

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	1m - 2M = NAT, strong, S/T; others: see interior		
Jump shifts after major opening	1M - 3m = NAT INV, NF; others: see interior		
Responses to strong 2 suit opening	2♣ - 2♦ = waiting, then 2♥ = inverted Kokish; others: see interior		
Responses to 2NT opening	3♣ = Mod. PUP Stayman; 3♦/♥ = TRF; 3♠ = both m; 4m = S/T M		

PLAY CONVENTIONS

'NT' Versus Notrump	'S' Versus Suit	✓ = Both
Sequence leads: Overlead all except AKx(+) <input type="checkbox"/> NT	J/9 show T only; T from interior sequences <input type="checkbox"/> NT	
Underlead <input type="checkbox"/> S	Other: Sequence leads change at trick 2+ AND ALSO at trick 1 if leading partner's suit:	
(except: overlead all doubletons including HH) 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"/> NT	
3rd/low <input type="checkbox"/> S	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"/> NT	middle <input type="checkbox"/> NT	bottom <input type="checkbox"/> S
Signal 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.		
Signal on declarer's lead	Reverse Smith Peter vs NT. Count or S/P when appropriate.	
Discards 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	
Count 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
Other Conventions	
Mod. 2-way Drury by PH over 3rd/4th seat 1M: 2[M-2] = 3-card raise; 2[M-1] = 4-card raise.	TRF advances to O/C, starting with the cue, 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.	After 1♣-1R-1z, 1♦-1♥-1♠ and 1♥-1♠-1NT:
Maximal DBLs and FSJs in COMP.	2♣ = PUP 2♦; 2♦/♥/♠/NT = TRFs.



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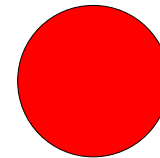


AUSTRALIAN BRIDGE FEDERATION

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SYSTEM CARD

Names:	Griff Ware	Michael Wilkinson
ABF Nos:	476791	497746
Basic System:	Strong NT; modified 2/1 GF; TRF-style RESP to 1♣; mini-multi 2♦	
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+♦, 10+, unbal
1♥ 5+♥, 10+	1♠ 5+♠, 10+
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: TRF rebids
Transfers 2♦ to ♥, then TRFs	2♥ to ♠, then TRFs
2NT to ♦, then shortage	Other: 3♣ = 0-1♥; 3♦ = 0-1♠; 3M = 4oM CoG; 4m = TRF to 4M
2♣ Strong, either (i) 20-21 (semi-)BAL, may contain 5M, or (ii) any GF	
2♦ In 1st/2nd: weak in ♥ or ♠, 3-7, may be only a 5-card suit if NV. In 3rd/4th: weak/intermediate in ♦.	
2♥ 6+♥, 8-11 [wider, weaker range in 3rd]	
2♠ 6+♠, 8-11 [wider, weaker range in 3rd]	
2NT 22-23 (semi-)BAL, may contain 5M	
3NT 6+♥ and 5+♠, 9-13	

