

## BASIC RESPONSES

Jump raises - minors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: PRE
Jump raises - majors	limit <input type="checkbox"/>	forcing <input type="checkbox"/>	Other: PRE
Jump shifts after minor opening	Various: see interior		
Jump shifts after major opening	1♥ - 2♣ / 1♠ - 3m = NAT INV; 1♥ - 3m / 1♠ - 3♥ = mod. Bergen		
Responses to strong 2 suit opening	To 2♣: as for 1NT. 2♦/♥ - 2♥/♠ = waiting; - other: see interior		
Responses to 2NT opening	3♣ = Mod. PUP Stayman; 3♦/♥ = TRF; 3♠ = both m; 4m = S/T M		

## PLAY CONVENTIONS

<b>'NT'</b> Versus Notrump	<b>'S'</b> Versus Suit <input checked="" type="checkbox"/> = Both
Sequence leads: Overlead all except AKx(+) <input type="checkbox"/> J/9 show T only; T from interior sequences <input type="checkbox"/>	Underlead <input type="checkbox"/> Other: Sequence leads change at trick 2+ AND ALSO at trick 1 if leading partner's suit: vs both, we then overlead all except AKx(+), and J/T/9 leads show 0/2 higher.
Four or more with an honour: 4th highest <input type="checkbox"/> attitude <input type="checkbox"/>	3rd/low <input type="checkbox"/> Other: 3rd from even length, low from odd. Switches: ATT
From 4 small: 2nd highest <input type="checkbox"/> Other: vs NT: ATT. vs S: 3rd at trick 1, ATT later.	From 3 cards (no honour): top <input type="checkbox"/> middle <input type="checkbox"/> bottom <input type="checkbox"/>
<b>Signal</b> on partner's lead: high encourage <input type="checkbox"/> low encourage <input checked="" type="checkbox"/>	Other: vs S: S/P if 0-1 in dummy; Count on K lead if Qx(+) or xx in dummy.
<b>Signal</b> on declarer's lead: Reverse Smith Peter vs NT. Count or S/P when appropriate.	
<b>Discards</b> McKenney <input type="checkbox"/> high encourage <input type="checkbox"/> low encourage <input type="checkbox"/>	odd/even <input checked="" type="checkbox"/> Other: 1st discard odd ENC. Later: Count or S/P
<b>Count</b> natural <input type="checkbox"/> reverse <input checked="" type="checkbox"/> original	

## CONVENTIONS

4 of [trump suit +1]: RKCB 1430 <input checked="" type="checkbox"/>	Other: w/ Q ask and spec. K
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### Other Conventions

Mod. 2-way Drury by PH over 3rd/4th seat 1M:	TRF advances to O/C, starting with the cue,
2[M-2] = 3-card raise; 2[M-1] = 4-card raise.	CAPP1MX, 1♦/♥-(X)-XX=TRF, also many
TRFs after REV. EKCB 0-1-1.5-2-2.5-3-3.5.	other TRFs/inversions in COMP (see interior).
Cheapest m = S/T after 3-level opening.	Maximal DBLs and FSJs in COMP.

**I GOT A FEVER, AND THE ONLY PRESCRIPTION IS MORE TRANSFERS**



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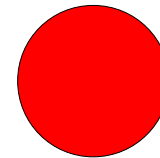


AUSTRALIAN BRIDGE FEDERATION

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## SYSTEM CARD

Names:	Griff Ware	Sebastian Yuen
ABF Nos:	476791	696481
Basic System:	Strong NT; mod. 2/1 GF; many RESP either TRF style or inverted	
Classification:	Green <input type="checkbox"/>	Blue <input type="checkbox"/> Red <input checked="" type="checkbox"/> Yellow <input type="checkbox"/>



