when inverted, **may conceal ONE** 4 card Major

→8.2 **Mini.SPL** = 0-1 suit, 4+ support, G/T →8.3 **Void.SPL** = Void suit, 4+ support, S/T

→8.4 **Reverse Drury** only used by **passed** hand

2♥ 2♠ NAT Forcing	3♦ NAT Forcing	3NT To Play
2NT Ogust enquiry	3♥ To Play (PRE)	4♣ SPL
3♣ NAT Forcing	3♠ SPL	4♥ To Play (any range)
other		
2♠ 2NT Ogust enquiry	3♥ NAT Forcing	4♣ SPL
3♣ NAT Forcing	3♠ To Play (PRE)	4♥ SPL
3♦ NAT Forcing	3NT To Play	4♠ To Play (any range)
other		
2NT 3♣ Mod.Puppet Stayman	3♠ 5♣&5♦ → #5	4♦ RKCB[♦]
3♦ TRF 3♥	3NT To Play	4♥ To Play
3♥ TRF 3♠	4♣ RKCB[♣]	4♠ To Play
other → #5 After 3♠, 4m=RKCB[m]		

9. CONVENTIONS

Unusual NT: 2NT over 1♥/♠ = 5+♣ & 5+♦, wide range

4th Suit Forcing One round 1♠ is 4SF Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos 2NT = 16-19 BAL Leaping Michaels

Multi 2♦ X=15+ takeout then Reverse lebensohl

RCO style 2-s

Other 2-s X=15+ T/O then Reverse lebensohl (then 2NT=good hand)

Defence 1♣ or 2♣ **Simple overcalls often show Two specific 4+ Suits**

to DBL usually 1 suited OR 19+ BAL

strong

♣

Over 1NT Interference rubinsohl [Extended] →Note 10.3

Lebensohl - other uses Reverse lebensohl after we X 2 level openings

Take out of 4 level pre-empts 4♣/4♦

4♥ CvX(→Note10.2), 4NT 2 suited; 4♠ CvX(→Note10.2), 4NT 2 suited

10. OTHER NOTES

Non-Leaping Michaels over 3Major openings

→10.2. CvX: Convertible Values Double (eg. 18+ in other suits)

→10.3. rubinsohl EXTENDED: After 1N-O/C or 1N-X:

X=T/O; XX=To Play; 2♣♦♥♠=NAT NF; 2NT, 3♣♦♥=TRF; 3♠=minors

1N-X-P = any 4441 4432 or 4333 shape

1N-X-P-P-XX = any 4432 shape

1N-X-P-P-2any = NAT NF