

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, 2♦/3♣ = Splinter
Jump shifts after Major opening	Splinter (Mini, Mega, Maxi style)
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	Low Encourage	
Count	Low-High = Even (original)	
Signal on partner's lead:	Count	
Signal on declarer's lead:	Count, but Reverse Smith Peter against NT	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	Kickback	
Cue Bids <input checked="" type="checkbox"/>		
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Non serious 3♠/NT when major agreed	

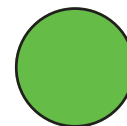
www.abf.com.au

PDF Form Rev. 17121 by RoL
MyRev.

Copyright © ABF 2017



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	332471	Phil Markey
& 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♣ 3+♣, 9+ HCP	1♥ (4)5+♥, 9+ HCP	
1♦ 4+♦, 9+ HCP	1♠ 5+♠, 9+ HCP	
1NT 9-13 balancish (9-10 vul with 5+ suit, heavy 3rd/4th vul)	may contain 5 card Major	<input checked="" type="checkbox"/>
1NT Responses 2♣ Stayman (can be weak normally with both majors)		
2♦ Transfer to ♥	2♠ Transfer to ♣	
2♥ Transfer to ♠	2NT Transfer to ♦	
other pass = 6-11, 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 (Weak 2♦ in 3rd/4th seat)		
2♥ 4+♥, 4+♠, 0-8 HCP, <6♠ non vul (Weak 2♥ in 3rd/4th seat)		
2♠ 4+♣, 4+♠, 0-8 HCP, <6♠ non vul (Weak 2♠ in 3rd/4th seat)		
2NT 20-22 HCP	3NT to play (gambling-ish, no restrictions)	
other Aggressive 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	
Open most hands with 4+♠	

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 & ♠
1NT overcall - re-opening	10-14 (system on)	Immediate cue of Major	Ghestem, 55+ oM & ♣
Over weak twos	Takeout X & Lebensohl	Over opening threes	Takeout X
Over opponent's 1NT	2♣ = Majors at least 4-4, 2NT = minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ nat, 5+ HCP	2♦ Splinter (Mini/Mega)	3♦ Splinter (game values)
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 6-9 HCP, no major	2NT 16+ raise, no major	3NT 12-15 raise (no major)
2♣ nat, 5-8 HCP	3♣ ~ 9-12 raise	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 6-9 HCP, no major	2NT 16+ 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♦ Splinter (Mini/Mega)
1NT 6-9 HCP, 10-11 4+♣s	2♠ Splinter (Mini/Mega)	3♥ 7-11 HCP, 4+♥s
2♣ GF♣/bal, 9-12 3♥s	2NT 16+ raise	3♠ Splinter (game values)
2♦ nat, 9+HCP	3♣ Splinter (Mini/Mega)	3NT 12-15 raise
other 4♣/♦ = Splinter (game values)		
1♠ 1NT 6-9 HCP, 10-11 4+♣s	2♠ nat, 5-8 HCP	3♥ Splinter (Mini/Mega)
2♣ GF♣/bal, 9-12 3♥s	2NT 16+ raise	3♠ 7-11 HCP, 4+♠s
2♦ nat, 9+HCP	3♣ Splinter (Mini/Mega)	3NT 12-15 raise
2♥ nat, 9+HCP	3♦ Splinter (Mini/Mega)	4♣ Splinter (game values)
other 4♦/♥ = Splinter (game values)		
1NT 3♣ Transfer to ♥	3♠ Splinter, ~12-15 HCP	4♦
3♦ Transfer to ♠	3NT to play	4♥ to play
3♥ Splinter, ~12-15 HCP	4♣	4♠ to play
other		
2♣ 2♦ 0-1 king based controls	2NT 4 king based controls	3♥ 0-1 loser suit only
2♥ 2 king based controls	3♣ 5 king based controls	3♠ 0-1 loser suit only
2♠ 3 king based controls	3♦ 6 king based controls	3NT 0-1 ctrl, 9+, 4333/4432
other		
2♦ 2♥ to play	3♣ to play	3♠ to play
2♠ to play	3♦ to play	3NT to play
2NT Enquiry	3♥ to play	4♣ to be discussed
other		

Notes

2♥ 2♠ to play	3♦ to play	3NT to play
2NT	3♥ to play	4♣ to be discussed
3♣ to play	3♠ to play	4♥ to play
other		
2♠ 2NT	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		
2NT 3♣ Muppet Stayman	3♠ Minor Suit Stayman	4♦ Transfer to ♠
3♦ Transfer	3NT to play	4♥ Slam Try in ♣
3♥ Transfer	4♣ Transfer to ♥	4♠ Slan Try in ♦
other		

9. CONVENTIONS

Unusual NT: 2 lowest unbid suits

4th Suit Forcing One round Game force

NT Checkback Priorities: Features up the line

Defence to 3NT opening to be discussed

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

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

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

1NT rebid = 14(+) - 18(-) HCP, 2NT rebid = 18(+) - 20(-) HCP

1M 2♣ 2M (any hand rejecting invite)

1NT 2♦ 2♠ = 4 card ♥ sup, 2T = 5 card ♥ sup, now 3♦ = retransfer (similar to 2♥ TF)

if they X our transfer, pass = no sup, accept = 3 card sup, XX = 3 card sup & max system on after 1/2NT overcalls

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