

BASIC RESPONSES

Jump raises - minors limit forcing other pre-emptive
 Jump raises - majors limit forcing other pre-emptive
 Jump shifts after minor opening fit-showing jump (mostly)
 Jump shifts after major opening fit-showing jump (mostly)
 Responses to strong 2 suit opening shoot partner after the hand
 Responses to 2NT opening natural

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other
 Four or more with an honour 4th highest attitude
 3rd/5th other
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
Signal on partner's lead: high encourage low encourage
 other
Signal on declarer's lead reverse present count
Discards McKenney high encourage low encourage
 odd/even other reverse present count
Count natural reverse present

CONVENTIONS

4NT: Blackwood RKCB other 0314
 4♣ Gerber when? rarely

Other Conventions



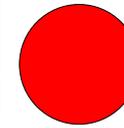
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 PO Box 397
 Fyshwick ACT 2609
 Tel: 02 6239 2265
 FAX: 02 6239 1816



AUSTRALIAN BRIDGE FEDERATION
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STANDARD SYSTEM CARD

Names: Mark Abraham James McGowan
 ABF Nos: 459161 93205
 Basic System: Strong Club Relay Avoiding Passing Ever
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ ~14+(16+) 0+♣ ♦ ~9-14(9-16) 4+♥ 1♥ ~9-14(9-16) 4+♠ 1♣ ~9-13(9-15) 4+♦
1 NT 11-15(13-17)HCP balanced, no major suit may contain 5 card major
 2♣ Stayman: simple extended other transfer to ♥
 transfers 2♦ transfer to ♠ 2♥ GFR 2♣ range probe
 2 NT minors other 3m=NNF, 3M=forcing
 2♣ ~9-13HCP 6+♣ no side suit (10-16HCP)
 2♦ weak, 5+♥not as undisciplined [15-17 Opening Points]
 2♥ weak, 4+♥, 4+♠undisciplined [15-17 Opening Points]
 2♠ weak 5+♠undisciplined [15-17 Opening Points]
 2 NT weak 5+♠5+♦ [15-17 Opening Points]
 3 NT Four-level minor preempt

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

(bracketed) ranges in 3rd & 4th seats
 NAMYATS; transfer 1-level openings

COMPETITIVE BIDDING

Negative doubles through	Definition	Responsive doubles through	Definition
Jump overcalls weak		Unusual NT	lower unbid suits
1NT overcall (immediate)	15-18	(re-opening)	11-14
Immed cue of minor	5+ ♠ and a 5+ unbid suit		
Immed cue of major	5+ other major and a 5+ minor		
Over opponent's 1NT (weak)	X=strong, 2♣♥+other & 2♦♠+other, either could		
Over opponent's 1NT (strong)	be longer in either case, 2♥♠= natural		
Over weak twos	X with Lebensohl		
Over opening threes	X		

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning				
1♣ First and second seats only	1♦	ART GF Relay	2NT	6+♣0-1♥semipositive
	1♥♣	4+♠semipositive / 0-6HCP	3♣	6+♣0-1♠semipositive
	1NT	bal or 3-suited, not 4♣ semipos	3♦	
	2♣	♥+m 2-suiter, semipositive	3♥	In third and fourth seats, 1♦
	2♦	6+♦ or ♣+♦ 2-suiter, semipositive	3♠	response is ART 0-7HCP, and
	2♥	6+♥semipositive	3NT	the rest are near-GF ART
	2♠	6+♣0-2♦semipositive	4 bids	positives.
1♦	1♥♣	GI+R/3-4 or 6+♠F1	3♣	6♣3♥inv
	1NT	5♠nonforcing	3♦	6♦3♥inv
	2♣	NNF	3♥	preemptive, 4-5♥
	2♦	NNF	3♠	fit-showing
	2♥	3-4♥not constructive	3NT	NNF
	2♠	4+♥0-1 unspecified suit, inv	4♦	fit-showing
	2NT	6♠3♥inv	4 Other	NNF
1♥♣	1NT	NNF	3♣	6♣3♠inv/6♣3♦inv
	2♣	NNF/GI+R	3♦	6♦3♠inv/♦raise
	2♦	NNF	3♥♣	preemptive 4-5♠6M 3x inv
	2♥♣	NNF or 3-4♠raise	3NT	NNF
	2NT	4+♠0-1 unspec./minors	4♣♦	fit-showing
2♣	2♦	GI+R	2♥♣	NNF
	other	suits NNF		
2♦	2♥	To play	3♣♦	NNF, constructive
	2♠	NNF, constructive	3♥♣	preemptive / splinter
	2NT	Forcing enquiry	3NT	To play
2♥♣	2NT	Forcing enquiry	3NT	NNF
	3♣♦	NNF constructive	4♣♦	ask for better M / splinter
	3♥♣	preemptive	4♥♣	NNF
2NT	3♣	NNF	4♣	NNF
	3♦	NNF	4♦	NNF
	3♥	Forcing	4♥	RKC in ♣
	3♠	Forcing	4♠	RKC in ♦
	3NT	NNF	other	

