

4. BASIC RESPONSES

Jump raises - minors	3-8, preempt	Other
Jump raises - majors	3-6, preempt	Other
Jump shifts after minor opening	6+ Major, weak 2-5	
Jump shifts after major opening	Mini splinter	
Responses to strong 2 suit open	-	
Responses to 2NT opening	3C= Puppet Stayman, 3D/H= transfer, 3S= both minors	

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus No Trump (if different)
Leads	Sequence	Top or interior
	Four or more with an honour	3 rd and 5 th
	From 4 small	"
	From 3 cards (no honour)	"
	In partner's suit	High from two or 3/5 th
Discards		Neg inference, nat count
Count		Natural count on K,J
Signal	on partner's lead:	Reverse attitude on A,Q
Signal	on declarer's lead:	Natural count
Notes		

6. SLAM CONVENTIONS

4NT:	Blackwood	<input type="checkbox"/> RKCB	1430	4♣	Gerber	<input checked="" type="checkbox"/>	Over NT opener
	Slam Notes						Overcall/rebid
Cue Bids	<input type="checkbox"/>	1 st RC					
Asking Bids	<input type="checkbox"/>	Long suit trial bids					

7. OTHER CONVENTIONS

We open they overcall, or we overcall:	
direct cue= fit, invitational +	
Bid then cue later asks for stop	

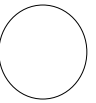
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NZBridge



Nos. / NAMES & SYSTEM

58572 / Shirley Newton
13502 / Margaret Burgess

Basic System:

ACOL

Brown Sticker

Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣	4+	1♥	4+
1♦	4+	1♠	4+
1NT	12-14		may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2C Stayman	Other
2♦	Transfer	2♠ Rangefinder
2♥	Transfer	2NT Transfer to minor or GF 5/5 minors
Othr	3minor = inv, 6+ suit, 3Major = slam try, 4C = Gerber, 4NT = Quantitative	

2♣	GF, 20+ unbalanced, 23+ balanced
2♦	Weak, 6-c suit
2♥	Weak, 6-c suit
2♠	Weak, 6-c suit
2NT	20-22 balanced
3NT	Gambling, solid 7+ minor

