

## 4. BASIC RESPONSES

Jump raises - minors	Limit, 10-12 HCP, 4(5)+ cards
Jump raises - Majors	Limit, 10-12 HCP, 4+cards
Jump shifts after minor opening	Natural, weak at 2lvl, Splinter at 3lvl
Jump shifts after Major opening	Natural, weak at 2lvl, Splinter at 3lvl
Responses to strong 2 suit open.	Step control to 3D, 3M = solid 6+ <3 cont, 3NT = 9+ bal <2 cont
Responses to 2NT opening	3♣ = p/stay, 3♦♥ = trans, 3S = minor stayman

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A-Attitude K-Count	Overlead, 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)	MUD	MUD
In partner's suit	As above	As above
<b>Discards</b>	Low encourage, reverse count	Low encourage, reverse count
<b>Count</b>	Reverse (low-high = even)	
<b>Signal</b> on partner's lead:	Reverse count	
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b> Present count		

## 6. SLAM CONVENTIONS

4♣ Gerber <input checked="" type="checkbox"/>	2NT:4♣
4NT: Blackwood <input checked="" type="checkbox"/> RKCB 3014 Kickback	
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Italian cues	

## 7. OTHER CONVENTIONS

Step enquiry are 2C rebid	Step enquiry after opener raises 1M to 2M
Blackout (lower of 4th suit and 2NT)	

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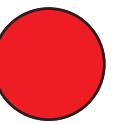
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**AUSTRALIAN BRIDGE  
FEDERATION LTD.**

## STANDARD SYSTEM CARD



ABF Nos. 229342 Nicolas Croft  
& Names: 332471 Philip Markey

Basic System: Outback Acol

Brown Sticker  Classification: Green  Blue  Red  Yellow

**1. OPENING BIDS** Describe strength, min.length, or specific meaning Canapé

1♣ 9+ HCP, 2+♣ (may have up to 6♦) 1♥ 9+ HCP, 5+♥

1♦ 9+ HCP, 4+♦ (unbalanced) 1♠ 9+ HCP, 5+♠

1NT (9)10-13(14) 1st/2nd, 20-21 3rd/4th may contain 5 card Major

1NT Responses 2♣ Simple stayman	
2♦ Transfer to ♥	2♠ Baron shape enquiry (GF)
2♥ Transfer to ♠	2NT Transfer to ♣/♦
(Dbl) XX to play, / asks pd to XX, Lebensohl other	

2♣ Gameforcing - either 23+ Bal or distributional  
 2♦ Weak, 0-9 HCP, 4+♦, 4+♠ (1st 2nd) / Wide-ranging, 0-15 HCP, (5)6+♦ (3rd/4th)  
 2♥ Weak, 0-9 HCP, 4+♥, 4+♠ (1st 2nd) / Wide-ranging, 0-15 HCP, (5)6+♥ (3rd/4th)  
 2♠ Weak, 0-9 HCP, 4+♠, 4+♣ (1st 2nd) / Wide-ranging, 0-15 HCP, (5)6+♠ (3rd/4th)  
 2NT 20-22 HCP (1/2), 22-23 HCP (3/4), Bal 3NT Sld minor no out A/K (1/2), To play (3/4) other

## 2. PRE-ALERTS

Overcalls can be very weak HCP are only a guide, judgment rules  
 Transfer responses to 1♣ opening 1M:2C artificial (3-way)  
 3rd/4th openings wide ranging Ghestem (3♣ (3♦ over 1♦) 5+/5+ highest)

## 3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru 4♣  
 Responsive DBL thru 4♣

Jump overcalls Intermediate (10-15ish) Unusual NT Lowest unbid 5+/5+  
 1NT overcall: (immediate) 15-18 (re-opening) 11-14

Immediate cue: (minor) Highest + lowest 5+/5+ (Major) Highest + lowest 5+/5+

**Over:** Weak Twos X = t/o + leb Opening Threes X = t/o

Opponent's transfers 1 lvl: shows an overcall in that suit, After 1NT opened, 15+HCP

Opponent's 1NT 2C = Both majors 4+/4+ (if opps X, then / = 5+♣, 2♦ = nat, XX = no pref.

