

4. BASIC RESPONSES

Jump raises - minors	1♣ 3♣ = 6+Cs with A/K, 3-6 HCP; 1♦ 3♦ Limit, ~9-12 HCP, 4+♦
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	single jump = Mini Splinter, double jump (not 3♠) = 7+ suit, to play
Responses to strong 2 suit open.	King based Controls: 2♦=0-1, 2♥=2, 2♠=3, 2NT=4, 3♣=5, 3♦=6
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)
Leads 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	
Discards	1st = Low Encourage => =>	=> original reverse count
Count	Low-High = Even (original)	
Signal on partner's lead:	Reverse Count (Rev Attitude	on Ace lead)
Signal on declarer's lead:	Revers Count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB <input type="checkbox"/>	4♣ Gerber <input type="checkbox"/> when?
Slam Notes		
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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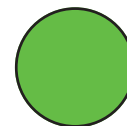
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	332471	Phil Markey
& Names:	94625	Joe Haffer
Basic System:	Outback Acol, very light 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+, if 14+, 2+♣ (5+♦pos)/different 3rd/4th	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 type="checkbox"/>
1NT Responses 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 23+ bal with step responses	
2♦ 4+♦, 4+♠, 0-8 HCP, <6♠ non vul; (wide ranging (0-14(15)HCP) 5+♦ in 3rd/4th seat)	
2♥ 4+♥, 4+♠, 0-8 HCP, <6♠ non vul; (wide ranging (0-14(15)HCP) 5+♥ in 3rd/4th seat)	
2♠ 4+♣, 4+♠, 0-8 HCP, <6♠ non vul; (wide ranging (0-14(15) HCP) 5+♠ in 3rd/4th seat)	
2NT (20)21-22 HCP	3NT to play
other 3 level preempts = 6+suit, 0-8(9) HCP; 4M pre-empts 0-13/14 HCP; 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♣ see below
Open most hands with 4+♠	Transfer Responses to 1♣ 1st/2nd

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 or	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		
2nd seat Overcalls promise about 0-14(15) HCPs			
1♣ 3rd/4th include 9-19 NT hands (maybe 5S) => 1♦ = max pass, 0-8(9) HCP & relays			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 1st/2nd: 4+♥, 0+HCP 1♥ 4+♠, 0+ HCP 1♠ 8+ HCP bal or ♦s 1NT (0)3-7 HCP, no major 2♣ 6+♣, 8+HCP other 4♥/♠ = to play	2♦ 6+♦, 2-7 HCP 2♥ 6+♥, 2-7 HCP 2♠ 6+♠, 2-7 HCP 2NT 6+♣, 3-7 HCP bad suit 3♣ 6+♣, 3-7 HCP good suit 3♥ 6+♥, 2-7 HCP 2♠ 6+♠, 2-7 HCP 2NT GF raise 3♣ Splinter (Mini/Mega) 3♦ ~ 9-12 (limit)	3♦ Splinter (game values) 3♥ Splinter (game values) 3♠ Splinter (game values) 3NT 12-15 raise (no major) 4♣ weak 3♥ Splinter (game values) 3♠ Splinter (game values) 3NT nat, 12-15 HCPs 4♣ Splinter (game values) 4♦ weak 3♦ Mini Splinter 3♥ 4+♥s, Limit 3♠ ANY VOID, 8-11 HCP 3NT 3♥ Mini Splinter 3♠ 4+♠s, Limit 3NT ANY VOID, 8-11 HCP 4♣ 7+♣, weak, to play
1♦ 1♥ nat, 5+HCP 1♠ nat, 5+HCP 1NT GF♣/bal OR 3♦/5+♣, inv+ 2♣ nat, 5-9(10) HCPs 2♦ nat, 5-8 HCP other 4♥/♠ = to play	2♥ 6+♥, 2-7 HCP 2♠ 6+♠, 2-7 HCP 2NT GF raise 3♣ Splinter (Mini/Mega) 3♦ ~ 9-12 (limit)	3♥ Splinter (game values) 3♠ Splinter (game values) 3NT nat, 12-15 HCPs 4♣ Splinter (game values) 4♦ weak 3♥ Mini Splinter 3♥ 4+♥s, Limit 3♠ ANY VOID, 8-11 HCP 3NT 3♥ Mini Splinter 3♠ 4+♠s, Limit 3NT ANY VOID, 8-11 HCP 4♣ 7+♣, weak, to play
1♥ 1♠ nat, 5+HCP 1NT 6-9 HCP, 10-11 4+♣s 2♣ GF♣/bal OR 3♥s, inv+ 2♦ nat, 9+HCP other 4♣/♦ 7+ suit, weak, to play	2♥ nat, 5-8 HCP 2♠ Mini Splinter 2NT GF raise 3♣ Mini Splinter	3♦ Mini Splinter 3♥ 4+♥s, Limit 3♠ ANY VOID, 8-11 HCP 3NT 3♥ Mini Splinter 3♠ 4+♠s, Limit 3NT ANY VOID, 8-11 HCP 4♣ 7+♣, weak, to play
1♠ 1NT 5-9 HCP, 10-11 4+♣s 2♣ GF♣/bal, 9-12 3♥s 2♦ nat, 9+HCP 2♥ nat, 9+HCP other 4♦/♥ = 7+ suit, weak, to play	2♠ nat, 5-8 HCP 2NT GF raise 3♣ Mini Splinter 3♦ Mini Splinter	3♥ Mini Splinter 3♠ 4+♠s, Limit 3NT ANY VOID, 8-11 HCP 4♣ 7+♣, weak, to play
1NT 3♣ natural slam try 3♦ natural slam try 3♥ natural slam try other	3♠ natural slam try 3NT to play 4♣ to play	4♦ to play 4♥ to play 4♠ to play
2♣ 2♦ 0-1 king based controls 2♥ 2 king based controls 2♠ 3 king based controls other	2NT 4 king based controls 3♣ 5 king based controls 3♦ 6 king based controls	3♥ 0-1 loser suit only 3♠ 0-1 loser suit only 3NT 0-1 ctrl, 9+, 4333/4432
2♦ 2♥ to play 2♠ to play 2NT strong Enquiry other	3♣ to play 3♦ to play 3♥ to play	3♠ to play (mild invite) 3NT to play 4♣ to play

Notes After 1♣ (1♠) 2x = Transfer

After 3rd/4th 1♣ 1♦ (double) = max pass (eg 6-8(9) HCPs)

2♥ 2♠ to play 2NT strong Enquiry 3♣ to play other	3♦ to play 3♥ to play (mild invite) 3♠ to play (mild invite)	3NT to play 4♣ to play 4♥ to play
2♠ 2NT strong Enquiry 3♣ to play 3♦ to play other	3♥ to play 3♠ to play (mild invite) 3NT to play	4♣ to play 4♥ to play 4♠ to play
2NT 3♣ Muppet Stayman 3♦ Transfer 3♥ Transfer other	3♠ Minor Suit Stayman 3NT to play 4♣ Slam Try in Diamonds	4♦ Slam Try in Clubs 4♥ Transfer 4♠ to play

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

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♥ 2NT=4+♠, min or max, not medium HCP

if they X our transfer, Pass = N/A, 2M = normal, XX = 3 card support & max

system on after we overcall 1/2NT

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