

### 4. BASIC RESPONSES

Jump raises - minor: Limit 6-9      Other: \_\_\_\_\_  
 Jump raises - major: Limit 6-9      Other: \_\_\_\_\_  
 Jump shifts after minor opening: \_\_\_\_\_  
 Jump shifts after major opening: \_\_\_\_\_  
 Response to strong 2NT opening: Stayman and Transfers apply

### 5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
<b>LEADS</b> - Sequences	Overlead all	
- 4 or more with an honour	Attitude	4th Highest
- from 4 small:	2nd Highest	
- from 3 small:	Middle/Up/Down (MUD)	
- in partner's suit:	Same as above	
<b>DISCARDS</b>	Odd - Enc. Even - McKenney	
<b>COUNT</b>	Not used	
<b>SIGNALS</b> - on partner's lead	Low encouraging	
- on Declarer's lead	Not used	

Note #1: \_\_\_\_\_  
 Note #2: \_\_\_\_\_  
 Note #3: \_\_\_\_\_  
 Note #4: \_\_\_\_\_  
 Note #5: \_\_\_\_\_

### 6. SLAM CONVENTIONS

<b>4NT:</b> Blackwood	Not used
RKC	0314 etc
<b>4♣:</b> Gerber	0314 CRO

**Slam Notes:** \_\_\_\_\_  
**Cue Bids:**  \_\_\_\_\_  
**Asking Bids:**  \_\_\_\_\_

### 7. OTHER CONVENTIONS

Jacoby - game agrmnt (asking for shape)	_____
Spinters - game agrmnt showing 0 or 1 in suit bid	_____
	_____
	_____
	_____
	_____



# NZBridge



### NAMES - NZB NUMBER - SYSTEM

Names:	Hamish McDonald	Jos van Hees
NZB No:	83535	83549
Basic System:	<b>Acol</b>	
Classification:	<b>Green</b>	Brown Sticker [ ]

### 1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

<b>1♣</b> 3+ clubs 11+ pts		<b>Canape</b> <input checked="" type="checkbox"/>
<b>1♦</b> 3+ diamonds 11+ pts		
<b>1♥</b> 5+ Hearts 11+ pts		<b>1♠</b> 5+ Spades 11+ pts
<b>1NT</b> 11-14		1NT may contain a 5 card major
<i>Responses To 1NT</i>	<b>2♣</b> Simple stayman	
	<b>2♦</b> Transfer to H	<b>2♠</b> Rangefinder
	<b>2♥</b> Transfer to S	<b>2NT</b> Both minors
	<b>3♣/♦</b> 6 card suit with 2 of the top 3 honours	
<b>Other:</b>		
<b>2♣</b> Game Forcing		
<b>2♦</b> Multi 2 (6H or S 6 - 10 pts/ 20 -22 pts)		
<b>2♥</b> 5H/5 another (6 - 10 pts)		
<b>2♠</b> 5S/5 minor (6 - 10 pts)		
<b>2NT</b> 5C/5D (6-10pts)	<b>3NT</b> Gambling	

### 2. PRE ALERTS


### 3. COMPETITIVE BIDS & OVERCALLS

<b>Neg Doubles to</b>	4H	<b>Jump Overcalls:</b>	Variable
<b>Responsive Doubles to</b>	4H	<b>Unusual NT:</b>	Minors
<b>1NT Overcall - immediate</b>	15-18	<b>Immediate cue of a minor:</b>	Other minor/Major
<b>1NT Overcall - re-opening</b>	12-14	<b>Immediate cue of a major:</b>	Other major/minor
<b>Over Opp's 1NT:</b> Landy		<b>Over weak 2's:</b>	X = takeout, suit natural
- 2C both Majors (11 - 14)		<b>Over weak 3's:</b>	X = takeout, suit natural
- 2D,2H,2S 5+ (11 - 14)			
- X (15= pts)			