CONVENTIONS

Additional responses to 1NT

3♣3♦	To play
3♥3♣	Forcing 6+M
4♣	Transfer to ♥
4♦	Transfer to ♠
4♥	NNF
4♠	NNF

Unusual NT: minors other suits lower 2 unbid suits

other Some competitive 2NT bids show 2 places to play

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Fourth suit not forcing Game force

NT Checkback Priorities Don't rebid notrumps!

Defence to 3NT opening Run away

Defence to opening 2-s: Multi X=t/o of ♣ 2♥=t/o of ♥ 2NT 15-18

RCO style 2-s Double of opening bid shows general strength, later doubles t
Lebensohl continuations where possible.

Other 2-s X=takeout with Lebensohl
over Myxos, cuebid is t/o of weak two suit with Lebensohl

Defence to strong ♣ TWERB at one- and two-levels

Lebensohl Over NT interference

Other uses yes

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

Very aggressive weak twos, opening bids and non-constructive raises.

We like to bid.

We prefer to bid game.

We are not afraid of Moysian fits.

Suit quality is for wimps.

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 Jump shifts after minor opening Weak, <8pts | double jump = splinter
 Jump shifts after major opening 2♠/2NT=bal raise | MMMM splinters | Swiss raises
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 Responses to 2NT opening The Gruffle's Muppet Structure

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 Signal on partner's lead: high encourage low enc
 Primarily Count (low encourage on opening K lead)
 Signal on declarer Count
 Discards McKenney high encourage low encourage
 odd/even other McKenney 1st, then count
 Count natural reverse Original

CONVENTIONS

4NT: Blackwood RKCB other 1430 w/ specific K ask
 4♣ Gerber when? Over 1NT opening and 1NT rebids

Other Conventions

LM trump ask over 3 level pre-empts Good/Bad 2NT
 Transfer Responses to 1min-1X-1NT SWINE & Piglet
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 Inverted Minor Raises Cue Raies & FSJs in Competition
 Short Suit Trials The Witch | Blackout | Bourke Relay



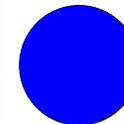
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 PO Box 397
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STANDARD SYSTEM CARD

Names: Christy Bridgland Nye Griffiths
 ABF Nos: 343315 325041
 Basic System: Gruffle and Friends
 Classification: Green Blue Red Yellow



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 1♠ (3)4+ / 11+ 1♦ 4+ / 11+ 1♥ (4)5+ / 11+ 1♣ 5+ / 11+
 1NT 12-14 (some 11 counts when not vul) may contain 5 card major
 2♣ Stayman: simple extended other Keri (forces 2♦)
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ Range probe
 2NT to ♣ other Keri over NT
 2♣ Weak, 5+4+ either way in majors, less than an opening hand
 2♦ STRONG: Game force or 23+ balanced / semi-balanced
 2♥ Weak, 5 or 6 card suit, less than an opening hand
 2♠ Weak, 5 or 6 card suit, less than an opening hand
 2NT 20-22 balanced - may contain 5 card major
 3NT 4-level minor preempt | 4♣/4♦ = NAMYATS showing ♥/♠

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2♣ opening = weak 5+/4+ in majors 4♣/♦ openings = transfers to ♥/♠
 1♣/♦ - 2♣/♦ = inverted 10+ raise 1st or 2nd round control cue bids
 X of strong NT shows single suiter

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 UBS, weak / very strong
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michael's: ♠ & another, 5+/5+, weak / very strong
 Immed cue of major Michael's: Highest UB & another, 5+/5+, weak / very strong
 Over opponent's 1NT (weak) Aspro (with X = penalties - normally 16+)
 Over opponent's 1NT (strong) DONT (X = single-suiter, others=suit+ a suit higher)
 Over weak twos Take out doubles with Lebensohl
 Over opening threes Take out doubles

