

4. BASIC RESPONSES

Jump raises - minor:	Pre-empt	Other:
Jump raises - major:	Pre-empt	Other:
Jump shifts after minor opening:	Long, weak, to play	
Jump shifts after major opening:	Long, weak, to play	
Response to strong 2NT opening:	n/a	

5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
LEADS - Sequences	Overlead; Ace-Attitude King-Count	
- 4 or more with an honour	Reverse Attitude	
- from 4 small:	Top	
- from 3 small:	Top	
- in partner's suit:	Normal Count	
DISCARDS	Odd - Enc. Even - McKenney	
COUNT	High-Low = Even	
SIGNALS - on partner's lead	Low encouraging	
- on Declarer's lead	Normal Count	

Note #1:

Note #2: Reverse Attitude (Low Like)

Note #3:

Note #4:

Note #5:

6. SLAM CONVENTIONS

4NT: Blackwood	Not used
RKC	1430 etc
4♣: Gerber	0 or 4 123

Slam Notes:

Cue Bids:

Asking Bids:

7. OTHER CONVENTIONS

Minorwood (if no interference)	
Reverse Drury after major bid in 3rd seat	2c inquiry 2D = 12+, 2M = weak, else strong
Unassuming cue	
Lead directing doubles	
Quantitative	
Splinter bids	

NZBridge

Acol System card for: Shawn Adriel-Ai & Jane Walders Printed on: 24 Nov 2024



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names:	Shawn Adriel-Ai	Jane Walders
NZB No:	46838	2962
Basic System:	Acol	
Classification:	Green	Brown Sticker <input type="checkbox"/>

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣ 2+ clubs 10+ pts rule of 20	Canape <input type="checkbox"/>
1♦ 4+ diamonds 10+ pts rule of 20	
1♥ 5+ Hearts 10+ pts rule of 20	1♠ 5+ Spades 10+ pts rule of 20
1NT 12-14	1NT may contain a 5 card major
2♣ Puppet Stayman	Range Finder
2♦ Transfer to H	2♠ Transfer C, bid 2NT with C Honour
2♥ Transfer to S	2NT Transfer D, Bid 3C with D Honour
3♣/♦ n/a	
Other: minor transfer requires 6 card suit	

2♣ 23+ pts or 4 or less losers ***

2♦ Multi 2 Weak, Flat or Strong

2♥ 5H/4+ minor, weak 0 - 10

2♠ 5S/4+ minor, weak

2NT 5/5 Minors, weak

3NT 8 card minor or solid suit

2. PRE ALERTS

*** 2 Clubs is 4 or less losers

Unusual 2NT is lower 2 unbid suits 5/5

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to	4H	Jump Overcalls:	Weak
Responsive Doubles to	4H	Unusual NT:	Other:
1NT Overcall - immediate	15-18	Immediate cue of a minor:	Higher 2 unbid
1NT Overcall - re-opening	12-14	Immediate cue of a major:	Higher 2 unbid
Over Opp's 1NT:	Multi - Landy	Over weak 2's:	X = takeout, suit natural
X = 15+		Over weak 3's:	X = takeout, suit natural
2C = both majors, 2D = long major		Unusual 2 NT: 5/5 in the lower 2 unbid (nat) suits	
2H = H + minor, 2S = S + minor			
2NT = both minors			

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+	2♦ weak	3♦ splinter
	1♥ 4+	2♥ weak	3♥ splinter
	1♠ 4+	2♠ weak	3♠ splinter
	1NT 6-9, no 4cM	2NT 10-12	3NT To Play
	2♣ 6-9, 4+ clubs	3♣ 10-12	
Other			
1♦	1♥ 4+	2♥ weak	3♥ splinter
	1♠ 4+	2♠ weak	3♠ splinter
	1NT 6-9, no 4cM	2NT 10-12	3NT To Play
	2♣ 10+	3♣ weak	
	2♦ 6-9, 4+ diamonds	3♦ 10-12	
Other			
1♥	1♠ 4+	2♥ 6-9	3♦ weak
	1NT 6-9	2♠ weak	3♥ 10-12
	2♣ 10+ pts, 4+ C	2NT 10+ pts, 4+ H	3♠ splinter
	2♦ 10+ pts, 4+ D	3♣ weak	3NT To Play
	Other		
1♠	1NT 6-9	2♠ 6-9	3♥ weak
	2♣ 10+	2NT 10+ pts, 4+ S	3♠ 10-12
	2♦ 10+	3♣ weak	3NT To Play
	2♥ 10+, 5+ hearts	3♦ weak	
	Other		
1NT 12-14	3♣	3♠ 6 S's game invite	4♦
	3♦	3NT To play	4♥ To Play
	3♥ 6 H's game invite	4♣ Ace ask	4♠ To Play
	Other		
2♣	2♦ Weak or waiting	2NT 8+ balanced	3♥
	2♥ 8+ HCP, 5+ hearts	3♣ 8+ 5+ C's	3♠
	2♠ 8+ HCP, 5+ spades	3♦ 8+ 5+ D's	3NT To Play
	Other		
2♦	2♥ Relay	3♣ To play	3♠ 4H/3S, pre-empt
	2♠ Game interest in H's	3♦ To play	3NT 4H/3S, pre-empt
	2NT 14+ (strong relay)	3♥ 3/3cM, pre-empt	
	Other		
2♥	2♠ To play	3♦ To play	3NT
	2NT Strong relay	3♥ 3 card support NF	
	3♣ Pass or correct	3♠	
	Other		

Notes

2♠	2NT Strong relay	3♦ to play	3♠ 3 card support NF
	3♣ Pass or correct	3♥ to play	3NT
	Other		
2NT	3♣ To Play	3♥ 5+ forcing	3NT To Play
	3♦ To Play	3♠ 5+ forcing	
	Other		

9. CONVENTIONS

Unusual NT:	2 lower unbid suits	5 - 5 sometimes 5- 4
4th Suit Forcing:	One Round forcing	
Checkback Stayman:	Yes 2D= both majors, 2NT = neither	
Defence to 3NT opening:	X = takeout	
Defence to Opening 3's:	X = takeout	
Defence to Opening 2's:	X = takeout, 2NT 15-18 balanced	
Defence to Multi 2's:	X = 16+ bal, 2NT = 5/5m 11+, 2H = TO on H, 2S = TO on S	
Defence to 2 suiter openers:	X = takeout, 2NT 15-18 balanced	
Defence to other 2 openers:	X = takeout, 2NT 15-18 balanced	
Defence to strong 1♣: Suction		
Takeout of 4-level preempts:	4♣/♦ X = Takeout	
	4♥ X = Takeout, 4NT = minors	
	4♠ X = Takeout, 4NT tolerates all other suits	
Defence after our 1NTX:	XX = 5 card suit weak, suit = 4 card suit weak	
After interference of our 1NT:	Lebensohl	
Lebensohl - other uses:	Over opener's reverse, Over opps (2D)-X-(/)-2NT-(/)-	

10. OTHER NOTES

Over balanced 1D-opening, defence over 1NT applies
 Weak 2s: 1st & 3rd, Favourable 0+ , neutral 3+, unfav 6+, 2nd Fav, 3+, else 6+

2NT response to 1 of a major is followed by controls (voids or aces)
 Over 1 & 2NT rebid, checkback if major has been shown else puppet
 count (high > low = even) against suits , rev attitude against NT

3-level opening - ptrnr looking for slam will bid 4C (ex. over 3C, bid 4D) with responses :
 0KC, 1KC, 1KC+Q, 2KC, 2KC+Q

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