

#### 4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	Fit showing	
Jump shifts after Major opening	Fit showing	
Responses to strong 2 suit open.	N/A	
Responses to 2NT opening	5 card puppet stayman	

#### 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead All	Overlead, A,Q-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	Top (supported); 3rd (unsupported)	Top (supported); 3rd (unsupported)
<b>Discards</b>	See Note #	See Note #
<b>Count</b>	Low-High = Even	Low-High = Even
<b>Signal</b> on partner's lead:	Reverse attitude/count	Reverse attitude/count
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b> First: Odd/even, Other: Reverse count		

#### 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 1430	4♣ Gerber <input type="checkbox"/> when?
<b>Slam Notes</b>	DOPI and ROPI	
Cue Bids <input checked="" type="checkbox"/>	1st/2nd	
Asking Bids <input type="checkbox"/>		

#### 7. OTHER CONVENTIONS

Blackout	
1NT (X) XX: Any 44 weak	1X-1Y-1Z
Change of suit forcing	
1X-1Y-1Z	

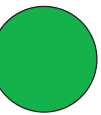
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AUSTRALIAN BRIDGE  
FEDERATION INC.



#### STANDARD SYSTEM CARD

ABF Nos.	149497	Robbie van RIEL
& Names:	157627	David HOFFMAN
Basic System:	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♣ 10- ; 3+	1♥ 10- ; 4+	
1♦ 10- ; 4+	1♠ 10- ; 5+	
1NT 12-14	may contain 5 card Major <input type="checkbox"/>	
<b>1NT Responses</b> 2♣ Stayman	Other:	
2♦ 5+♥	2♠ 5+♣	
2♥ 5+♠	2NT 5+♦	
other 3 suit: 6+suit, slam try		
2♣ 23-24 balanced; or Game Force		
2♦ 6-10, 6 major		
2♥ 5-9, 5♥, 4+ minor		
2♠ 5-9, 5♠, 4+ monor		
2NT 20-22 balanced	3NT Gambling	
other		

#### 2. PRE-ALERTS

Cue raises: Limit raise or better	Leaping/nonleaping Michaels
Fit showing jumps	
(2♦ European) X	

#### 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♥	Jump overcalls	Weak
Responsive doubles through	4♥	Unusual NT	55 lowest
1NT overcall - immediate	15-18	Immediate cue of minor	Majors
1NT overcall - re-opening	11-14	Immediate cue of Major	Other major + minor
Over weak twos	X + lebensohl	Over opening threes	X
Over opponent's 1NT	2♣: Majors; 2♦: Single Major; 2M: 5+ and 4+ minor		
[X of strong:: 4+ major and 5+ minor]			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5-, 4+♦	2♦ Fit showing, 9-	3♦ Splinter, 9-13 or 18-
1♥ 5-, 4+♥	2♥ Fit showing, 9-	3♥ Splinter, 9-13 or 18-
1♠ 5-, 4+♠	2♠ Fit showing, 9-	3♠ Splinter, 9-13 or 18-
1NT 5-9	2NT Raise, 15-, denies major	3NT Raise, 12-14, denies major
2♣ 9-, 5+♣	3♣ Preemptive	4♣ Minorwood
other		
1♦ 1♥ 5-, 4+♥	2♥ Fit showing, 9-	3♥ Splinter, 9-13 or 18-
1♠ 5-, 4+♠	2♠ Fit showing, 9-	3♠ Splinter, 9-13 or 18-
1NT 5-9 bal	2NT Raise, 15-, denies major	3NT Raise, 12-14, denies major
2♣ 9-, 4+♣	3♣ Fit showing, 9-	4♣ Splinter, 9-13 or 18-
2♦ 9-, 4+♦	3♦ Preemptive	4♦ Minorwood
other		
1♥ 1♠ 5-, 4+♠	2♥ 5-9, 3 support	3♦ Fit showing, 9-
1NT 5-9 bal	2♠ Fit showing, 9-	3♥ Preemptive
2♣ 9-, 4+♣	2NT 4+♥, various	3♠ Splinter, 9-13 or 18-
2♦ 9-, 4+♦	3♣ Fit showing, 9-	3NT 12-14, bal, 4♥
other		
1♠ 1NT 5-9 bal	2♠ 5-9, 3 support	3♥ Fit showing, 9-
2♣ 9-, 4+♣	2NT 4+♠, various	3♠ Preemptive
2♦ 9-, 4+♦	3♣ Fit showing, 9-	3NT 12-14, bal, 3♠
2♥ 9-, 4+♥	3♦ Fit showing, 9-	4♣ Splinter, 9-13 or 18-
other		
1NT 3♣ 6+♣	3♠ 6+♠	4♦ 55 majors, no slam
3♦ 6+♦	3NT To play	4♥ To play
3♥ 6+♥	4♣ Gerber	4♠ to play
other		
2♣ 2♦ Neg, or waiting	2NT 10-, balanced	3♥ 7-9, 5+♠ to 2/3 honours
2♥ 5+♥, 3+ controls	3♣ 5+♣, 3+ controls	3♠ Minors, slam interest
2♠ 5+♠, 3+ controls	3♦ 5+♦, 3+ controls	3NT 5♠, 4♥, slam interest
other		
2♦ 2♥ Correctable	3♣ To play	3♠ Correctable
2♠ Correctable	3♦ To play	3NT To play
2NT Ask	3♥ Correctable	4♣
other		

Notes

2♥ 2♠ 5+♠, forcing	3♦ To play	3NT To play
2NT Enquiry	3♥ Preemptive	4♣
3♣ P/C	3♠	4♥
other		
2♠ 2NT Enquiry	3♥ 5+♥, forcing	4♣
3♣ P/C	3♠ Preemptive	4♥
3♦ To play	3NT To play	4♠
other		
2NT 3♣ 5 card puppet stayman	3♠ Minors, slam interest	4♦ 6+♦, RKCB
3♦ 5+♥	3NT To play	4♥ 6+♥, no slam
3♥ 5+♠	4♣ 6+♣, RKCB	4♠ 6+♠, no slam
other		

## 9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round

Game force

NT Checkback  Priorities: Majors

Defence to 3NT opening

Defence to Opening Twos X + lebensohl

Multi 2♦ 2♥,♠: Takeout + lebensohl; X: Overcall in a major

RCO style 2-s X + lebensohl

Other 2-s

Defence TWERB

to

strong 2♣ : X: Majors; 2NT: Minors

♣

Over 1NT Interference lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts

4♣/4♦

4♥

4♠

## 10. OTHER NOTES