

4. BASIC RESPONSES

Jump raises - minors *LTC* Other: *NB losing trick count*
 Jump raises - Majors *LTC* Other:
 Jump shifts after minor opening *Weak*
 Jump shifts after Major opening *Weak*
 Responses to strong 2 suit open. *Natural*
 Responses to 2NT opening *Natural*

5. PLAY CONVENTIONS

Versus	Suit (or both)	NoTrump (if different)	Show priorities
	<i>Natural</i>	<i>4ths</i>	
Four or more with an honour	<i>Small</i>	<i>4th Highest</i>	
From 4 small	<i>Top</i>	<i>4th middle</i>	
From 3 cards (no honour)	<i>MUD</i>		
In partner's suit	<i>Top</i>		
Discards	<i>High encourage</i>	<i>High encourage</i>	
Count	<i>High/Low = even doubtless</i>	<i>High-low-even</i>	
Signal on partner's lead:	<i>High encourage</i>		
Signal on declarer's lead:	<i>High "</i>		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB Gerber *4 \clubsuit Gerber*

Slam Notes

Cue Bids Off
 Asking Bids Off

7. OTHER CONVENTIONS

1NT x systems off Slam - 4c used if NT bid.
Michaels 1c/2c or D both majors 4NT used if c bid
1H/2H spades and a minor

New Zealand Bridge



Nos. / NAMES & SYSTEM

370801 *Celia McKechnie*
 198751 *Judy Honeybone*

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

1 \clubsuit *2+ 12-19* 1 \heartsuit *5+ 12-19*
 1 \diamondsuit *4+ 12-19* 1 \spadesuit *5+ 12-19*
 1NT *12-14* *may contain 5 card Major*

1NT Responses *2 \clubsuit Simple stayman* Other:

2 \diamondsuit *Transfer to H* 2 \heartsuit *11-12 / range finder*
 2 \heartsuit *Transfer to S* 2NT *5 x 5 minors / 10+ points*
 other

2 \clubsuit *23+ or 3 losing tricks*

2 \diamondsuit *MULTI 2 D. 20-22 or weak 6 card major - response*

2 \heartsuit *Weak SH + 5 minor less than 10 - 2NT asks for other*

2 \spadesuit *Weak 55 + 5 minor or H. " suit - 3c asks*

2NT *Both minors - weak 3NT* *" 70V MINOR*

other

2. PRE-ALERTS

12-14 NT
Cappelletti

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through *3s* Jump overcalls *Weak*
 Responsive doubles through Unusual NT *two lowest unbid suits*
 1NT overcall - immediate *16-18* Immediate cue of minor
 1NT overcall - re-opening Immediate cue of Major
 Over weak twos Over opening threes
 Over opponent's 1NT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	4+	2♦	2H weak or 2NT 16+	3♦
1♥	1♥	4+	2♥	3♥	3♥
1♠	1♠	4+	2♠	10+	3♠
1NT	1NT	6-9	2NT	3NT	3NT
2♣	2♣	5+	3♣	4♣	4♣
other	other				
1♦	1♥	4+	2♥	3♥	3♥
1♠	1♠	4+	2♠	3♠	3♠
1NT	1NT	6-9	2NT	3NT	3NT
2♣	2♣	10+	3♣	4♣	4♣
2♦	2♦	4+ D	3♦	4♦	4♦
other	other				
1♥	1♠		2♥	3♦	3♦
1NT	1NT		2♠	3♥	3♥
2♣	2♣		2NT	3♠	3♠
2♦	2♦		3♣	3NT	3NT
other	other				
1♠	1NT	6-9	2♠	3♥	3♥
2♣	2♣	10+1	2NT	3♠	3♠
2♦	2♦	"	3♣	3NT	3NT
2♥	2♥	"	3♦	4♣	4♣
other	other				
1NT	3♣	long suit game try	3♠	Natural game force	4♦
3♦	3♦	"	3NT	To play	4♥
3♥	3♥	Natural - game force	4♣	"	4♠
other	other				
2♣	2♦		2NT		3♥
2♥	2♥		3♣		3♠
2♠	2♠		3♦		3NT
other	other				
2♦	2♥	Non force relay	3♣	Natural - non force	3♠
2♠	2♠	Raise of H weak	3♦	"	3NT
2NT	2NT	Force enquiry	3♥	Pre raise	4♣
other	other				

Notes

2♥	2♠	3♦	3NT
2NT	2NT	4♣	4♣
3♣	3♣	4♥	4♥
other	other		
2♠	2NT	3♥	4♣
3♣	3♣	3♠	4♥
3♦	3♦	3NT	4♠
other	other		
2NT	3♠	3♠	Natural & forcing
3♦	3NT	4♥	To play
3♥	4♣	4♠	"
other	other		

9. CONVENTIONS

Unusual NT: Lower two unbid suits

4th Suit Forcing One round Off Game force Off

NT Checkback Off Priorities:

Defence to 3NT opening Natural

Defence to Opening Twos

Multi 2♦ 2 way - strong NT or weak major

RCO style 2-s

Other 2-s

Defence 1♣ Natural

to 4H, 4C, 4D, 4S ALL natural

strong 2♣

♣

Over 1NT Interference Natural

Lebensicht - other uses:

Take out of 4 level pre-empts

4♥ Natural

4♣/4♦ Natural

4♠ Natural

1 NT - xx help partner bid

Michaels - see 3

10. OTHER NOTES