

4. BASIC RESPONSES

Jump raises - minor:	Inverted	Other:
Jump raises - major:	Pre-empt	Other:
Jump shifts after minor opening:	major =8-10, 6 card suit	
Jump shifts after major opening:	spine	
Response to strong 2NT opening:	puppet,transfers	

5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
LEADS - Sequences	Underlead	Underlead
- 4 or more with an honour	3rd/Low	3rd/Low
- from 4 small:	3rd Highest	2nd Highest
- from 3 small:	Low	Top
- in partner's suit:	3rd and fifths	3rd and fifth
DISCARDS	Low encouraging	Low encouraging
COUNT	Low-High = Even	Low-High = Even
SIGNALS - on partner's lead	Low encouraging	Low encouraging
- on Declarer's lead	Suit preference	Suit preference

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

6. SLAM CONVENTIONS

4NT: Blackwood	Other:	1430
RKC	1430 etc	
4♣: Gerber	Not used	

Slam Notes:

Cue Bids: <input checked="" type="checkbox"/>	1st and 2nd round controls
Asking Bids: <input checked="" type="checkbox"/>	cue of opponents suit asks for strength

7. OTHER CONVENTIONS

Lebensohl	Long suit trials
Puppet stayman	4th suit force
SPINE	Suction over precision club
2+2+2	
reverse Smith-peter discards	
Gazilli	
two way checkback	



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names:	Tony Quinlivan	Max Morrison
NZB No:	48647	50250
Basic System:	2 over 1	
Classification:	Green	Brown Sticker <input type="checkbox"/>

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣ 10-20 hcp, 2+	Canape <input type="checkbox"/>
1♦ 10-20 hcp, 4+	
1♥ 10-20 hcp, 5+	1♠ 10-20 hcp, 5+
1NT 15-17	1NT may contain a 5 card major
<i>Responses To 1NT</i>	2♣ Simple stayman
	2♦ transfer to h
	2♥ transfer to s
	3♣/♦ 3c puppet
	2♠ transfer to 3c or rangefinder
	2NT transfer to 3d or minors

Other:

2♣ game force, 23+ or meets rule of 29	
2♦ minimum 4/4 majors, 6-10 hcp	
2♥ 6 hearts, 6-10 hcp	
2♠ 6 spades, 6-10 hcp	
2NT 20-21	3NT minor preempt

2. PRE ALERTS

Transfer responses to 1C	1S 6-10hcp or weak minor or gameforce
1D transfer to H	1NT 11-12 hcp
1H transfer to S	4c,4d texas

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to 3S	Jump Overcalls: Variable
Responsive Doubles to 4S	Unusual NT: Other:
1NT Overcall - immediate 15-18	Immediate cue of a minor: s and another
1NT Overcall - re-opening 11-14	Immediate cue of a major: other major and minor
Over Opp's 1NT:	Over weak 2's: x takeout
reverse cappalletti 2c majors	Over weak 3's: x takeout
2d 6 card major	
2h, h and a minor min 5/4	
2s s and a minor min 5/4	

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+ hearts	2♦ gameforce 6+d	3♦ 6+d 4-8 hcp
	1♥ 4+ spades	2♥ 6+h 8-10 hcp	3♥ 7+h 6-9 hcp
	1♠ 6-10 hcp or gf	2♠ 6+s 8-10 hcp	3♠ 7+s 6-9 hcp
	1NT 11-12 hcp	2NT 5c 12 hcp	3NT 13-15 hcp 3334
	2♣ gameforce	3♣ 6+c 4-8 hcp	
Other			
1♦	1♥ 4+ h	2♥ 6+h 8-10 hcp	3♥ 7+h 6-9 hcp
	1♠ 4+s	2♠ 6+s 8-10 hcp	3♠ 7+h 6-9 hcp
	1NT 6-12 hcp	2NT	3NT 13-15 hcp 3334
	2♣ gameforce	3♣ 6+ c 4-8 hcp	
	2♦ gameforce	3♦ 6+d 4-8 hcp	
Other			
1♥	1♠ 4+s 6+hcp	2♥ 3 h 6-9 hcp	3♦ 4h 6-9 hcp
	1NT 6-12 hcp	2♠ 3+h, singleton somewhere	3♥ 4h 0-5 hcp
	2♣ 4 +c 13+ hcp GF	2NT GF in H	3♠ splinter
	2♦ 4+d 13+hcp GF	3♣ invitational + in h	3NT to play
	Other		
1♠	1NT 6-12 hcp	2♠ 3 sp 6-9 hcp	3♥ 4s 6-9 hcp
	2♣ 4 +c 13+ hcp GF	2NT 3+s singleton somewhere	3♠ 4s 0-5 hcp
	2♦ 4+d 13+hcp GF	3♣ GF in S	3NT to play
	2♥ 5+h GF	3♦ invitational + in s	
	Other		
1NT 15-17	3♣ puppet stayman	3♠ singleton s 1345	4♦ transfer to s
	3♦ both minors 5/5 gf	3NT to play	4♥ 6 card suit no slam interest
	3♥ singleton h 3145	4♣ transfer to h	4♠ 6 card suit no slam interest
	Other		
2♣	2♦ waiting bid	2NT 3+ controls	3♥ 6 card suit 0-6 hcp
	2♥ 5 card suit 3+ controls	3♣ 5 card suit 3+ controls	3♠ 6 card suit 0-6 hcp
	2♠ 5 card suit 3+ controls	3♦ 5 card suit 3+ controls	3NT 5/5 minors slam interest
	Other		
2♦	2♥ preferred major	3♣ 6 card suit to play	3♠ 4 spades invitational
	2♠ preferred major	3♦ 6 card suit to play	3NT to play
	2NT strength enquiry	3♥ 4 hearts invitational	
	Other		
2♥	2♠ to play	3♦ to play	3NT to play
	2NT strength enquiry	3♥ 3 h preemptive	
	3♣ to play	3♠ splinter	
	Other		

Notes

2♠	2NT strength enquiry	3♦ to play	3♠ to play preemptive
	3♣ to play	3♥ splinter	3NT to play preemptive
	Other		
2NT	3♣ puppet stayman	3♥ transfer	3NT to play
	3♦ transfer	3♠ transfer to c	
	Other		

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing: One Round forcing

Checkback Stayman: Yes

Defence to 3NT opening: x = takeout, 4C = both majors 5/5

Defence to Opening 3's: x = takeout, cue of minor is bid best major

Defence to Opening 2's: lebensohl

Defence to Multi 2's: lebensohl, 2NT=15-18 with stops

Defence to 2 suiter openers: x = takeout

Defence to other 2 openers: x = takeout

Defence to strong 1♣: suction

Takeout of 4-level preempts: 4♣/♦ x = takeout

4♥ x = takeout

4♠ x = takeout

Defence after our 1NTX: pass forces xx from partner xx=single suiter, all other suits are touching esc

After interference of our 1NT: x=takeout, 2NT lebensohl, x of artificial bid is that sui

Lebensohl - other uses: on over weak 2,s or multi 2,s

10. OTHER NOTES

Long suit trials, last train, 2 way checkback after 1c/1d openings



apes

t



