

## 4. BASIC RESPONSES

Jump raises - minors	Limit, ~9-12 HCP with 4+card support
Jump raises - Majors	Limit, ~7-11 HCP with 4 card support
Jump shifts after minor opening	2♦/♥/♠ = weak, 3♣ = Splinter
Jump shifts after Major opening	Splinter (Mini/Mega, Maxi) 1♥ 3♠/1♠ 3NT = 8-10 Void Splinter
Responses to strong 2 suit open.	2♦=Default, 2M = to play opp 20-21
Responses to 2NT opening	3♣=Muppet Stayman, 3♦/♥=Transfer, 3♠=Minor Suit Stayman

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead but A/K for att/count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	As above	
<b>Discards</b>	1st = Low Encourage => =>	=> original reverse count
<b>Count</b>	Low-High = Even (original)	
<b>Signal</b> on partner's lead:	Reverse Count (Rev Attitude	on Ace lead)
<b>Signal</b> on declarer's lead:	Revers Count	
<b>Notes</b>		

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/>	when?
<b>Slam Notes</b>			
Cue Bids <input checked="" type="checkbox"/>	1st/2nd Round Control		
Asking Bids <input type="checkbox"/>	Kickback with 3041 answer & PODI/DEPO over intervention		

## 7. OTHER CONVENTIONS

Non serious 3♠/NT when major agreed	
Exclusion Key Card	

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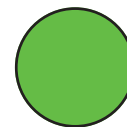
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AUSTRALIAN BRIDGE  
FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	229342	Nic Croft
& Names:	94625	Joe Haffer
Basic System:	Outback Acol, aggressive openings	
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♣	9+ HCP, if 14+HCP, 2+♣ (5+♦ pos)	1♥ 5+♥, 9+ HCP (3rd/4th 4♥ pos)
1♦	(4)5+♦, 9+ HCP	1♠ 5+♠, 9+ HCP (3rd/4th 4♠ pos)
1NT	(9)10-13(14)balancedish(9-10vul=>5+suit), 3rd/4th 20-21	may contain 5 card Major <input checked="" type="checkbox"/>
<b>1NT Responses</b> 2♣ Stayman or running with 4432/4333 0-7 HCP		
2♦	5+♥ (or running with 4432/4333)	2♠ Baron, normally slam interest
2♥	5+♠ (or running with 4432/4333)	2NT Weak with a minor
other pass = 8-12 or 5+m, now XX by opener is forced, responder must run with 0-5,		
2♣	GF OR 20-21 HCP, bal OR 24+ HCP, bal	
2♦	4+♦, 4+♠, 0-8 HCP, <6♠ non vul; (wide ranging (0-14(15)HCP) 6+♦ in 3rd/4th seat)	
2♥	4+♥, 4+♠, 0-8 HCP, <6♠ non vul; (wide ranging (0-14(15)HCP) 6+♥ in 3rd/4th seat)	
2♠	4+♣, 4+♠, 0-8 HCP, <6♠ non vul; (wide ranging (0-14(15) HCP) 6+♠ in 3rd/4th seat)	
2NT	22-23 HCP	3NT to play
other	Aggressive (0-9(10) HCP) 3+ level preempts, 4NT = minors	

## 2. PRE-ALERTS

Specific 2♦/♥/♠ 1st/2nd seat	3rd seat openings can be light, esp for lead
1NT opening, pass & redouble	4+ cards, 1♣ with most 14-19 NT hands
Open most hands with 4+♠	Transfer Responses to 1♣ Opening