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards, 6+ HCP	2NT 10-12HCP, 3343
	1♥♠	4+ cards, 6+ HCP	3♣ 5+♣, <10, no major if max
	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5 card major	3♥ Splinter, slam try
	2♦	6+ cards, <8HCP	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3343
	2♠	6+ cards, <8HCP	4 bids ♣:pre-empt ♦:void ♥/♠:to play
1♦	1♥♠	4+ cards, 6+ HCP	3♣ (6)7+ cards, <8HCP
	1NT	6-9HCP, no major	3♦ 5+♦, <10, no major if max
	2♣	4+♣, 10+HCP	3♥ Splinter, slam try
	2♦	4+♦, 10+, no 5 card major	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3334
	2♠	6+ cards, <8HCP	4♦ Pre-emptive
	2NT	10-12HCP, 3334	4 Other ♣:splinter ♥/♠:to play
1♥♠	1NT	6-9HCP, denies ♠ over ♥	3♣ Splinters based on LTC:
	2♣	4+ cards, 10+ HCP	3♦ <6.5 or 7.5-9
	2♦	4+ cards, 10+ HCP	3♥♠ Pre-emptive
	2♥♠	6-9 pts normally 3 card raise	3NT Swiss raise / Misc splinter
	2NT	♠ splint / Bal 4+c raise, 6-11/16	4♦ Swiss raises
2♣	2♦	Asking for longer major	2♥♠ To play
	other	2NT=invitational enquiry, 3♣=both minors, 3♦=to play	
2♦	2♥	Negative or waiting	3♣♦ Natural positive
	2♠	Natural positive	3♥♠ Natural positive
	2NT	Natural positive	3NT
2♥♠	2NT	Length / strength enquiry	3NT To play
	3♣♦	Natural, non forcing	4♣♦ To play
	3♥♠	Pre-emptive	4♥♠ To play
2NT	3♣	Modified Muppet Stayman	4♠ Slam Try in ♥
	3♦	Transfer to ♥	4♦ Slam try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♠ To play
	3NT	5♠ / 4♥ exactly	other 4/5NT are quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Transfer splinters: show a singleton or void in the suit
3♥3♠	above the one bid, denying a 5-card major
4♣	Gerber
4♦	Both majors
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Weak or very strong; emphasises lower suit if opponents have bid two suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 1x-1y-1N-2♣=puppet to 2♦except over 1♥-1♠

Defence to 3NT opening

Defence to opening 2-s: Multi X = 5+ card ♥/♠ overcall or 19+, 2♥=15-18 NT

3♣/♦ = to play, 2♣/2NT = stronger transfer to ♣/♦

RCO style 2-s 1st X = 16+, next X take out

2NT ostensibly 16-18

Other 2-s X = take out (with Lebensohl) over 2-s anchored in the suit bid

2NT = 16-18, TWERB over strong 2♣/♦

Defence to strong ♣ X shows 16+, other = TWERB. This applies after a 1♦ negative response as well.

Lebensohl Over NT interference Fast Arrival Denies Stopper

Other uses After our X of a weak 2, and in some competitive auctions

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

In 1st/2nd seat, the NAMYATS 4♣/4♦ openings show a hand one trick better than 4♥/♠. In 3rd/4th they show a 3 loser hand in ♥/♠.

1♥/♠-2♠/NT has a small possibility of containing a singleton ♦/♥.

For the 1♥-3♦ and 1♠-3♥ splinters, the possible 7.5-9 LTC range is restricted to 7.5-8.

1♥-2NT shows a splinter in ♠.

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Jump raises - minors limit forcing other Pre-emptive
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 Jump shifts after minor opening Weak, <8pts | double jump = splinter
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 Responses to strong 2 suit opening
 Responses to 2NT opening The Gruffe's Muppet Structure

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4NT: Blackwood RKCB other 1430 w/ specific K ask
 4♣ Gerber when? Over 1NT opening and 1NT rebids

Other Conventions

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 3NT denies ♣ cue in some auctions (R)D0P1 to 5♥ & (R)DEPO 5♠+
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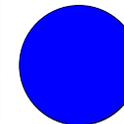
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 2♦ Weak, 5+/4+ either way in majors, less than an opening hand
 2♥ Weak, 5 or 6 card suit, less than an opening hand
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 2 NT 20-22 balanced - may contain 5 card major
 3 NT 4-level minor preempt | 4♣/4♦ = NAMYATS showing ♥/♠

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2♦ opening = weak 5+/4+ in majors 4♣/♦ openings = transfers to ♥/♠
 1♣/♦- 2♣/♦ = inverted 10+ raise 1st or 2nd round control cue bids
 X of strong NT shows single suiter

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 Immed cue of major Michael's: Highest UB & another, 5+/5+, weak / very strong
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	1♥♣	4+ cards, 6+ HCP	3♣ 5+♣, <10, no major if max
	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5 card major	3♥ Splinter, slam try
	2♦	6+ cards, <8HCP	3♠ Splinter, slam try
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2♦	2♥	To play	3♣♦ Natural, non-forcing
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	2NT	Invitational or better enquiry	3NT To play
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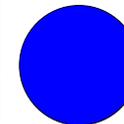
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Negative doubles through 4♥ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 UBS, weak / very strong
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michael's: ♠ & another, 5+/5+, weak / very strong
 Immed cue of major Michael's: Highest UB & another, 5+/5+, weak / very strong
 Over opponent's 1NT (weak) Aspro (with X = penalties - normally 16+)
 Over opponent's 1NT (strong) DONT (X = single-suited, suit = suit + a suit higher)
 Over weak twos Take out doubles with Lebensohl
 Over opening threes Take out doubles

