4. BASIC RESPONSES				
Jump raises - minor: Pre-empt		No 4 card major		
Jump raises - major: Pre-empt		4+ card support		
Jump shifts after minor opening:		Preemptive		
Jump shifts after major opening:		Preemptive		
Response to strong 2NT opening:		Low-info puppet, transfers etc		

LEADS - Sequences  - 4 or more with an honour: - from 4 small: - from 3 small: - from 3 small: - from 2, low from 3+  DISCARDS  COUNT  Low-High = Even  SIGNALS - on partner's lead - on Declarer's lead  Rev Count	Show prio	rities	versus a suit and NT	versus NT (if different)
- from 4 small: - from 3 small: - in partner's suit:  DISCARDS  COUNT  Low-High = Even  SIGNALS - on partner's lead  2nd Highest  Middle/Up/Down (MUD)  High from 2, low from 3+  Low encouraging  Low-High = Even  Low encouraging	LEADS - Sequences		Ace-Attitude King-Count	
- from 3 small: - in partner's suit:  DISCARDS Low encouraging COUNT Low-High = Even SIGNALS - on partner's lead  Middle/Up/Down (MUD)  High from 2, low from 3+  Low encouraging  Low-High = Even  Low encouraging	- 4 or mor	e with an honour:	4th Highest	
- in partner's suit:  DISCARDS  Low encouraging  COUNT  Low-High = Even  SIGNALS - on partner's lead  Low encouraging	- from 4 si	mall:	2nd Highest	
DISCARDS Low encouraging  COUNT Low-High = Even  SIGNALS - on partner's lead Low encouraging	- from 3 si	mall:	Middle/Up/Down (MUD)	
COUNT Low-High = Even SIGNALS - on partner's lead Low encouraging	- in partner's suit:		High from 2, low from 3+	
SIGNALS - on partner's lead Low encouraging	DISCARDS	3	Low encouraging	
	COUNT		Low-High = Even	
- on Declarer's lead Rev Count	SIGNALS	- on partner's lead	Low encouraging	
	_	- on Declarer's lead	Rev Count	

	6. SLAM CONVENTIONS						
	<b>4NT:</b>	Blackwood	Not used				
RKC			1430 etc				
4♣:		Minorwood	Other:	only after 3NT or C agreed			
	_						

Slam Notes: Queen ask is immediate bid after RKCB

Cue Bids: First (and second) round controls

Asking Bids:

7. OTHER CONVENTIONS				
Bergan raises after 1st/2nd seat opening IM	Drury			
Blackout	Jordan 2NT after X			

## **NZB**rîdge

rican System card for: Jet Quennell & Barbara Hutton Printed on: 25 Oct 2024



## **NZB**rîdge

Names:Jet QuennellBarbara HuttonNZB No:2465843916

Basic System: Standard American

Classification: Green Brown Sticker

1. OPENING BIDS					
1♣ 2+, 11+HC	P.				
1♦ 4+, 11+HC	Р				
<b>1</b> ♥ 5+, 11+ HC	P	1♠ 5+, 11+HCP			
1NT	15-17	1NT may contain a 5 card major			
Responses To 1NT	2♣ Simple stayman 2♦ TRF to hearts 2♥ TRF to spades 3♣ (low-info) Puppet stay Other:	2♠ Rangerfinder OR TRF to ♠ 2NT both minors OR TRF to ♦ yman			
2♣ Game force	e				
<b>2</b> ♦ (5)6+♦, 0-9	HCP (FAV), 6-9 (VUL)				
<b>2♥</b> (5)6+ <b>♥</b> , 0-9	HCP (FAV), 6-9 (VUL)				
	HCP (FAV), 6-9 (VUL)				
2NT 20-22 HCP	3N	T Gambling 3NT (no outside A or K)			

2. PRE ALERTS				
1 club can be as short as 2	15-17 INT			

3. COM	PETITIVE	BIDS & OVERCALLS			
Neg Doubles to	4S	Jump Overcalls:	Weak		
Responsive Doubles to	3S	Unusual NT:	LUBS		
1NT Overcall - immediate	15-18	Immediate cue of a minor:	Both M 5/5		
1NT Overcall - re-opening	13-15	Immediate cue of a major:	OM+m 5/5		
Over Opp's 1NT: Landy 2C = majors 5/4 Over weak 2's: Lebensohl after p's X - forces 30					
		Over weak 3's: Nat			