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	Intermediate, but 1M 3♣ = 5-5 Highest Unbid
Responsive doubles through	4♠	Unusual NT	Lowest Unbid
1NT overcall - immediate	15-18 (system on)	Immediate cue of minor	Ghestem, 55+om&♠, 0-29HCP
1NT overcall - re-opening	12-15/16(system on)	Immediate cue of Major	Ghestem, 55+oM&♣, 0-29HCP
Over weak twos	Takeout X & Scrambling	Over opening threes	Takeout X
Over opponent's 1NT	2♣ = Majors at least 4-4, 2NT = minors		
Overcalls promise not HCPs			
Pre-empts generally 0-8 HCP (4M may be stronger)			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 0+ HCP	2♦ 6+♦, 2-7 HCP	3♦ Splinter (game values)
1♥ 4+♠, 0+ HCP	2♥ 6+♥, 2-7 HCP	3♥ Splinter (game values)
1♠ 8+ HCP bal or ♦s	2♠ 6+♠, 2-7 HCP	3♠ Splinter (game values)
1NT 3-7 HCP, no major	2NT 6+♣, 3-7 HCP bad suit	3NT 12-15 raise (no major)
2♣ 6+♣, 8+HCP	3♣ 6+♣, 3-7HCP good suit	4♣ weak
other 4♥/♠ = to play		
1♦ 1♥ nat, 5+HCP	2♥ 6+♥, 2-7 HCP	3♥ Splinter (game values)
1♠ nat, 5+HCP	2♠ 6+♠, 2-7 HCP	3♠ Splinter (game values)
1NT 5-9 HCP, no major	2NT 12+ raise, (no major?)	3NT 12-15 raise (no major)
2♣ nat, 9+HCP	3♣ Splinter (Mini/Mega)	4♣ Splinter (game values)
2♦ nat, 5-8 HCP	3♦ ~ 9-12 raise	4♦ weak
other 4♥/♠ = to play		
1♥ 1♠ nat, 5+HCP	2♥ nat, 5-8 HCP	3♦ Mini Splinter
1NT 6-9 HCP, 10-11 4+♣s	2♠ Mini Splinter	3♥ 4+♥s, Limit
2♣ GF♣/bal OR 3♥s, inv+	2NT 16+ raise	3♠ ANY VOID, 8-11 HCP
2♦ nat, 9+HCP	3♣ Mini Splinter	3NT ♠ VOID, 12-14 HCP
other 4♣/♦ = VOID, 12-14 HCP		
1♠ 1NT 5-9 HCP, 10-11 4+♣s	2♠ nat, 5-8 HCP	3♥ Mini Splinter
2♣ GF♣/bal, 9-12 3♥s	2NT 16+ raise	3♠ 4+♠s, Limit
2♦ nat, 9+HCP	3♣ Mini Splinter	3NT ANY VOID, 8-11 HCP
2♥ nat, 9+HCP	3♦ Mini Splinter	4♣ VOID, 12-14 HCP
other 4♦/♥ = VOID, 12-14 HCP		
1NT 3♣ natural slam try	3♠ natural slam try	4♦
3♦ natural slam try	3NT to play	4♥ to play
3♥ natural slam try	4♣	4♠ to play
other		
2♣ 2♦ Default	2NT 11+ HCP, bal	3♥ positive with 6+ ♠s
2♥ nat, to play opp 20-21	3♣ positive with 6+ ♦s	3♠ positive with 6+ ♣s
2♠ nat, to play opp 20-21	3♦ positive with 6+ ♠	3NT N/A
other		
2♦ 2♥ to play	3♣ to play	3♠ to play (vul = mild inv)
2♠ to play	3♦ to play	3NT to play
2NT Enquiry	3♥ to play	4♣ to play
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT Enquiry	3♥ to play (vul = mild inv)	4♣ to play
3♣ to play	3♠ to play (vul = mild inv)	4♥ to play
other		
2♠ 2NT Enquiry	3♥ to play	4♣ to play
3♣ to play	3♠ to play (vul = mild inv)	4♥ to play
3♦ to play	3NT to play	4♠ to play
other		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stayman	4♦ natural slam try
3♦ Transfer	3NT to play	4♥ to play
3♥ Transfer	4♣ natural slam try	4♠ to play
other		

## 9. CONVENTIONS

**Unusual NT:** 2 lowest unbid suits

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

**NT Checkback**  Priorities: 2♣=Puppet, 2♦/2♥/2NT = Tfr, 2♠ = Baron, 3x=5-5 GF

**Defence to 3NT opening** X = Values (1-2-3) doubles, 4m = shorter Minor (0-1)

**Defence to Opening Twos** If anchor suit => T/O double & scrambling

Multi 2♦ CTP Xs, 2NT = 15-18 HCP

RCO style 2-s CTP Xs, 2NT = 15-18 HCP

Other 2-s CTP Xs, 2NT = 15-18 HCP

**Defence** (1♣) : X = majors, 1NT = minors (also over 1♣ - 1♦)

to

**strong** (2♣) : X = majors, 2NT = minors (also over 2♣ - 2♦)

1♣ / 2♣

**Over 1NT Interference** Lebensohl (weak option only)

**Lebensohl - other uses** to be discussed

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

4♥ X & 4NT 4♠ X & 4NT

## 10. OTHER NOTES

1♣ 1♦ 1♥ & 1♣ 1♥ 1♠ = 14(+)-18(-) HCP, 1NT rebid = 18(+)-20(-) HCP, 2NT = 6-3 strong

over 1♦ 1♥, 1♦ 1♠, =>1NT rebid = 3 card raise, not min, not reverse

1M 2♣ 2M = any hand rejecting invite

1NT 2♦ 2♠=4+♥, 1NT 2♥ 2! 2NT=4+♠, min or max, not medium HCP

if they X our transfer, P=N/A, 2M =normal, XX=3card sup&max, 2M+1=normal Super Acc system on after 1/2NT overcalls

1NT p p X XX with any hand except minimum, long suit & preference for suit play