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards, 6+ HCP	2NT 10-12HCP, 3343
	1♥♠	4+ cards, 6+ HCP	3♣ 5+♣, <10, no major if max
	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5 card major	3♥ Splinter, slam try
	2♦	6+ cards, <8HCP	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3343
	2♠	6+ cards, <8HCP	4 bids ♣:pre-empt ♦:void ♥/♠:to play
1♦	1♥♠	4+ cards, 6+ HCP	3♣ (6)7+ cards, <8HCP
	1NT	6-9HCP, no major	3♦ 5+♦, <10, no major if max
	2♣	4+♣, 10+HCP	3♥ Splinter, slam try
	2♦	4+♦, 10+, no 5 card major	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3334
	2♠	6+ cards, <8HCP	4♦ Pre-emptive
	2NT	10-12HCP, 3334	4 Other ♣:splinter ♥/♠:to play
1♥♠	1NT	6-9HCP, denies ♠ over ♥	3♣ Splinters based on LTC:
	2♣	4+ cards, 10+ HCP	3♦ <6.5 or 7.5-9
	2♦	4+ cards, 10+ HCP	3♥♠ Pre-emptive
	2♥♠	6-9 pts normally 3 card raise	3NT Swiss raise / Misc splinter
	2NT	♠ splint / Bal 4+c raise, 6-11/16	4♦ Swiss raises
2♣	2♦	Negative or waiting	2♥♠ Natural positive
	other	Natural positive	
2♦	2♥	To play	3♣♦ Natural, non-forcing
	2♠	Natural, non-forcing	3♥♠ To play / splinter
	2NT	Invitational or better enquiry	3NT To play
2♥♠	2NT	Length / strength enquiry	3NT To play
	3♣♦	Natural, non forcing	4♣♦ Splinter
	3♥♠	Pre-emptive	4♥♠ To play
2NT	3♣	Modified Muppet Stayman	4♠ Slam Try in ♥
	3♦	Transfer to ♥	4♦ Slam try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♠ To play
	3NT	5♠ / 4♥ exactly	other 4/5NT are quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Transfer splinters: show a singleton or void in the suit
3♥3♠	above the one bid, denying a 5-card major
4♣	Gerber
4♦	Both majors
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits

other Weak or very strong; emphasises lower suit if opponents have bid two suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 1x-1y-1N-2♣=puppet to 2♦except over 1♥-1♠

Defence to 3NT opening

Defence to opening 2-s: Multi X = 5+ card ♥/♠ overcall or 19+, 2♥=15-18 NT

3♣/♦ = to play, 2♣/2NT = stronger transfer to ♣/♦

RCO style 2-s 1st X = 16+, next X take out

2NT ostensibly 16-18

Other 2-s X = take out (with Lebensohl) over 2-s anchored in the suit bid

2NT = 16-18, TWERB over strong 2♣/♦

Defence to strong ♣ X shows 16+, other = TWERB. This applies after a 1♦ negative response as well.

Lebensohl Over NT interference Fast Arrival Denies Stopper

Other uses After our X of a weak 2, and in some competitive auctions

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

In 1st/2nd seat, the NAMYATS 4♣/4♦ openings show a hand one trick better than 4♥/♠ in 3rd/4th they show a 3 loser hand in ♥/♠.

1♥/♠-2♠/NT has a small possibility of containing a singleton ♦/♥.

For the 1♥-3♦ and 1♠-3♥ splinters, the possible 7.5-9 LTC range is restricted to 7.5-8

1♥-2NT shows a splinter in ♠.

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-emptive
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening Weak, <8pts | double jump = splinter
 Jump shifts after major opening 2♠/2NT=bal raise | MMMM splinters | Swiss raises
 Responses to strong 2 suit opening
 Responses to 2NT opening The Gruffe's Muppet Structure

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other J, T or 9 shows 0/2 higher | A for count, K for att
 Four or more with an honour 4th highest attitude
 3rd/5th other 3rd from even length, lowest from odd length
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low enc
 Primarily Count (low encourage on opening K lead)
 Signal on declarer Count (Reverse Smith Peters initially vs NT)
 Discards McKenney high encourage low encourage
 odd/even other McKenney 1st, then count
 Count natural reverse Original

