

4. BASIC RESPONSES

Jump raises - minors	Limit
Jump raises - Majors	Limit (4 card support)
Jump shifts after minor opening	2M 0-7 6 card suit. Other jumps splinters
Jump shifts after Major opening	Splinters
Responses to strong 2 suit open.	Controls
Responses to 2NT opening	Puppet Stayman, Transfers

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th	
From 4 small	2nd	
From 3 cards (no honour)	Middle	
In partner's suit	n/a	
Discards	Low Encourage	
Count	Reverse	
Signal on partner's lead:	Usually count	
Signal on declarer's lead:	Usually count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 3014 4♣ Gerber when?

Slam Notes

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

1M:2♣ = 3 card limit/GF ♣/GF Bal

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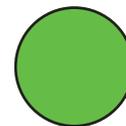
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AUSTRALIAN BRIDGE FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	332471	Phil Markey
& Names:	445002	Justin Williams
Basic System:	Outback Acol	
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

1♣ 3+ ♣, ~9+ HCP 1♥ 4(5)+ ♥, ~9+ HCP

1♦ 4+ ♦, ~9+ HCP 1♠ 5+ ♠, ~9+ HCP

1NT (9)10-13(14), may be offshape; 15-17 in 3rd/4th may contain 5 card Major

1NT Responses 2♣ Simple Stayman

2♦ Transfer to ♥	2♠ Baron
2♥ Transfer to ♠	2NT To play 3 of minor
other	

2♣ Game Force (23+ if balanced)

2♦ 4/5 ♠, 4+♦ 0-8 (1st/2nd)/Weak 2 (3rd/4th)

2♥ 4/5 ♠, 4+ ♥ 0-8 (1st/2nd)/Weak 2 (3rd/4th)

2♠ 4/5 ♠, 4+ ♣ 0-8 (1st/2nd)/Weak 2 (3rd/4th)

2NT 20-22 3NT To play

other

2. PRE-ALERTS

Ghestem 1NT, pass - we make up a bid if 0-6 bal

Transfers after 1♣ opening 1NT, pass, pass - automatic XX

Light openings & overcalls 1NT, X, XX with 8+ bal

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♠ Jump overcalls Intermediate

Responsive doubles through 4♠ Unusual NT Lowest 5+/5+ any range

1NT overcall - immediate 15-18 Immediate cue of minor Highest & Lowest 5+/5+

1NT overcall - re-opening 11-14 Immediate cue of Major Highest & Lowest 5+/5+

Over weak twos X = takeout or values Over opening threes x = takeout

Over opponent's 1NT 2♣ Majors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+ H's	2♦ 0-7 6+ D's	3♦ Splinter
1♥ 4+ S's	2♥ 0-7 6+ H's	3♥ Splinter
1♠ (7)8+ 4+ D's	2♠ 0-7 6+ S's	3♠ Splinter
1NT 5-7	2NT 15+ 4+ C's	3NT 13-15 4+ C's
2♣ 5-9 4+ C's	3♣ 10-12 4+ C's	4♣ To play
other		
1♦ 1♥ 5+ 4+ H's	2♥ 0-7 6+ H's	3♥ Splinter
1♠ 5+ 4+ S's	2♠ 0-7 6+ S's	3♠ Splinter
1NT 5-9	2NT 15+ 4+ D's	3NT 13-15 4+ D's
2♣ 9+ 4+ C's	3♣ Splinter	4♣ Splinter
2♦ 5-9 4+ D's	3♦ 10-12 4+ D's	4♦ To play
other		
1♥ 1♠ 5+ 4+ S's	2♥ 5-9 3+ H's	3♦ Splinter
1NT 5-9	2♠ Splinter	3♥ 4+ H's limit
2♣ Artificial	2NT 15+ 4+ H's	3♠ Splinter
2♦ 9+ 4+ D's	3♣ 6+ C's invitational	3NT 13-15 4+ H's
other		
1♠ 1NT 5-9	2♠ 5-9 3+ S's	3♥ Splinter
2♣ Artificial	2NT 15+ 4+ S's	3♠ 4+ S's limit
2♦ 5-9 4+ D's	3♣ 6+ C's invitational	3NT 13-15 4+ S's
2♥ 9+ 5+ H's	3♦ Splinter	4♣ Splinter
other		
1NT 3♣ 6+ C's slamming	3♠ 6+ S's slamming	4♦ To play
3♦ 6+ D's slamming	3NT To play	4♥ To Play
3♥ 6+ H's slamming	4♣ To play	4♠ To play
other		
2♣ 2♦ 0/1 controls	2NT 4 controls	3♥ 0/1 controls 6+ H's
2♥ 2 controls	3♣ 5 controls	3♠ 0/1 controls 6+ S's
2♠ 3 controls	3♦ 6 controls	3NT 0/1 controls 9+ bal
other		
2♦ 2♥ To play	3♣ To play	3♠ Mildly invitational
2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ 6+ H's forcing	4♣ 6+ C's forcing
other		

Notes

2♥ 2♠ To play	3♦ To play	3NT To play
2NT Enquiry	3♥ Mildly invitational	4♣ 6+ C's invitational
3♣ To play	3♠ Mildly invitational	4♥ To play
other		
2♠ 2NT Enquiry	3♥ To play	4♣ Mildly invitational
3♣ To play	3♠ Mildly invitational	4♥ To play
3♦ To play	3NT To play	4♠ To play
other		
2NT 3♣ Puppet	3♠ Minor suit staymen	4♦ 6+ D's slamming
3♦ Transfer	3NT To play	4♥ To play
3♥ Transfer	4♣ 6+ C's slamming	4♠ To play
other		

9. CONVENTIONS

Unusual NT: Lowest 5+/5+ any range

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos C.T.P

Multi 2♦ C.T.P

RCO style 2-s C.T.P

Other 2-s X = takeout

Defence (1♣) : We bid too much

to

strong (2♣) : We bid too much

1♣ / 2♣

Over 1NT Interference C.T.P or X = takeout of natural bids

Lebensohl - other uses N/A

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

4♥ X = takeout 4♠ X = takeout

10. OTHER NOTES

We nearly always open in 3rd seat

We always open unbalanced 9+ hands in 1st and 2nd seat

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