## OPENING BIDS

Describe strength, minimum length, or specific meaning	1♦ can be canape with longer ♣ <input checked="" type="checkbox"/>
1♣ 2+♣*, 11+	1♦ 4+♦, unbal, 10-22
1♥ 5+♥, unbal, 10-22	1♠ 5+♠, 10-22
1NT 15-17 (semi-)BAL; good 14 may upgrade	may contain 5 card major <input checked="" type="checkbox"/>
2♣ Stayman: simple <input checked="" type="checkbox"/>	Other: 2♣/NT/3m rebid = INV
Transfers 2♦ to ♥, then TRFs	2♥ to ♠, then TRFs
2NT to ♣	Other: 3♣ = to ♦; 3♦ = 44M CoG; 3M = 4oM CoG
2♠ 18-19 (semi-)BAL, may contain 5M (RESP as for 1NT)	
2♦ ART, either (i) 6+♥, weak, or (ii) GF with one of: 5+♦ unbal / 5+♠ unbal / 24+ BAL	
2♥ ART, always strong, either (i) 20-21 (semi-)BAL, may contain 5M, or (ii) 5+♥, unbal, GF	
2♠ 6+♠, weak [intermediate in 4th]	
2NT 22-23 (semi-)BAL, may contain 5M	
3NT 6+♥ and 5+♠, about 9-13	

## PRE-ALERTS

*1♣ = 4+♣ unbal or any 11-14 BAL (5M OK)	1M - 2[M-2] = 3-way: INV 3+M, GF ♣ or GF BAL
1♣ - 1♦/♥ = 4+♥/♠; 1♣ - 1♠ = no M or GF ♣	1♠ - 2♣ = INV 5+♥ or GF 4+♥; 1♠ - 2♥ = GF ♦
1♣ - 1NT = INV; 1♦ - 1NT = ♣; 1m - 2♣ = ♦	TRF-style/inverted bids in COMP: can include X/XX
1♦/♥ always unbal. 1♠ only BAL if 11-12.	and cues may not be cue raises. See back/interior.

## COMPETITIVE BIDDING

Negative doubles through	5♥	Responsive doubles through	5♥
Jump overcalls	Weak	Unusual NT	5+/5+ LUBS, weak or strong
1NT overcall (immediate)	15-18	(re-opening)	(10)11-14/1m; 12-16/1M
Immed cue of minor	5+♠ and 5+♥, weak or strong		
Immed cue of major	5+oM and 5+♠, weak or strong		
Over opponent's 1NT (weak)	2♣ = Majors; 2♦ = non-constructive in a M; 2M = NAT		
Over opponent's 1NT (strong)	2♣ = Majors; 2♦ = non-constructive in a M; 2M = NAT		
Over weak twos	T/O X (then NAT LEB). Leaping Michaels (forcing).		
Over opening threes	T/O X. Non-leaping Michaels (forcing).		

## RESPONSES TO OPENING BIDS

1♣	1♦/♥	4+♥/♠ (TRF style)	2NT	6+♣, INV
	1♣	Either no M or GF 5+♣		3♣
	1NT	NAT INV, normally no M		3♦
	2♣	5+♦ GF		3♥/♠
	2♦	6+♦ INV		3NT
	2♥/♠	6+♥/♠, 3-7	4 bids	♣ = PRE; ♦ = ♣ RKCB; M = To play

1♦	1♥/♠	NAT, 4+♥/♠	2NT	NAT INV
	1NT	4+♣, F1		3♣
	2♣	4+♦, INV+		3♦
	2♦	3+♦, about 6-9		3♥/♠
	2♥	5+♥ and 5+♠, weak		3NT
	2♠	5+♥ and 5+♠, INV	4 bids	♣ = SPL; ♦ = PRE; M = To play

1♥	1♣	0-4♣ [NAT by PH]	2NT	Jacoby, 4+♥, GF
	1NT	5+♠ [NAT by PH]		3♣
	2♣	INV 3+♥, GF ♣ or GF BAL		3♦
	2♦	NAT GF		3♥
	2♥	NAT 3+♥		3♠-4♠
	2♠	6+♠, INV, NF	4♦	TRF to 4♠

1♠	1NT	semi-F	3♣/♦	6+♣/♦, INV, NF
	2♣	5+♥, INV OR 4+♥, GF		3♥
	2♦	INV 3+♠, GF ♣ or GF BAL		3♣
	2♥	5+♦, GF		3NT
	2♠	NAT 3+♠		4♣/♦
	2NT	Jacoby, 4+♠, GF	4♥	To play

2♣ RESP as for 1NT: see front and opposite.