CONVENTIONS

4NT: Blackwood RKCB other 1430 w/ specific K ask
 4♣ Gerber when? Over 1NT opening and 1NT rebids

Other Conventions

LM trump ask over 3 level pre-empts Good/Bad 2NT
 Transfer Responses to 1min-1X-1NT SWINE & Piglet
 3NT denies ♣ cue in some auctions (R)D0P1 to 5♥ & (R)DEPO 5♠+
 Inverted Minor Raises Cue Raies & FSJs in Competition
 Short Suit Trials The Witch | Blackout | Bourke Relay



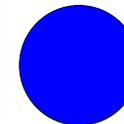
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 Tel: 02 6239 2265
 FAX: 02 6239 1816



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STANDARD SYSTEM CARD

Names: Griff Ware Daniel Geromboux
 ABF Nos: 476791 566748
 Basic System: Acol overloaded with conventions
 Classification: Green Blue Red Yellow



OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ (3)4+ / 11+ 1♦ 4+ / 11+ 1♥ (4)5+ / 11+ 1♣ 5+ / 11+
 1NT 12-14 (some 11 counts when not vul) may contain 5 card major
 2♣ Stayman: simple extended other Keri (forces 2♦)
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ Range probe
 2NT to ♣ other Keri over NT
 2♣ Weak, 5+4+ either way in majors, less than an opening hand
 2♦ STRONG: Game force or 23+ balanced / semi-balanced
 2♥ Weak, 5 or 6 card suit, less than an opening hand
 2♠ Weak, 5 or 6 card suit, less than an opening hand
 2NT 20-22 balanced - may contain 5 card major
 3NT 4-level minor preempt | 4♣/4♦ = NAMYATS showing ♥/♠

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2♦ opening = weak 5+/4+ in majors 4♣/♦ openings = transfers to ♥/♠
 1♣/♦ - 2♣/♦ = inverted 10+ raise 1st or 2nd round control cue bids
 X of strong NT shows single suiter

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 UBS, weak / very strong
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michael's: ♠ & another, 5+/5+, weak / very strong
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 Over opponent's 1NT (weak) Aspro (with X = penalties - normally 16+)
 Over opponent's 1NT (strong) Aspro (with X = good single suited hand)
 Over weak twos Take out doubles with Lebensohl
 Over opening threes Take out doubles

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards, 6+ HCP	2NT 10-12HCP, 3343
	1♥♠	4+ cards, 6+ HCP	3♣ 5+♣, <10, no major if max
	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5 card major	3♥ Splinter, slam try
	2♦	6+ cards, <8HCP	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3343
	2♠	6+ cards, <8HCP	4 bids ♣:pre-empt ♦:void ♥/♠:to play
1♦	1♥♠	4+ cards, 6+ HCP	3♣ (6)7+ cards, <8HCP
	1NT	6-9HCP, no major	3♦ 5+♦, <10, no major if max
	2♣	4+♣, 10+HCP	3♥ Splinter, slam try
	2♦	4+♦, 10+, no 5 card major	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3334
	2♠	6+ cards, <8HCP	4♦ Pre-emptive
	2NT	10-12HCP, 3334	4 Other ♣:splinter ♥/♠:to play
1♥♠	1NT	6-9HCP, denies ♠ over ♥	3♣ Splinters based on LTC:
	2♣	4+ cards, 10+ HCP	3♦ <6.5 or 7.5-9
	2♦	4+ cards, 10+ HCP	3♥♠ Pre-emptive
	2♥♠	6-9 pts normally 3 card raise	3NT Swiss raise / Misc splinter
	2NT	♠ splint / Bal 4+c raise, 6-11/16	4♦ Swiss raises
2♣	2♦	Asking for longer major	2♥♠ To play
	other	2NT=invitational enquiry, 3♣=both minors, 3♦=to play	
2♦	2♥	Negative or waiting	3♣♦ Natural positive
	2♠	Natural positive	3♥♠ Natural positive
	2NT	Natural positive	3NT
2♥♠	2NT	Length / strength enquiry	3NT To play
	3♣♦	Natural, non forcing	4♣♦ To play
	3♥♠	Pre-emptive	4♥♠ To play
2NT	3♣	Modified Muppet Stayman	4♠ Slam Try in ♥
	3♦	Transfer to ♥	4♦ Slam try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♠ To play
	3NT	5♠ / 4♥ exactly	other 4/5NT are quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Transfer splinters: show a singleton or void in the suit
3♥3♠	above the one bid, denying a 5-card major
4♣	Gerber
4♦	Both majors
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Weak or very strong; emphasises lower suit if opponents have bid two suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 1x-1y-1N-2♣=puppet to 2♦except over 1♥-1♠

Defence to 3NT opening

Defence to opening 2-s: Multi X = 5+ card ♥/♠ overcall or 19+, 2♥=15-18 NT

3♣/♦ = to play, 2♣/2NT = stronger transfer to ♣/♦

RCO style 2-s 1st X = 16+, next X take out

2NT ostensibly 16-18

Other 2-s X = take out (with Lebensohl) over 2-s anchored in the suit bid

2NT = 16-18, TWERB over strong 2♣/♦

Defence to strong ♣ X shows 16+, other = TWERB. This applies after a 1♦ negative response as well.