		8. RESP	ONSES	TO OPENING BIDS	3	
1♣	1 •	Natural	3♣	5+clubs, 5-9TP, non-fo	orcing, n	o 4 card M
	1 🔻	4+ hearts				
	1♠	4+ spades				
	1NT	Invit opp weak 1NT				
	2♣	4+ clubs, 10+TP, Fc	rcing, N	lo 4 card M		
		<b>/♠/3♦/♥/♠</b> All pre	emptiv	re e		
1♦	1 🔻	Natural	3♦	5+♦, 5-9 TP, non-forci	ng, NO 4	card M
	1♠	Natural				
	1NT	6-9 HCP				
	2♣	10+ points with ♣				
	2 •	4+♦, 10+TP, forcing		ard M		
		/3♣/♥/♠ All preem				
1♥	1♠	Natural 4+Spades	2/3	0-9 with 3/4♥	3♦	10-12 pts with 4♥
	1NT	6-9	2/34	preemptive		
	24	10+ points with ♣	2NT	Jacoby GF with 4♥		
	2 •	10+ points with ◆	3♣	6-9 pts with 4♥ or 10		
		If in third seat then 2		it raise, 3C or 3D is t		•
1♠	1NT	6-9 HCP	2/3♠	0-9 with 3/4♠	3♥	preemptive
	2♣	10+ points with ♣	2NT	Jacoby GF with 4♠		
	2	10+ points with ◆	3♣	6-9 pts with 4♠ or 10	)-12 pts	with 3♠
	2 🔻	10+ points with ♥	3♦	10-12 pts with 4♠		
		If in third seat then 2				
1NT	3♣	Low-info puppet	3 <b>♠</b>	Slam interest	4 •	TRF to spades
	3	Slam interest	3NT		4 🔻	Stong hearts
	3 🔻	Slam interest	4♣	TRF to hearts	4♠	Strong spades
2♣	2	Relay	2 <b>♠</b>	Natural long, weak		
	2 7	Natural long, weak	2NT			
	2♥/♠	· · · · · · · · · · · · · · · · · · ·	2NT	16+ forcing		
2 🍁	3	Preemptive	3♣	6+, Forcing		
	3♥/♠ Other	Preemptive	3NT	To play		
				0.6.	ANITE	<del>-</del> .
2	2 <b>♠</b>	6+, forcing	3	6+ forcing	3NT	To play
2 🔻	2NT	16+, forcing	3 🔻	preemptive		
	3 <b>♣</b> 2NT	6+, forcing	3 <b>♠</b> 3 <b>♦</b>	O. familia		
2♠		16+, forcing		6+, forcing		
	3♣	6+, forcing	3 🔻	6+, forcing	<b>43</b> IFF	
2NT	<b>3♣</b>	Low-info puppet	3 🗸	Transfer to spades		To play
	<b>3</b> ♦	Transfer to hearts	3♠	5♥ with singleton sp	ade	

After 2D/2NT: 3C = 8-9, 3D weak After 2H/2NT: 3C/3D = 8-9, 3H = weak After 2S/2NT: 3C/3D/3H = 8-9, 3S weak

9. CONVENTIONS Unusual NT: LUBS or any 2 suits in some situations 4th Suit Forcing: One Round forcing/Game Force (Blackout) Checkback Stayman: Yes other minor Defence to 3NT opening: Gambling Defence to Opening 3's: Natural **Defence to Opening 2's:** Lebensohl after partner's X - forces 3C (weaker than direct bid) **Defence to Multi 2's:** X = diamonds with opening values Defence to 2 suiter openers: Natural Defence to other 2 openers: Natural **Defence to strong 1♣:** Natural, X shows majors, 1NT shows minors Takeout of 4-level prempts: 4♣/♦ **Defence after our 1NTX:** XX = points, bid= natural weak After interference of our 1NT: XX=6+points. Systems on after X.Systems off after overcall Lebensohl - other uses: After weak 2 is doubled by partner **10. OTHER NOTES** Response to Jacoby GF: 3C/D/H/S = singleton/void, 3 trumps = 16+ with slam interest, 3NT = 14-15 bal, 4C/D/H = 5+of that suit, 4 trumps = minimum sign off \* first show 5 card suits in preference to shortages. After 3 level bids, cue first round controls Response to inverted minors (1C->2C or 1D->2D): 2D = natural unbalanced, 2H/S = 3+ card suit (trying to show stops), 2NT = 11-13, 3C = 5/4+suit (natural, non-forcing after C, forcing after D) 3D = 4/5+suit (natual, forcing after C, non-forcing after D), 3NT - 17-19 bal

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