

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 (except: overlead all doubletons including HH)	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"/> 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 other TRFs/inversions in COMP (see interior).
TRFs after REV. EKCB 0-1-1.5-2-2.5-3-3.5.	After 1♣-1R-1z, 1♦-1♥-1♠ and 1♥-1♠-1NT:
Cheapest m = S/T after 3-level opening.	2♣ = PUP 2♦; 2♦/♥/♠/NT = TRFs.
Maximal DBLs and FSJs in COMP.	



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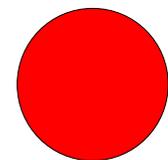


AUSTRALIAN BRIDGE FEDERATION

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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; 1♣ - 2♦ = INV w/ 6+♣ or 6+♦	TRF-style/inverted bids in COMP: can include X/XX and cues may not be cue raises. See back/interior.
1♥ - 2♣ = 3-way: INV 3+♥, GF ♣ or GF BAL	

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 [***see supp note***]	3♦	(6)7+♦, PRE
	2♣	5+♣, GF unless opener rebids 3♣	3♥/♠	7+♥/♠, PRE
	2♦	INV w/ 6+♣ OR 6+♦	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♦	2/3M	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 = 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.]

WARE – WILKINSON SUPPLEMENTAL NOTE

After 1♣ – 1NT – 2♦ is ART showing a game accept with exactly one 4 card M:

- Responder has shown an invite to 3NT, and may conceal a 4 card major.
- Opener has shown a hand with natural 4+♣, OR 11-14/18-19 balanced, in either case wishing to accept the invite and having exactly one 4 card major.

Continuations that are used to identify to responder which major opener holds are as follows. Note that responder may use these continuations even when he does not also hold a 4 card major (thus hiding whether he holds one or not).

There are 4 pairs of 'keys' that we could 'exchange':

- (i) the minor-suit 6s (cue of 2♥);
- (ii) the minor-suit 5s (cue of 2♠);
- (iii) the minor-suit 4s (cue of 2NT); and
- (iv) the minor-suit 3s (cue of 3♣).

These cards are 'cue-bid' by *either* partner using the bids 2♥, 2♠, 2NT, 3♣ respectively. However, we normally only cue a card for which we also do not hold the pair (e.g., holding both minor-suit 6s we normally bypass 2♥ despite holding a minor-suit 6). So 'cuebidding' normally indicates exactly one of the relevant pair.

Whether we successfully exchange a pair of keys or not, opener always ends up showing which major they hold with a bid of 3♠ or 3NT, as follows:

- If responder cues a card that opener has the pair for, then based on that pair opener immediately bids 3♠ or 3NT in a coded fashion, to show their major.
- If opener cues a card that responder has the pair for, then responder immediately bids 3♥ to ask which major is held, and opener responds with a bid of 3♠ or 3NT in a coded fashion.
- If either partner runs out of key exchange possibilities, they bid 3♦* to signal that a key exchange has not been possible. Following this:
 - If it is responder that bid 3♦, then opener immediately bids 3♠ or 3NT in an unencoded fashion to reveal which major they hold.
 - If it is opener that bid 3♦, then responder can ask with 3♥ for opener to then show (using 3♠/3NT) in an unencoded fashion which major they hold.

*Note: responder, as 'captain' of the auction, can choose to break to 3NT, rather than bidding 3♦, if they do not wish to find out about opener's suit in an unencoded fashion. Opener cannot break like this (since 3NT has a meaning).

Unencoded showing always uses 3♠ = 4♥ and 3NT = 4♠.

Coded showing uses:

- if opener holds the ♦ half of the key that has been exchanged, they bid 3♠ = 4♥ and 3NT = 4♠.
- if opener holds the ♣ half of the key that has been exchanged, they bid 3♠ = 4♠ and 3NT = 4♥.