Lebensohl Over NT interference Fast Arrival Denies Stopper

Other uses After our X of a weak 2, and in some competitive auctions

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

In 1st/2nd seat, the NAMYATS 4♣/4♦ openings show a hand one trick better than 4♥/♠. In 3rd/4th they show a 3 loser hand in ♥/♠.

1♥/♠-2♠/NT has a small possibility of containing a singleton ♦/♥.

For the 1♥-3♦ and 1♠-3♥ splinters, the possible 7.5-9 LTC range is restricted to 7.5-8.

1♥-2NT shows a splinter in ♠.

BASIC RESPONSES

Jump raises - minors limit forcing other Pre-emptive
 Jump raises - majors limit forcing other Pre-emptive
 Jump shifts after minor opening Weak, <8pts | double jump = splinter
 Jump shifts after major opening 2♠/2NT=bal raise | MMMM splinters | Swiss raises
 Responses to strong 2 suit opening
 Responses to 2NT opening The Gruffe's Muppet Structure

PLAY CONVENTIONS

'NT' Versus Notrump 'S' Versus Suit = Both
 Sequence leads: Overlead all All except AK x (x)
 Underlead other J, T or 9 shows 0/2 higher | A for count, K for att
 Four or more with an honour 4th highest attitude
 3rd/5th other 3rd from even length, lowest from odd length
 From 4 small 2nd highest other
 From 3 cards (no honour) top middle bottom
 Signal on partner's lead: high encourage low enc
 Primarily Count (low encourage on opening K lead)
 Signal on declarer Count (Reverse Smith Peters initially vs NT)
 Discards McKenney high encourage low encourage
 odd/even other McKenney 1st, then count
 Count natural reverse Original

CONVENTIONS

4NT: Blackwood RKCB other 1430 w/ specific K ask
 4♣ Gerber when? Over 1NT opening and 1NT rebids

Other Conventions

LM trump ask over 3 level pre-empts Good/Bad 2NT
 Transfer Responses to 1min-1X-1NT SWINE & Piglet
 3NT denies ♣ cue in some auctions (R)D0P1 to 5♥ & (R)DEPO 5♠+
 Inverted Minor Raises Cue Raies & FSJs in Competition
 Short Suit Trials The Witch | Blackout | Bourke Relay



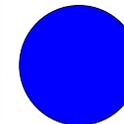
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 Tel: 02 6239 2265
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STANDARD SYSTEM CARD

Names: Griff Ware Daniel Geromboux
 ABF Nos: 476791 566748
 Basic System: Acol overloaded with conventions
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OPENING BIDS

Describe strength, minimum length, or specific meaning Canape
 1♠ (3)4+ / 11+ 1♦ 4+ / 11+ 1♥ (4)5+ / 11+ 1♣ 5+ / 11+
 1NT 12-14 (some 11 counts when not vul) may contain 5 card major
 2♣ Stayman: simple extended other Keri (forces 2♦)
 transfers 2♦ to ♥ 2♥ to ♠ 2♣ Range probe
 2NT to ♣ other Keri over NT
 2♣ STRONG: Game force or 23+ balanced / semi-balanced
 2♦ Weak, 5+/4+ either way in majors, less than an opening hand
 2♥ Weak, 5 or 6 card suit, less than an opening hand
 2♠ Weak, 5 or 6 card suit, less than an opening hand
 2NT 20-22 balanced - may contain 5 card major
 3NT 4-level minor preempt | 4♣/4♦ = NAMYATS showing ♥/♠

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2♣ opening = weak 5+/4+ in majors 4♣/♦ openings = transfers to ♥/♠
 1♣/♦ - 2♣/♦ = inverted 10+ raise 1st or 2nd round control cue bids
 X of strong NT shows single suiter

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 UBS, weak / very strong
 1NT overcall (immediate) 15-18 (re-opening) 11-14
 Immed cue of minor Michael's: ♠ & another, 5+/5+, weak / very strong
 Immed cue of major Michael's: Highest UB & another, 5+/5+, weak / very strong
 Over opponent's 1NT (weak) Aspro (with X = penalties - normally 16+)
 Over opponent's 1NT (strong) Aspro (with X = good single suited hand)
 Over weak twos Take out doubles with Lebensohl
 Over opening threes Take out doubles

