

#### 4. BASIC RESPONSES

Jump raises - minor: Limit 10-12      Other:  
 Jump raises - major: Forcing      Other: 3C = mixed raise, 3D = GF amb SPI  
 Jump shifts after minor opening: 6+ suit, 3-7 HCP  
 Jump shifts after major opening: Often artificial  
 Response to strong 2NT opening: 3C = Puppet, transfers on

#### 5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
<b>LEADS</b> - Sequences	Overlead all	
- 4 or more with an honour	4th Highest	
- from 4 small:	2nd Highest	
- from 3 small:	Middle/Low	
- in partner's suit:	Variable	
<b>DISCARDS</b>	McKenney	
<b>COUNT</b>	Low-High = Even	
<b>SIGNALS</b> - on partner's lead	Low encouraging	
- on Declarer's lead	Rev Count	

Note #1: Vs Suit, A led asks for Rev Attitude, K asks for Rev Count

Note #2:

Note #3:

Note #4:

Note #5:

#### 6. SLAM CONVENTIONS

4NT: Blackwood  
 RKC 1430 etc  
 4♣: Gerber

Slam Notes:

Cue Bids:  First round Control

Asking Bids:

#### 7. OTHER CONVENTIONS



# NZBridge



#### NAMES - NZB NUMBER - SYSTEM

Names: Marcus Dudley      Bettina Dudley  
 NZB No: 47357      28578  
 Basic System: **Acol**  
 Classification: **Green**      Brown Sticker

#### 1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣ 4+, 10+HCP	Canape <input type="checkbox"/>
1♦ 4+, 10+HCP	
1♥ 4+, 10+HCP	1♠ 4+, 10+HCP
1NT 11-14	(Select one of the option in the drop down)
Responses To 1NT	2♣ Simple stayman
	2♦ H
	2♥ S
	3♣/♦
	<b>Other:</b>
	2♣ GF, may not fit rule of 29
	2♦ Weak 6+ cards, 5+ first NV or third in hand
	2♥ Weak 6+ cards, 5+ first NV or third in hand
	2♠ Weak 6+ cards, 5+ first NV or third in hand
2NT 20-22	3NT

#### 2. PRE ALERTS

Over Opp weak 2M, 4minor = 5+/5+ in minor/Other major. 6L Hand or less

#### 3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to	4H	Jump Overcalls:	Variable
Responsive Doubles to		Unusual NT:	Other:
1NT Overcall - immediate	15-18	Immediate cue of a minor:	M/M 5/5
1NT Overcall - re-opening	13-16	Immediate cue of a major:	oM/m 5/5
Over Opp's 1NT:	2C= M/M, all else is NATural	Over weak 2's:	x = t/o, suit=nat, 4m=5/5 minor/other major
		Over weak 3's:	x=t/o, suit =nat

