

4. BASIC RESPONSES

Jump raises - minors	weak over 1♣, invitational over 1♦
Jump raises - Majors	invitational
Jump shifts after minor opening	weak
Jump shifts after Major opening	splinters
Responses to strong 2 suit open.	control showing
Responses to 2NT opening	3♣ = Muppet Stayman, 3♦ 3♥ = transfers

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A=Att K=count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	middle	
In partner's suit		
Discards	reverse attitude	
Count	reverse original count	
Signal on partner's lead:	reverse original count	
Signal on declarer's lead:	reverse original count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	after 2NT opening
4NT: Blackwood <input type="checkbox"/>	RKCB 1340 kickback when suit agreed
Asking Bids <input type="checkbox"/>	Cue Bids <input type="checkbox"/> 1st/2nd round controls

7. OTHER CONVENTIONS

transfer rebids after transfer acceptance	
3NT nonserious slam try when ♠ agreed	
3♠ nonserious slam try when ♥ agreed	

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AUSTRALIAN BRIDGE
FEDERATION LTD.

STANDARD SYSTEM CARD



ABF Nos. 332471 Philip Markey
& Names: 874736 Andrew Spooner

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; unbal with ♣, or 14-20 BAL 1♥ 9+ HCP, 5+ ♥

1♦ 9+ HCP, 4+ ♦ (5+ unless 4441) 1♠ 9+ HCP, 5+ ♠

1NT 1st/2nd seat: 9-13(14) BAL. 3rd/4th seat: 20-21 BAL may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Hearts 2♠ Baron
2♥ Spades 2NT to play in 3m
(Dbl) XX = 8+, to play. Pass = scrambling other 3X = natural and slammy

2♣ Artificial, strong

2♦ 1st/2nd seat: 4+ ♦, 4+ ♠, 0-8 HCP. 3rd/4th seat: natural

2♥ 1st/2nd seat: 4+ ♥, 4+ ♠, 0-8 HCP. 3rd/4th seat: natural

2♠ 1st/2nd seat: 4+ ♣, 4+ ♠, 0-8 HCP. 3rd/4th seat: natural

2NT 20-21(22) 3NT solid minor suit preempt

other

2. PRE-ALERTS very light opening bids

transfer responses to 1♣ pass of 1NT denies 0-7 balanced
Ghestem (0-7 balanced hands must invent a bid)

3. COMPETITIVE BIDS / OVERCALLS

Doubles takeout Negative DBL thru 4♠
Responsive DBL thru 4♠

Jump overcalls Intermediate Unusual NT lowest unbid suits

1NT overcall: (immediate) 15-18 (re-opening) 11-14

Immediate cue: (minor) 5+ ♠, 5+ other minor (Major) 5+ ♣, 5+ other major

Over: Weak Twos X = takeout Opening Threes X = takeout

Opponent's transfers X = takeout of the suit shown

Opponent's 1NT X = values (next X = takeout). 2♣ = both majors. 2NT = both minors.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ ♥	2♦ 6+ ♦, 0-7	3♦
1♥ 4+ ♠	2♥ 6+ ♥, 0-7	3♥
1♠ 8+ HCP; usually 4+ ♦	2♠ 6+ ♠, 0-7	3♠
1NT 3-7, usually no 4M	2NT 6+ ♣, 4-7, no A/K	3NT
2♣ 5+ ♦, GF	3♣ 6+ ♣, 4-7, one A/K	4♣
other	Different responses by passed hand (see "Other Notes")	
1♦ 1♥ 4+ ♥	2♥ 6+ ♥, 0-7	3♥
1♠ 4+ ♠	2♠ 6+ ♠, 0-7	3♠
1NT 5-9, usually no 4M	2NT 4+ ♦, GF	3NT
2♣ natural, 10+ HCP	3♣ 5+ ♦, splinter	4♣
2♦ natural, 5-9 HCP	3♦ 4+ ♦, 10-12	4♦
other		
1♥ 1♠ 4+ ♠	2♥ 3+ ♥, 5-9 HCP	3♦ splinter
1NT 5-9, or 10-11 with ♣	2♠ 6+ ♠, 0-7	3♥ 4+ ♥, invitational
2♣ artificial, "3-way"	2NT 4+ ♥, GF	3♠ splinter
2♦ 4+ ♦, 10+ HCP	3♣ splinter	3NT void splinter
2♥ 5+ ♥, 10+ HCP	3♦ splinter	
other	2♣ = invite+ with 3 ♥; or GF ♣; or (near)-GF BAL	
1♠ 1NT 5-9, or 10-11 with ♣	2♠ 3+ ♠, 5-9 HCP	3♥ splinter
2♣ artificial, "3 way"	2NT 4+ ♠, GF	3♠ 4+ ♠, invitational
2♦ 4+ ♦, 10+ HCP	3♣ splinter	3NT void splinter
2♥ 5+ ♥, 10+ HCP	3♦ splinter	4♣
other	2♣ = invite+ with 3 ♠; or GF ♣; or (near)-GF BAL	
1NT 3♣ Natural, GF	3♠ Natural, GF	4♦ to play
3♦ Natural, GF	3NT to play	4♥ to play
3♥ Natural, GF	4♣ to play	4♠ to play
other	3-level response promises some slam interest	
2♣ 2♦ 0-1 controls	2NT 4 controls	3♥ NAT, 0-1 controls
2♥ 2 controls	3♣ 5 controls	3♠ NAT, 0-1 controls
2♠ 3 controls	3♦ 6+ controls	3NT 9+HCP, 0-1 controls
other	A = 2 controls, K = 1 control	
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT enquiry	3♥ natural, forcing	4♣ natural, forcing
other	When VUL, 2♦-3♦ and 2♦-3♠ are broadly invitational	

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT enquiry	3♥ to play	4♣ natural, forcing
3♣ to play	3♠ to play	4♥ to play
other	When VUL, 2♥-3♥ and 2♥-3♠ are broadly invitational	
2♠ 2NT enquiry	3♥ to play	4♣ to play
3♣ to play	3♠ to play	4♥ to play
3♦ to play	3NT to play	4♠ to play
other	When VUL, 2♠-4♣ and 2♠-3♠ are broadly invitational	
2NT 3♣ Muppet Stayman	3♠ minor stayman	4♦ Natural, forcing
3♦ ♥	3NT to play	4♥ to play
3♥ ♠	4♣ Gerber	4♠ to play
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦ X = values

RCO style 2-s

Other 2-s

Defence (1♣) X = majors, 1NT = minors

to

strong (2♣):

1♣ / 2♣

Over 1NT Interference Lebensohl

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES

Passed hand responses to 1♣:

1♦: artificial: maximum passed hand (around 6-8(9) HCP)

after 1♣-1♦, 1♥ = artificial GF, asking

other responses to 1♣ are natural and very weak