

New Zealand Bridge



Nos. / NAMES & SYSTEM

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Basic System: **ACOL**

Brown Sticker Classification: Green Blue Red Yellow Canape

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

- 1♣ 4+♣ 10+ pts
 - 1♦ 4+-d 10+ pts
 - 1NT 12-14
- 1♥ 4+♥ 10+ pts
1♠ 4+♠ 10+ pts
- may contain 5 card Major

1NT Responses 2♣ Stayman

- 2♦ Transfer
 - 2♥ Transfer
 - other
- Other:
2♠ Rangefinder or Transfer to a minor
2NT 5/5 minors weak

2♣ GF 23+

2♦ 3 way Multi - 6-10 pts 6 card major, balanced 20-22 pts, or strong suit

2♥ 5 card suit 6-10HCP plus 5 of a minor

2♠ 5 card suit 6-10HCP plus 5 of another

2NT 5/5 minors less than an opening hand

3NT 6/5 in the majors

2. PRE-ALERTS

Stayman at the 3 level

1♣ 4+

1NT 12-14 HPC

2♦ multi

2NT 5/5 minors 6-10 pts, 3NT 6/5 majors weak

4♦ equal length

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3♣ Jump overcalls Variable

Responsive doubles through 2♠ Unusual NT Overcall = 5/5+ minors

1NT overcall - immediate 15-18 Immediate cue of minor

1NT overcall - re-opening 13-14 Immediate cue of Major

Over weak twos 2NT = balanced X = Takeout Over opening threes X = takeout

Over opponent's 1NT 2♣ = at least 4/4 in the majors, 2NT = 5/5 in the minors, all else natural

2♦ = long suit

4. BASIC RESPONSES

Jump raises - minors Limit 10-12 Other:

Jump raises - Majors Limit 10-12 Other:

Jump shifts after minor opening To play

Jump shifts after Major opening To Play

Responses to strong 2 suit open.

Responses to 2NT opening 3♣ = Prefer ♣ to ♦ 3♦ = Prefer ♦ to ♣, all else forcing

5. PLAY CONVENTIONS

Versus Suit (or both) Versus NoTrump (if different)

Leads Sequences: Overlead, A-Attitude

Four or more with an honour attitude

From 4 small highest

From 3 cards (no honour) Middle (MUD)

In partner's suit As per above

Discards Low Encourage

Count High-Low

Signal on partner's lead: Low encouraging

Signal on declarer's lead: Low encouraging

Notes

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber when? Most times

Slam Notes

Cue Bids Splinters

Asking Bids

7. OTHER CONVENTIONS

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8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 1♥ 1♠	6+ pts, 4+ cards	2♦	3♦
1♥ 1♠	6+ pts, 4+ cards	2♥ 0-5 pts, 6♥	3♥
1♠ 1NT	6+ pts, 4+ cards	2♠ 0-5 pts, 6♠	3♠
1NT	6-9 pts, 4+♣	2NT 11-12 pts	3NT To Play
2♣	6-9 pts, 4+♣	3♣ 10-12 pts	4♣ Aces asking
other			
1♦ 1♥ 1♠	6+ pts, 4+♥	2♥ 0-5 pts, 6♥	3♥
1♠ 1NT	6+ pts, 4+♠	2♠ 0-5 pts, 6♠	3♠
1NT	6-9 pts, 4+c	2NT 11-12 pts	3NT To Play
2♣	10+ pts, 4+♣	3♣	4♣ Ace asking
2♦	6-9 pts, 4+♦	3♦ 10-12, 4+♦, denies a major	4♦
other			
1♥ 1♠	5+ pts, 4+c	2♥ 6-9 pts, 4+♥	3♦
1NT	6-9 less than 3♥	2♠ 0-5 pts, 6 card suit	3♥ 10-11(12)
2♣	10+ pts, 4+♣	2NT 11-12	3♠
2♦	10+ pts, 4+♦	3♣	3NT To Play
other			
1♠ 2♣	6-9 less than 3♠	2♠ 6-9 pts.	3♥
2♣	10+ pts, 4+♣	2NT 11-12	3♠ 10-11(12)
2♦	10+ pts, 4+♦	3♣	3NT To Play
2♥	10+ pts, 5+♥	3♦	4♣ Ace asking
other			
1NT 3♣	6♣, 2 top 3 honours	3♠	4♦
3♦	6♦, 2 top 3 honours	3NT To Play	4♥ To Play
3♥		4♣ Ace Ask	4♠ To Play
other	2NT = minors, 2♠ = Rangefinder or transfer to a minor		
2♣	2♦ relay	2NT NA	3♥
2♥	NA	3♣ NA	3♠
2♠	NA	3♦ NA	3NT To Play
other			
2♦	Weak relay	3♣ To Play	3♠ To Play
2♠	Game interest in♥	3♦ To Play	3NT To Play
2NT	15+ pts	3♥ 3/3 both majors 10-13	4♣ Ace Ask
other			

Notes Jacoby still on after interference

2♥ 2♠	To Play	3♦ To Play	3NT To Play
2NT 15HCP forcing	3♥ Invitational	3♥ Invitational	4♣ Ace Ask
3♣ pass or correct	3♠ Forcing ?	3♠ Forcing ?	4♥ To Play
other			
2♠ 2NT 15HCP forcing	3♥ To Play	3♥ To Play	4♣ Ace Ask
3♣ pass or correct	3♠ Invitational	3♠ Invitational	4♥ To Play
3♦ To Play	3NT To Play	3NT To Play	4♠ To Play
other			
2NT 3♣	Prefer ♣ to♦	3♠	4♦
3♦	Prefer♦ to♣	3NT To Play	4♥ To Play
3♥	Forcing (5+♥)	4♣ Ace Ask ?	4♠ To Play
other			

9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing One round

Game force

NT Checkback Priorities: 2c= both majors, 2D long suit 2♥ or ♠ = 5 that major, 2NT = 5/5

Defence to 3NT opening X = takeout

Defence to Opening Twos 2NT = 15-18, X = takeout

Multi 2♦ 2NT = 15-18, X = takeout

RCO style 2-s

Other 2-s

Defence Natural

to

strong

♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦ X = Takeout

4♥ X = Takeout 4NT = both minors 4♠ X = Penalty 4NT = tolerance for other 3 suits

10. OTHER NOTES

Defence to our 1NTX: systems on

Jump overcalls: Variable