2♦ response (no X) = no preference or invite hand

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥	2♦ 3-7 HCP, 6+♦	3♦ GF, 5+♣, 0/1♦
1♥ 4+♠	2♥ 3-7 HCP, 6+♥	3♥ GF, 5+♣, 0/1♥
1♠ 8+ HCP, 3+♦	2♠ 3-7 HCP 6+♠	3♠ GF, 5+♣, 0/1♠
1NT 3-7 HCP	2NT GF, 4(5) ♣	3NT 13-15 Bal, 4+♣
2♣ 6-9, (4) 5 ♣	3♣ 10-12, (4)5 ♣	4♣ Pre-emptive
other		
1♦ 1♥ 5+ HCP, 4+♥	2♥ 3-7 HCP, 6+♥	3♥ GF, 4+♦, 0/1♥
1♠ 5+ HCP, 4+♠	2♠ 3-7 HCP, 6+♠	3♠ GF, 4+♦, 0/1♠
1NT 5-9 HCP	2NT GF, 4+D	3NT 13-15 Bal, 4+♦
2♣ 10+ HCP, 4+♣	3♣ 6-10 HCP, 5+♦, 0/1♣	4♣ Weak, 7+♣, to play
2♦ 5-9 HCP, (3)4+♦	3♦ 10-12 HCP, 4+D	4♦ Pre-emptive
other		
1♥ 1♠ 5+ HCP, 4+S	2♥ 5-9 HCP, 3(4)♥	3♦ 6-9 HCP, 4+♥, 0/1♦
1NT 5-9 HCP	2♠ 3-7 HCP, 6+♠	3♥ 8-12 HCP, 4+♥
2♣ 3-way (see notes)	2NT GF, 4+♥	3♠ 10-13 HCP, 4+♥, 0/1 ♠
2♦ 10+ HCP, 4+♦	3♣ 6-9 HCP, 4+♥, 0/1♣	3NT 13-14 very bal, 4♥
other		
1♠ 1NT 5-9 HCP	2♠ 6-9, 3(4)♠	3♥ 6-9 HCP, 4+♠, 0/1 ♥
2♣ 3-way (see notes)	2NT GF, 4+♠	3♠ 8-12, 4+♠
2♦ 10+ HCP. 4+♦	3♣ 6-9 HCP, 4+♠, 0/1 ♣	3NT 13-15 very bal, 4♠
2♥ 10+ HCP, 5+♥	3♦ 6-9 HCP, 4+♠, 0/1 ♦	4♣ Weak, 7+♣, to play
other		
1NT 3♣ Slam try, 6+♣	3♠ Slam try, 6+♠	4♦ To play
3♦ Slam try, 6+♦	3NT To play	4♥ To play
3♥ Slam try, 6+H	4♣ To play	4♠ To play
other		
2♣ 2♦ 0/1 controls (A=2, K=1)	2NT 4 controls	3♥ 0-2 controls, 6+♥ solid
2♥ 2 controls	3♣ 5 controls	3♠ 0-2 controls, 6+S solid
2♠ 3 controls	3♦ 6+ controls	3NT 0/1 cont, 9+ HCP bal
other		
2♦ 2♥ Natural, non-forcing	3♣ Natural, non-forcing	3♠ To play
2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ Natural, forcing	4♣ Natural, forcing
other		

**Notes** 1M: 2C = 3-way. Either 3-card limit raise, GF Bal or GF 5+♣

2♥ 2♠ Natural, non-forcing	3♦ Natural, non-forcing	3NT To play
2NT Enquiry	3♥ To play	4♣ Natural, forcing
3♣ Natural, non-forcing	3♠ To play	4♥ To play
other		
2♠ 2NT Enquiry	3♥ Natural, non-forcing	4♣ To play
3♣ To play	3♠ To play	4♥ To play
3♦ Natural, non-forcing	3NT To play	4♠ To play
other		
2NT 3♣ Puppet stayman	3♠ Minor stayman	4♦ Slam try, 6+♦
3♦ Transfer to ♥	3NT To play	4♥ To play
3♥ Transfer to ♠	4♣ Ace ask	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lower 2 unbid suits

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

**NT Checkback**  Priorities:

**Defence to 3NT opening**

**Defence to Opening Twos**

Multi 2♦

RCO style 2-s

Other 2-s

**Defence** X = both majors, lowest NT = both minors (also over 1♦/2♦ negative)

to

**strong** (2♣):

1♣ / 2♣

**Over 1NT Interference** XX = 8+ HCP, / forces XX, Lebensohl

**Lebensohl - other uses** Weak 2: X

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

4♥ X

4♠ X

## 10. OTHER NOTES

After 1C opening (3/4), 1D response shows max pass then 1H GF

1♦:1M:1NT = 3-card support, 12-15 (Now 2♣ enq, 2♦ min)