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	NV= weak, Vul= Intermediate
Responsive doubles through	4H	Unusual NT	2 lowest unbid suits, 6+HCP
1NT overcall - immediate	15-18	Immediate cue of minor	Both Majors, 6+hcp
1NT overcall - re-opening	11-14(15)	Immediate cue of major	Other Maj + minor,
Over weak twos	X=to, 2NT=15-19	Over opening threes	X= to, 3NT =16+
Over opponents 1NT	X= 15+ Penalties, 2C= Majors, 2D= any single suiter, 2H/S = 5/4 either way Maj + a minor, 2NT= minors		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+HCP, 4+ suit	2♦	2-5HCP, 6+ suit	3♦	Splinter, club fit
	1♥	"	2♥	"	3♥	"
	1♠	"	2♠	"	3♠	"
	1NT	6-9	2NT	GF, 4+ clubs, bal	3NT	13-15
	2♣	9-12HCP, 4+C	3♣	3-8HCP, 4+ clubs	4♣	Slam try
	Other					
1♦	1♥	6+HCP, 4+ suit	2♥	2-5HCP, 6+ suit	3♥	Splinter, D fit
	1♠	"	2♠	"	3♠	"
	1NT	6-9	2NT	GF, 4+D, bal	3NT	13-15
	2♣	10+HCP, 4+ suit	3♣	Splinter, D fit	4♣	-
	2♦	9-12HCP, 4+D	3♦	3-8HCP, 4+D	4♦	Slam try
	Other					
1♥	1♠	6+HCP, 4+ suit	2♥	6-9HCP, 4+ fit	3♦	Mini splinter, 4+ fit
	1NT	6-9	2♠	2-5HCP, 6+ suit	3♥	Pre-empt, <6HCP
	2♣	10+HCP, 4+ suit	2NT	Invitational +, 4+ fit	3♠	Splinter, slam try
	2♦	"	3♣	Mini splinter, 4+ fit	3NT	13-15
	Other	4 minor = splinter, slam try	After 2NT, 3C/D/S = shortage, 15+			
1♠	1NT	6-9	2♠	6-9HCP, 4+ fit	3♥	Mini splinter, 4+ fit
	2♣	10+HCP, 4+ suit	2NT	Invitational +, 4+ fit	3♠	Pre-empt, <6HCP
	2♦	"	3♣	Mini splinter, 4+ fit	3NT	13-15
	2♥	"	3♦	"	4♣	Splinter, slam try
	Other	4D/H = splinter, slam try	After 2NT, 3C/D/H = shortage, 15+			
1NT	3♣	Inv, 6+ suit	3♠	Slam try 6+ suit	4♦	Slam try, 6+ suit
	3♦	"	3NT	To play	4♥	To play
	3♥	Slam try, 6+ suit	4♣	Gerber	4♠	"
	Other	4NT = quantitative				
2♣	2♦	0-7HCP	2NT	8+HCP, bal	3♥	-
	2♥	8+HCP, 5+ suit	3♣	8+HCP, 5+ suit	3♠	-
	2♠	"	3♦	"	3NT	-
	Other	Positive = at least two kings				
2♦	2♥	1RF, 5+ suit, 12-15	3♣	1RF, 5+ suit, 12-15	3♠	Splinter, slam try
	2♠	"	3♦	Pre-empt, >12	3NT	To play
	2NT	1RF asks strength	3♥	Splinter, slam try	4♣	Splinter, slam try
	Other	After 2NT, 3D = min, 3C/H/S = max, singleton/void, 3NT = max				

Notes

Over weak 2D,H,S, 2NT followed by new suit = GF

2♥	2♠	1RF, 5+ suit, 12-15	3♦	1RF, 5+ suit, 12-15	3NT	To play
	2NT	1RF, asks strength	3♥	Pre-empt, <12hpc	4♣	and 4D = Splinter
	3♣	1RF, 5+ suit, 12-15	3♠	Splinter, slam try	4♥	To play
	Other	After 2NT, 3H = min, 3C/D/S = sing/void max, 3NT = max				
2♠	2NT	1RF, asks strength	3♥	1RF, 5+ suit	4♣	and 4D = Splinter
	3♣	1RF, 5+ suit	3♠	Pre-empt, <12	4♥	"
	3♦	"	3NT	To play	4♠	To play
	Other					
2NT	3♣	Puppet Stayman	3♠	Both minors, slam try	4♦	Slam try
	3♦	Transfer	3NT	To play	4♥	To play
	3♥	"	4♣	Gerber	4♠	"
	Other	4NT = quantitative				

9. CONVENTIONS

Unusual NT 2 lowest unbid suits, 6+pts

4th Suit Forcing One round Game force

NT Checkback Priorities Show lowest choice first

Defence to 3NT opening X = values

Defence to Opening Twos X = TO, 2NT = 15-19, suit = 5+

Multi 2♦ X = 15+ with rebid - (response at 3-level = GF), 2NT = 15-19, suit = 5+

RCO style 2-s

Other 2-s

Defence	1♣	
to		X = majors, 2-suit = Amsbury – a) 6+ suit, b) other 3 suits, c) 5/5 lower rank suits, 1NT = 5/5 two odd suits
strong	2♣	
♣		

Over 1NT Interference X = TO, 4+ of suit if artificial 2-suit= competitive, 3-suit = GF,

Lebensohl – 2NT = weak single suiter or invitational if higher rank than overcall

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

4♥ X = TO 4♠ X = values, 4NT = TO

10. OTHER NOTES

Our 1NT X: Pass = happy to play, XX = any single suiter, 2-suit = that suit + a higher