## NZBridge

## 8. RESPONSES TO OPENING BIDS

<b>1♣</b>	<b>1♦</b> 6+pts 4+	<b>2♦</b> weak freak	<b>3♦</b> splinter
	<b>1♥</b> 6+pts 4+	<b>2♥</b> weak freak	<b>3♥</b> splinter
	<b>1♠</b> 6+pts 4+	<b>2♠</b> weak freak	<b>3♠</b> splinter
	<b>1NT</b> 6-9	<b>2NT</b> 10-12	<b>3NT</b> To Play
	<b>2♣</b> 6-9, 4+ clubs	<b>3♣</b> 10-12	
<b>Other</b>			
<b>1♦</b>	<b>1♥</b> 6+pts 4+	<b>2♥</b> weak freak	<b>3♥</b> splinter
	<b>1♠</b> 6+pts 4+	<b>2♠</b> weak freak	<b>3♠</b> splinter
	<b>1NT</b> 6-9	<b>2NT</b> 10-12	<b>3NT</b> To Play
	<b>2♣</b> 10+pts, 4+ clubs	<b>3♣</b> weak freak	
	<b>2♦</b> 6-9, 4+ diamonds	<b>3♦</b> 5+, 10-12 pts	
<b>Other</b>			
<b>1♥</b>	<b>1♠</b> 6+pts 4+	<b>2♥</b> 3+ 6-9	<b>3♦</b> 7+ weak freak
	<b>1NT</b> 6-9	<b>2♠</b> weak freak	<b>3♥</b> 10-12 3+ hearts
	<b>2♣</b> 10+pts 4+	<b>2NT</b> Jacoby	<b>3♠</b> splinter
	<b>2♦</b> 10+pts 4+	<b>3♣</b> 7+ weak freak	<b>3NT</b> To Play
	<b>Other</b> 4C or 4D splinter		
<b>1♠</b>	<b>1NT</b> 6-9	<b>2♠</b> 6-9 3+ spades	<b>3♥</b>
	<b>2♣</b> 10+pts 4+	<b>2NT</b> Jacoby	<b>3♠</b> 10-12 3+ hearts
	<b>2♦</b> 10+pts 4+	<b>3♣</b> 7+ weak freak	<b>3NT</b> To Play
	<b>2♥</b> 10+, 5+ hearts	<b>3♦</b> 7+ weak freak	
	<b>Other</b> 4C, 4D or 4H splinter		
<b>1NT</b> 11-14	<b>3♣</b> 6 C's game invite	<b>3♠</b> 6 S's game invite	<b>4♦</b>
	<b>3♦</b> 6 D's game invite	<b>3NT</b> To play	<b>4♥</b> To Play
	<b>3♥</b> 6 H's game invite	<b>4♣</b> Ace ask (CRO)	<b>4♠</b> To Play
	<b>Other</b>		
<b>2♣</b>	<b>2♦</b> Weak	<b>2NT</b> 8+ balanced	<b>3♥</b>
	<b>2♥</b> 8+ pts, 5+ hearts	<b>3♣</b> 8+ pts 5+ C's	<b>3♠</b>
	<b>2♠</b> 8+ pts, 5+ spades	<b>3♦</b> 8+ pts 5+ D's	<b>3NT</b> To Play
	<b>Other</b>		
<b>2♦</b>	<b>2♥</b> Relay	<b>3♣</b> To play	<b>3♠</b>
	<b>2♠</b> 4+H (8-12pts)	<b>3♦</b> To play	<b>3NT</b> To Play
	<b>2NT</b> 15+ pts	<b>3♥</b> 12-14 2+H & S	
	<b>Other</b> Follow 2NT - 3C weak H, 3H 9-10 pts/ 3D weak S, 3S 9-10 pts		
<b>2♥</b>	<b>2♠</b> Pass or correct	<b>3♦</b> To play	<b>3NT</b> To Play
	<b>2NT</b> Strong relay	<b>3♥</b> 3 +H Non forcing	<b>4H</b> To play
	<b>3♣</b> To play	<b>3♠</b>	
	<b>Other</b>		

Notes

<b>2♠</b>	<b>2NT</b> Strong relay	<b>3♦</b>	<b>3♠</b> 3 card support NF
	<b>3♣</b> Pass or correct	<b>3♥</b>	<b>3NT</b> To Play
	<b>Other</b>		
<b>2NT</b>	<b>3♣</b> To play	<b>3♥</b> 6+ to play	<b>3NT</b> To Play
	<b>3♦</b> To play	<b>3♠</b> 6+ to play	
	<b>Other</b>		

## 9. CONVENTIONS

<b>Unusual NT:</b> Minors
<b>4th Suit Forcing:</b> One Round forcing (One hold in suit)
<b>Checkback Stayman:</b> Yes
<b>Defence to 3NT opening:</b> X = takeout
<b>Defence to Opening 3's:</b> X = takeout
<b>Defence to Opening 2's:</b> X = takeout
<b>Defence to Multi 2's:</b> Immediate X = 16, delayed X = 12-15
<b>Defence to 2 suiter openers:</b> X = other 2suits
<b>Defence to other 2 openers:</b>
<b>Defence to strong 1♣:</b> Natural
<b>Takeout of 4-level preempts:</b> <b>4♣/♦</b> X = both majors
<b>4♥</b> X = spades and another, 4NT = minors
<b>4♠</b> X = Penalty, 4NT 2 places to play
<b>Defence after our 1NTX:</b> XX = club transfer, 2C, 2D, 2H transfers
<b>After interference of our 1NT:</b> Natural
<b>Lebensohl - other uses:</b>

## 10. OTHER NOTES

Discards - Reverse attitude (Low like, high dislike)

Pre-empt (Vul) - 2 losers short

Pre-empt (Non vul) - 3 losers short

4NT - Ace asking - Roman key cards

Leads - K always promises A or Q (If A then K must be doubleton)

When competing in auction Suit bid competing, X stronger (asking)