2♦	2♥	ART, correctable/waiting	2NT	Strong enquiry
	2♣/3♣/♦	NAT, F	3/4♥	PRE (hoping partner has ♥)

2♥	2♣	ART, waiting	3♦	TRF to ♣, GF
	2NT	Weak ♦ or weak both minors	3♥	4♥, 0-1♠, GF
	3♣	NAT NF	3♠+	6+♥, various S/T

2♠	2NT	Strong enquiry	3NT	To play
	3♣/♦/♥	NAT F	4♣/♦/♥	SPL
	3♠	PRE	4♠	PRE

## RESPONSES TO OPENING BIDS

2NT	3♣	Modified PUP Stayman	4♣	S/T in ♥
	3♦	TRF to ♥	4♦	S/T in ♠
	3♥	TRF to ♠	4♥	To play
	3♠	Both minors	4♠	To play
	3NT	To play	other	4NT = QUANT

### Additional responses to 1NT:

3♣/♦	TRF to ♦ / 4♥ & 4♠, CoG	4♣/♦	TRF to ♥/♠
3♥/♠	4♠/♥, choice of games	4♥/♠	To play

## CONVENTIONS

<b>Unusual NT:</b>	minors	<input type="checkbox"/>	other suits	<input type="checkbox"/>	lower 2 unbid suits	<input checked="" type="checkbox"/>	
	other				(weak or strong)		
<b>Other slam bidding:</b>	Cue bids	<input checked="" type="checkbox"/>	(1st/2nd)	Asking bids	<input checked="" type="checkbox"/>	Grand slam force	<input checked="" type="checkbox"/>
<b>4th Suit Forcing:</b>	One round	<input type="checkbox"/>		Game force	<input checked="" type="checkbox"/>		
<b>NT Checkback</b>	<input type="checkbox"/>	Priorities	2♣ = PUP 2♦; other = TRFs				
<b>Defence to 3NT opening:</b>			If 3NT = long m, then 4♣/♦ = both M emphasising ♥/♠				
<b>Defence to opening Twos:</b>	Multi 2♦		Multi vs Multi: X = ♥ or ♠ O/C, or 19+				
			2♥ = 15-18 BAL; 3m = COMP O/C; 2♠/2NT = better ♣/♦ O/C				
	RCO style 2-s		X = T/O of bid suit; X of 2NT = values				
	Other 2-s		X often T/O of anchor suit / single suited option				
<b>Defence to strong 1♣:</b>			X = ♥+♠; 1♦ = ♣+♦; 1M = NAT; 1NT = ♠ + m; 2m = m + ♥				
			2M = NAT PRE; 2NT = big M+m 2-suiter; other = NAT PRE				
<b>Lebensohl:</b>	Over NT interference	<input checked="" type="checkbox"/>	TRF LEB over 1NT int.; 3NT shows stop; cue bid asks				
	Other uses		NAT LEB after our T/O X of a weak 2. 2♦ = LEB after T/O X of 2♣.				
<b>Take out of 4 level pre-empts:</b>			X				

## OTHER NOTES

After 1♦ - (X): XX/1♥/♠ = TRFs; 1NT = INV; 2♣ = INV+ raise; 2M/3♣ = FSJs; 2NT = mixed raise.

After 1♣ - (1♦): X/1♥/♠ = TRFs; 1NT = INV; 2♦/♥/♠ = TRFs to 6+ card suits; 2NT = NAT GF.

After 1m - (1♥): X = 4-5♠; 1♠ = 0-3♠; 1NT = INV; 2♣ = ♦; 2♦ = raise in m; 2♥/♠ = 6+♠ INV+/WK.

After 1♣ - (1♠): 1NT = NAT\*\*; 2m = TRFs; 2♥ = NAT negative free bid.

After 1♦ - (1♠): 1NT = NAT\*\*; 2♣ = ♥; 2♥ = ♣. [\*\*NB 1m - (1♠) - 1NT is not INV.]

After 1♥ - (1♠): X = nebulous; 1NT = INV; 2♣ = ♦; 2♦ = good raise; 2♠ = ♣; 2NT = raise, 3m = FSJs.

After 1♣ - (1NT) we play mod. Cappelletti. 1♦ - (1NT) - 2♣ = both M. 1M - (1NT) - 2m = m + oM.

After 1♦/♥/♠ - (2♣) and 1♣ - (2♦), 2-level suit bids that are not raises are inverted.

After (1♠) - 2♣ - (P or X) we invert the meanings of 2R. [Otherwise TRFs after our O/C, starting with cue.]