PRE-ALERTS

*1♣ = 4+♣ unbal or any BAL 11-14/18-19	1♠ - 2♣ = INV 5+♥ or GF 4+♥; 1♠ - 2♥ = GF ♣
1♣ - 1♦/♥ = 4+♥/♠; 1♣ - 1♠ = no M or GF ♦	1♠ - 2♦ = 3-way: INV 3+♠, GF ♦ or GF BAL
1♣ - 1NT = INV; 1m - 2m = NAT, near GF	TRF-style/inverted bids in COMP: can include X/XX
1♥ - 2♣ = 3-way: INV 3+♥, GF ♣ or GF BAL	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)	ASPTRO: 2♣ = ♥ and another; 2♦ = ♠ and another		
Over opponent's 1NT (strong)	ASPTRO: 2♣ = ♥ and another; 2♦ = ♠ and another		
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	NAT, GF
	1♠	Either no M or GF 5+♦	3♣	6+♣, PRE
	1NT	NAT INV, normally no M	3♦	(6)7+♦, PRE
	2♣	5+♣, GF unless opener rebids 3♣	3♥/♠	7+♥/♠, PRE
	2♦	5+♦, INV	3NT	Undiscussed
	2♥/♠	NAT, strong, S/T	4 bids	♣ = PRE; ♦ = ♣ RKCB; M = To play
1♦	1♥/♠	NAT	2NT	NAT INV
	1NT	5-10(11), no M	3♣	4+♦, INV
	2♣	4+♣, 10+	3♦	4+♦, PRE
	2♦	4+♦, GF unless opener rebids 3♦	3♥/♠	SPL
	2♥	NAT, strong, S/T	3NT	Undiscussed
	2♠	NAT, strong, S/T	4 bids	♣ = SPL; ♦ = PRE; M = To play
1♥	1♠	4+♠	2NT	Jacoby, 4+♥, GF
	1NT	Semi-F, then NAT rebids by opener	3♣/♦	NAT INV, NF (opener's rebids all GF)
	2♣	3-way: INV w/ 3+♥, GF ♣ or GF BAL	3♥	PRE
	2♦	5+♦, GF	3♠	Misc min GF SPL
	2♥	NAT	3NT	♠ SPL, better than min GF
	2♠	Misc mini-SPL w/ 4+♥	4♣/♦	SPL, better than min GF
1♠	1NT	Semi-F, then TRF rebids by opener	3♣/♦	NAT INV, NF (opener's rebids all GF)
	2♣	5+♥ INV+ or 4♥ GF	3♥	Very good 4+♠ INV or min GF SPL
	2♦	3-way: INV w/ 3+♠, GF ♦ or GF BAL	3♠	PRE
	2♥	5+♠, GF	3NT	♣ SPL, better than min GF
	2♠	NAT	4♣/♦	♦/♥ SPL, better than min GF
	2NT	Jacoby, 4+♠, GF	4♥	8(7)♥, poor hand
2♣	2♦	ART, waiting, then inverted Kokish	2NT	2-suiter, 6+/5+ with poor suits
	2M	NAT, good suit	3M/4m	TRF to a 1 loser, 7+ card suit
	3m	NAT, good suit	3NT	Misc solid 6+ card suit
2♦	2/3/4M	Pass or correct	3NT	To play
	2NT	Enquiry	4♣	Asks opener to TRF to his suit
	3♣/♦	NAT, NF	4♦	Asks opener to bid his suit
2♥/♠	2NT	Asks for shortage, INV+	3NT	To play
	3♣/♦	NAT F	4♣/♦	SPL
	3♥/♠	PRE, mildly INV	4♥/♠	To play

RESPONSES TO OPENING BIDS

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

Additional responses to 1NT:

3♣/♦	3♣ = 0-1♥, 3♦ = 0-1♠	4♣/♦	TRF to 4♥/♠
3♥/♠	4♠/♥, choice of games	4♥/♠	To play

CONVENTIONS

Unusual NT:	minors	<input type="checkbox"/>	other suits	<input type="checkbox"/>	lower 2 unbid suits	<input checked="" type="checkbox"/>	
	other				(weak or strong)		
Other slam bidding:	Cue bids	<input checked="" type="checkbox"/>	(1st/2nd)	Asking bids	<input checked="" type="checkbox"/>	Grand slam force	<input checked="" type="checkbox"/>
4th Suit Forcing:	One round	<input type="checkbox"/>		Game force	<input checked="" type="checkbox"/>		
NT Checkback	<input type="checkbox"/>	Priorities	2♣ = PUP 2♦; other = TRFs. TRFs after 1x - 1y - 2NT.				
Defence to 3NT opening:			If 3NT = long m, then 4♣/♦ = both M emphasising ♥/♠				
Defence to opening Twos:	Multi 2♦		X = 11-14 BAL or 19+ any				
	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				
Defence to strong 1♣:			X = ♥+♠; 1♦ = ♣+♦; 1M = NAT; 1NT = ♠ + m; 2m = m + ♥				
			2M = NAT PRE; 2NT = big M+m 2-suiter; other = NAT PRE				
Lebensohl:	Over NT interference	<input type="checkbox"/>	Rubensohl over 1NT interference				
	Other uses		NAT LEB after our T/O X of a weak 2. 2♦ = LEB after T/O X of 2♣.				
Take out of 4 level pre-empts:			X				

OTHER NOTES

After 1m - (X): XX/1♦/♥/♠ = TRFs; 1NT = INV; 2x = FSJs; 2NT = raise (INV if m = ♣, mixed if m = ♦).

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 ASPTRO. 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.]