RESPONSES TO OPENING BIDS

Describe strength, minimum length or specific meaning			
1♣	1♦	4+ cards, 6+ HCP	2NT 10-12HCP, 3343
	1♥♠	4+ cards, 6+ HCP	3♣ 5+♣, <10, no major if max
	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5 card major	3♥ Splinter, slam try
	2♦	6+ cards, <8HCP	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3343
	2♠	6+ cards, <8HCP	4 bids ♣:pre-empt ♦:void ♥/♠:to play
1♦	1♥♠	4+ cards, 6+ HCP	3♣ (6)7+ cards, <8HCP
	1NT	6-9HCP, no major	3♦ 5+♦, <10, no major if max
	2♣	4+♣, 10+HCP	3♥ Splinter, slam try
	2♦	4+♦, 10+, no 5 card major	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3334
	2♠	6+ cards, <8HCP	4♦ Pre-emptive
	2NT	10-12HCP, 3334	4 Other ♣:splinter ♥/♠:to play
1♥♠	1NT	6-9HCP, denies ♠ over ♥	3♣ Splinters based on LTC:
	2♣	4+ cards, 10+ HCP	3♦ <6.5 or 7.5-9
	2♦	4+ cards, 10+ HCP	3♥♠ Pre-emptive
	2♥♠	6-9 pts normally 3 card raise	3NT Swiss raise / Misc splinter
	2NT	♠ splint / Bal 4+c raise, 6-11/16	4♦ Swiss raises
2♣	2♦	0-6HCP 0-1 AK controls	2♥♠ 2/3 AK controls
	other	2NT=7+HCP 0-1 AK controls, 3♣3♦3♥3♠= 4/5/6/7 AK controls	
2♦	2♥	To play	3♣♦ Natural, non-forcing
	2♠	To play	3♥♠ To play
	2NT	Invitational or better enquiry	3NT To play
2♥♠	2NT	Length / strength enquiry	3NT To play
	3♣♦	Natural, non forcing	4♣♦ To play
	3♥♠	Pre-emptive	4♥♠ To play
2NT	3♣	Modified Muppet Stayman	4♣ Slam Try in ♥
	3♦	Transfer to ♥	4♦ Slam try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♠ To play
	3NT	5♠ / 4♥ exactly	other 4/5NT are quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Transfer splinters: show a singleton or void in the suit
3♥3♠	above the one bid, denying a 5-card major
4♣	Gerber
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Unusual NT: minors other suits lower 2 unbid suits
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NT Checkback Priorities 1x-1y-1N-2♣=puppet to 2♦except over 1♥-1♠

Defence to 3NT opening

Defence to opening 2-s: Multi X = 5+ card ♥/♠ overcall or 19+, 2♥=15-18 NT

3♣/♦ = to play, 2♣/2NT = stronger transfer to ♣/♦

RCO style 2-s 1st X = 16+, next X take out

2NT ostensibly 16-18

Other 2-s X = take out (with Lebensohl) over 2-s anchored in the suit bid

2NT = 16-18, TWERB over strong 2♣/♦

Defence to strong ♣ X shows 16+, other = TWERB. This applies after a 1♦ negative response as well.

Lebensohl Over NT interference Fast Arrival Denies Stopper

Other uses After our X of a weak 2, and in some competitive auctions

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

In 1st/2nd seat, the NAMYATS 4♣/4♦ openings show a hand one trick better than 4♥/♠ in 3rd/4th they show a 3 loser hand in ♥/♠.

1♥/♠-2♠/NT has a small possibility of containing a singleton ♦/♥.

For the 1♥-3♦ and 1♠-3♥ splinters, the possible 7.5-9 LTC range is restricted to 7.5-8

1♥-2NT shows a splinter in ♠.

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 Jump shifts after minor opening Weak, <8pts | double jump = splinter
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 Primarily Count (low encourage on opening K lead)
 Signal on declarer Count (Reverse Smith Peters initially vs NT)
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4NT: Blackwood RKCB other 1430 w/ specific K ask
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LM trump ask over 3 level pre-empts Good/Bad 2NT
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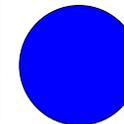
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 2 NT to ♣ other Keri over NT
 2♣ STRONG: Game force or 23+ balanced / semi-balanced
 2♦ Weak, 5 or 6 card ♥ suit, less than an opening hand
 2♥ Weak, 4+/4+ in majors, less than an opening hand
 2♠ Weak, 5 or 6 card suit, less than an opening hand
 2 NT 20-22 balanced - may contain 5 card major
 3 NT 4-level minor preempt | 4♣/4♦ = NAMYATS showing ♥/♠