# NZBridge

## 8. RESPONSES TO OPENING BIDS

<b>1♣</b>	<b>1♦</b> 4+,6+	<b>2♦</b> 3-7, 6+	<b>3♦</b> 0-1D, GF Splinter
	<b>1♥</b> 4+,6+	<b>2♥</b> 3-7, 6+	<b>3♥</b> 0-1H, GF Splinter
	<b>1♠</b> 4+,6+	<b>2♠</b> 3-7, 6+	<b>3♠</b> 0-1S, GF Splinter
	<b>1NT</b> 6-9HCP, no 4cM	<b>2NT</b> Jacoby	<b>3NT</b> to play
	<b>2♣</b> (5)-9HCP, 4+C	<b>3♣</b> 4+C, (9)10-11HCP	
<b>Other</b>			
<b>1♦</b>	<b>1♥</b> 4+,6+	<b>2♥</b> 3-7, 6+	<b>3♥</b> 0-1H, GF Splinter
	<b>1♠</b> 4+,6+	<b>2♠</b> 3-7, 6+	<b>3♠</b> 0-1S, GF Splinter
	<b>1NT</b>	<b>2NT</b> Jacoby	<b>3NT</b> to play
	<b>2♣</b> 4+, 10+	<b>3♣</b> 6+C,0-1D, 3-7HCP	
	<b>2♦</b> 4+D, (5)6-9HCP	<b>3♦</b> 4+D, (9)10-11 HCP	
<b>Other</b>			
<b>1♥</b>	<b>1♠</b> 4+,6+	<b>2♥</b> 3+H, (4)5-9	<b>3♦</b> 4+H, (9)-14, S/V somewhere GF
	<b>1NT</b> 6-9HCP, denies 4S	<b>2♠</b> 3-7. 6+. 0-1+H	<b>3♥</b> 4+H, (9)-11 HCP
	<b>2♣</b> 4+, 10+	<b>2NT</b> Jacoby	<b>3♠</b> 0-1S, GF Splinter
	<b>2♦</b> 4+, 10+	<b>3♣</b> 4+H, (5)-9, 8LTC	<b>3NT</b> 13-15 ba
	<b>Other</b> 4C/4D Response GF Splinter		
<b>1♠</b>	<b>1NT</b> 6-9HCP, usually denies 3S	<b>2♠</b> 3+S, (4)5-9	<b>3♥</b>
	<b>2♣</b> 3+, 10+	<b>2NT</b> Jacoby GF	<b>3♠</b> 4+S, (9)-11 HCP
	<b>2♦</b> 4+, 10+	<b>3♣</b> 4+S, (5)-9, 8LTC	<b>3NT</b>
	<b>2♥</b> 5+,10+	<b>3♦</b> 4+S, (9)-14, S/V somewhere GF	
	<b>Other</b>		
<b>1NT</b> 11-14	<b>3♣</b>	<b>3♠</b> Slam try S(6+S)	<b>4♦</b>
	<b>3♦</b>	<b>3NT</b> to play	<b>4♥</b>
	<b>3♥</b> Slam try H(6+H)	<b>4♣</b> Ace Asking	<b>4♠</b>
	<b>Other</b>		
<b>2♣</b>	<b>2♦</b> Weak or Waiting	<b>2NT</b> nat;positive	<b>3♥</b>
	<b>2♥</b> 5+H;positive	<b>3♣</b> 6+C; positive	<b>3♠</b>
	<b>2♠</b> 5+S; positive	<b>3♦</b> 6+D; positive	<b>3NT</b>
	<b>Other</b> Positive shows at least (one ace and king) or better		
<b>2♦</b>	<b>2♥</b> Nat F1	<b>3♣</b> Nat F1	<b>3♠</b>
	<b>2♠</b> Nat F1	<b>3♦</b> Pre-emptive	<b>3NT</b>
	<b>2NT</b> Feature ask	<b>3♥</b>	
	<b>Other</b>		
<b>2♥</b>	<b>2♠</b> Nat F1	<b>3♦</b> Nat F1	<b>3NT</b>
	<b>2NT</b> Feature ask	<b>3♥</b> Pre-emptive	
	<b>3♣</b> Nat F1	<b>3♠</b>	
	<b>Other</b>		

Notes

<b>2♠</b>	<b>2NT</b> Feature ask	<b>3♦</b> Nat F1	<b>3♠</b> Pre-emptive
	<b>3♣</b> Nat F1	<b>3♥</b> Nat F1	<b>3NT</b>
	<b>Other</b>		
<b>2NT</b>	<b>3♣</b> Puppet S	<b>3♥</b> S	<b>3NT</b> To play
	<b>3♦</b> H	<b>3♠</b>	
	<b>Other</b>		

## 9. CONVENTIONS

<b>Unusual NT:</b>	2 lower unbid suits
<b>4th Suit Forcing:</b>	One Round forcing
<b>Checkback Stayman:</b>	2M = One, 2D= both, 2N= Neither, min 3N= neither, max
<b>Defence to 3NT opening:</b>	x=t/o
<b>Defence to Opening 3's:</b>	x=t/o
<b>Defence to Opening 2's:</b>	
<b>Defence to Multi 2's:</b>	(In 2nd Seat) x=15+, delayed x= t/o. Suit = Nat
<b>Defence to 2 suiter openers:</b>	
<b>Defence to other 2 openers:</b>	
<b>Defence to strong 1♣:</b>	X= Majors 4+/4+, 1N =minors 4+/4+
<b>Takeout of 4-level preempts:</b>	<b>4♣/♦</b> double is t/o
	<b>4♥</b> double is t/o
	<b>4♠</b> double is cards showing
<b>Defence after our 1NTX:</b>	P= forcing xx to play or scramble. XX= 5 card suit, 2x= 4-4 touching
<b>After interference of our 1NT:</b>	x=t/o, 2N= leb
<b>Lebensohl - other uses:</b>	

## 10. OTHER NOTES