

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♣ = nat invite

Jump shifts after Major opening 2♠=weak; else single jump = nat invite; double jump=Shortage

Responses to strong 2 suit open. 2♦ = waiting; else natural

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		3rd from even, low from odd	4th highest	
From 4 small		3rd from even, low from odd	2nd highest	
From 3 cards (no honour)		3rd from even, low from odd	Middle (MUD)	
In partner's suit		3rd from even, low from odd		
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 RKCB 4♣ Gerber when?

Slam Notes

Cue Bids 1st/2nd Round Control

Asking Bids Kickback with 3041 answer & PODI/PORI/PEDO over intervention

7. OTHER CONVENTIONS

Non serious 3♠/NT when major agreed

Exclusion Key Card

www.abf.com.au

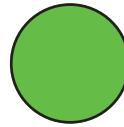
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos. 636134 Fraser Rew
& Names: 94625 Joe Haffer

Basic System: Outback Acol, very light openings

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

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

1NT Responses 2♣ Stayman or running with 4432/4333 0-7 HCP

2♦ 5+♥ (or running with 4432/4333) 2♠ Range or ♣

2♥ 5+♠ (or running with 4432/4333) 2NT ♦s or weak minors

other pass = 8-12 or 5+m, now XX by opener is forced, responder must run with 0-5,

2♣ GF or 23+ bal

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 (22-23 3rd&4th) 3NT 5Ss 6Hs 9-13 HCPs

other 3 level preempts = 6+suit, 0-8(9) HCP; 4M pre-empt 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

and 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	2♦ 6+♦, 0-7 HCP	3♦ (6)7+♦, 0-7 HCP
1♥ 4+♠, 0+ HCP	2♥ 6+♥, 0-7 HCP	3♥ (6)7+♥, 0-7 HCP
1♠ 8+ HCP bal or ♦s	2♠ 6+♠, 0-7 HCP	3♠ (6)7+♠, 0-7 HCP
1NT (0)3-7 HCP, no major	2NT 6+♣, 3-7 HCP bad suit	3NT
2♣ 6+♦, 13+HCP	3♣ 6+♣, 3-7HCP good suit	4♣ weak
other 4♥/♣ = to play		
1♦ 1♥ nat, 5+HCP	2♥ 6+♥, 0-7 HCP	3♥ Splinter (game values)
1♠ nat, 5+HCP	2♠ 6+♠, 0-7 HCP	3♠ Splinter (game values)
1NT nat, 5-9(10) HCPs	2NT GF raise	3NT nat, 12-15 HCPs
2♣ nat, (9)10+ HCPs	3♣ nat invite, 6+♣	4♣ Splinter (game values)
2♦ nat, 5-9 HCP	3♦ ~ 9-12 (limit)	4♦ weak
other 4♥/♣ = to play		
1♥ 1♠ nat, 5+HCP	2♥ nat, 5-8 HCP	3♦ nat invite, 6+♦
1NT 6-9 HCP, 10-11 4+♣s	2♠ 6+♠, 0-7 HCP	3♥ 4+♥s, Limit
2♣ GF♣/bal OR 3♥s,inv+	2NT GF raise	3♠ ANY VOID, 8-11 HCP
2♦ nat, 9+HCP	3♣ nat invite, 6+♣	3NT
other 4♣/♦ 7+ suit, weak, to play		
1♠ 1NT 5-9 HCP, 10-11 4+♣s	2♠ nat, 5-8 HCP	3♥ nat invite, 6+♥
2♣ GF♣/bal, 9-12 3♥s	2NT GF raise	3♠ 4+♠s, Limit
2♦ nat, 9+HCP	3♣ nat invite, 6+♣	3NT ANY VOID, 8-11 HCP
2♥ nat, 9+HCP	3♦ nat invite, 6+♦	4♣ Splinter, 10-13 HCP
other 4♦/♥ = Splinter, 10-13 HCP		
1NT 3♣ natural slam try	3♠ natural slam try	4♦ to play
3♦ natural slam try	3NT to play	4♥ to play
3♥ natural slam try	4♣ to play	4♣ to play
other		
2♣ 2♦ waiting	2NT	3♥ weak with good 7+suit
2♥ positive, good suit	3♣ positive, good suit	3♠ weak with good 7+suit
2♠ positive, good suit	3♦ positive, good suit	3NT
other		
2♦ 2♥ to play	3♣ to play	3♠ to play (mild invite)
2♠ to play	3♦ to play	3NT to play
2NT strong Enquiry	3♥ to play	4♣ to play
other		

Notes After 1♣ (1♠) 2x = Transfer

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

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

Defence (1♣) : 1NT = majors (also over 1♣ - 1♦); else natural

to

strong (2♣) : 2NT = majors (also over 2♣ - 2♦), else natural

1♣ / 2♣

Over 1NT Interference Lebensohl (weak option only)

Lebensohl - other uses rarely, 2NT is generally Scrambling (3♥ stronger than via 2NT)

Take out of 4 level pre-empt

4♣/4♦ X

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