PRE-ALERTS: CALLS THAT MAY HAVE UNEXPECTED MEANING/S OR REQUIRE SPECIAL DEFENCE

2♥ opening = weak 4+/4+ in majors 4♣/♦ openings = transfers to ♥/♠
 1♣/♦ - 2♣/♦ = inverted 10+ raise 1st or 2nd round control cue bids
 X of strong NT shows single suiter

COMPETITIVE BIDDING

Negative doubles through 4♥ Responsive doubles through 4♣
 Jump overcalls Weak Unusual NT Lower 2 UBS, weak / very strong
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RESPONSES TO OPENING BIDS

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	1NT	6-9HCP, often 3334	3♦ Splinter, slam try
	2♣	4+♣, 10+, no 5 card major	3♥ Splinter, slam try
	2♦	6+ cards, <8HCP	3♠ Splinter, slam try
	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3343
	2♠	6+ cards, <8HCP	4 bids ♣:pre-empt ♦:void ♥/♠:to play
1♦	1♥♠	4+ cards, 6+ HCP	3♣ (6)7+ cards, <8HCP
	1NT	6-9HCP, no major	3♦ 5+♦, <10, no major if max
	2♣	4+♣, 10+HCP	3♥ Splinter, slam try
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	2♥	6+ cards, <8HCP	3NT 13-15HCP, 3334
	2♠	6+ cards, <8HCP	4♦ Pre-emptive
	2NT	10-12HCP, 3334	4 Other ♠:splinter ♥/♠:to play
1♥♠	1NT	6-9HCP, denies ♠ over ♥	3♣ Splinters based on LTC:
	2♣	4+ cards, 10+ HCP	3♦ <6.5 or 7.5-9
	2♦	4+ cards, 10+ HCP	3♥♠ Pre-emptive
	2♥♠	6-9 pts normally 3 card raise	3NT Swiss raise / Misc splinter
	2NT	♠ splint / Bal 4+c raise, 6-11/16	4♦ Swiss raises
2♣	2♦	0-6HCP 0-1 AK controls	2♥♠ 2/3 AK controls
	other	2NT=7+HCP 0-1 AK controls, 3♣3♦3♥3♠= 4/5/6/7 AK controls	
2♦	2♥	To play	3♣♦ Natural, non-forcing
	2♠	Natural, non-forcing	3♥♠ Preemptive / Splinter
	2NT	Invitational or better inquiry	3NT To play
2♥♠	2NT	Invitational or better inquiry	3NT To play
	3♣♦	Natural, non forcing	4♣♦ To play
	3♥♠	Pre-emptive	4♥♠ To play
2NT	3♣	Modified Muppet Stayman	4♣ Slam Try in ♥
	3♦	Transfer to ♥	4♦ Slam try in ♠
	3♥	Transfer to ♠	4♥ To play
	3♠	Both minors	4♠ To play
	3NT	5♠ / 4♥ exactly	other 4/5NT are quantitative

CONVENTIONS

Additional responses to 1NT

3♣3♦	Transfer splinters: show a singleton or void in the suit
3♥3♠	above the one bid, denying a 5-card major
4♣	Gerber
4♦	Both majors
4♥	To play
4♠	To play

Unusual NT: minors other suits lower 2 unbid suits
 other Weak or very strong; emphasises lower suit if opponents have bid two suits

Other slam bidding Cue Bids Asking Bids

4th Suit Forcing One round Game force

NT Checkback Priorities 1x-1y-1N-2♣=puppet to 2♦except over 1♥-1♠

Defence to 3NT opening

Defence to opening 2-s: Multi X = 5+ card ♥/♠ overcall or 19+, 2♥=15-18 NT

3♣/♦ = to play, 2♣/2NT = stronger transfer to ♣/♦

RCO style 2-s 1st X = 16+, next X take out

2NT ostensibly 16-18

Other 2-s X = take out (with Lebensohl) over 2-s anchored in the suit bid

2NT = 16-18, TWERB over strong 2♣/♦

Defence to strong ♣ X shows 16+, other = TWERB. This applies after a 1♦ negative response as well.

Lebensohl Over NT interference Fast Arrival Denies Stopper

Other uses After our X of a weak 2, and in some competitive auctions

Take out of 4 level pre-empts 4♣♦ X

4♥ X 4♠ 4NT

OTHER NOTES

In 1st/2nd seat, the NAMYATS 4♣/4♦ openings show a hand one trick better than 4♥/♠ in 3rd/4th they show a 3 loser hand in ♥/♠.

1♥/♠-2♠/NT has a small possibility of containing a singleton ♦/♥.

For the 1♥-3♦ and 1♠-3♥ splinters, the possible 7.5-9 LTC range is restricted to 7.5-8

1♥-2NT shows a splinter in ♠.